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EXPLANATION OF FORMAT

Format

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

Name of Monster

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

DM	Darkmoor
GS	Granyte Spyre
IG	Irongate, Golden Plains
MS	Mushroom Shrine
MG	Mordengaard
RH	Rogue's Haven
SW	Stormwall
WL	Wetlands

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

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

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

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

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

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

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

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

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

Vulnerabilities: Any specific weaknesses the monster has are listed here.

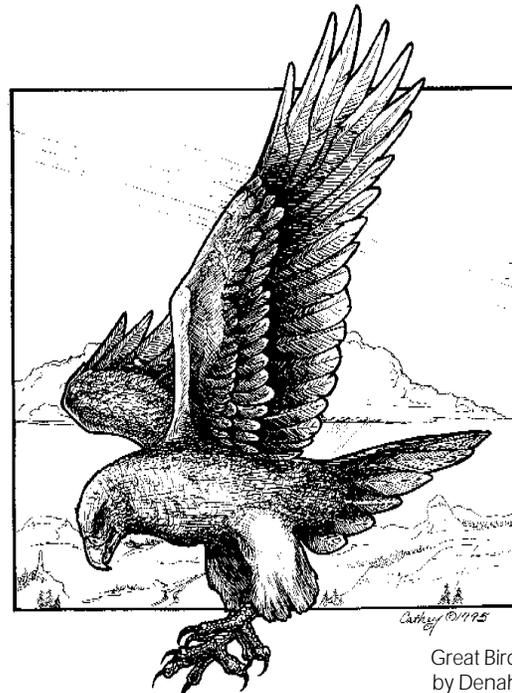
Garb: Garb is a requirement for ALL monster classes. No garb, no play. While this section suggests what type of garb may be worn by a monster, imagination is the key. Have fun and wear the garb you and the Guildmaster of Monsters feels best personifies the monster.

Description: Herein is a simple narrative about the monster.

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

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

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



Great Bird
by Denah



Animals of the wetlands

Creatures in this category are generally non-intelligent in that they do not build structures, use tools, or practice “civilized” behavior. Most Animals tend to travel in packs (or flocks) for support and protection. Monsters in this category are afraid of open flame. Animals will never approach more than 10 feet from a source of fire (charged *Fireball*, *Sword of Flame*, *Flamewall*, torch, etc.) unless they are cornered and forced to fight.

Bird, Great

(SW: Various)

- Q/M Ratio:** 2/1
Armor: None
Attacks: two short swords (Natural)
Abilities: 1) *Flight* (as Wizard, unlimited)
 2) *Dive Attack* (2/life) treat as *Teleport*, but may carry swords throughout. “Diving” x5 to begin, “Striking” x5 to attack.
 3) May block normal projectiles with weapons (only while flying) to simulate the great dodging ability these creatures exhibit in flight.

Garb: Feathers or a big flapping cape.

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

Lives: 3

Levels: None

Bear, Cave

(SW: Various)

- Q/M Ratio:** 3/1
Armor: 3 points Natural
Attacks: two daggers or short swords (at 3rd) (Natural)
Abilities: 1) *Barbarian Immunities*
 2) *Fight After Death* As Barbarian, on last life.

Vulnerabilities: Bears can not escape Scout *Entangle Trap* without help.

Garb: Black, brown, or white fur.

Description: These creatures are just like normal bears, only they live in caves and have been known to befriend other cave-dwelling Monsters from time to time.

Lives: 3

- Levels:** 1st Daggers treated as red
 2nd As above
 3rd May use two short swords (treated as red)
 4th *Fight After Death* on last two lives
 5th As above
 6th *Fight After Death* on all lives

Cat, Great

(WL: Various)

Q/M Ratio: 2/1

Armor: 2 points Natural

Attacks: two short swords (Natural, Red)

Abilities: 1) *Pass Without Trace* (1/game)

2) *Barbarian Immunities*

3) *Heal Self* (1/life) As Barbarian

Garb: Prints with patterns indicative of the Cat you are playing (i.e.: tiger stripes, cheetah spots) or tawny yellow, black or plain white. Of course, tails and ears help tremendously.

Description: Great Cats come in many varieties, the most famous being Tigers, Panthers, Lions, and Cheetahs. All are powerful predators, roaming their territories with fierce carnivorous instinct, pausing only to kill and devour their next meals.

Lives: 3

Levels: None

Crocodile, Giant

(WL: Various, Sable)

Q/M Ratio: 4/1

Armor: 4 points Natural, Invulnerable

Attacks: One short sword and one flail (Natural, Red)

Abilities: 1) *Killing Grounds* All Giant Crocodiles live in or near a body of water. This is depicted by a blue or green ribbon placed on the ground in an area no larger than 100' x 100' and no smaller than 20' x 20'. The Croc may not move outside of this area any faster than a walk, but may move freely inside the area. Any trespasser within this "water" is subject to the full range of the Giant Croc's abilities. Optionally, the Water Rules presented in *the Memoirs of a Master Smith* volume may be used.

2) *Submerge* (unlimited) By saying "Submerge" x3, the Giant Croc hides itself below the water and cannot be attacked. While Submerged, the Croc may not attack or move toward any opponent, but may hide, flee, or otherwise move within the water area.

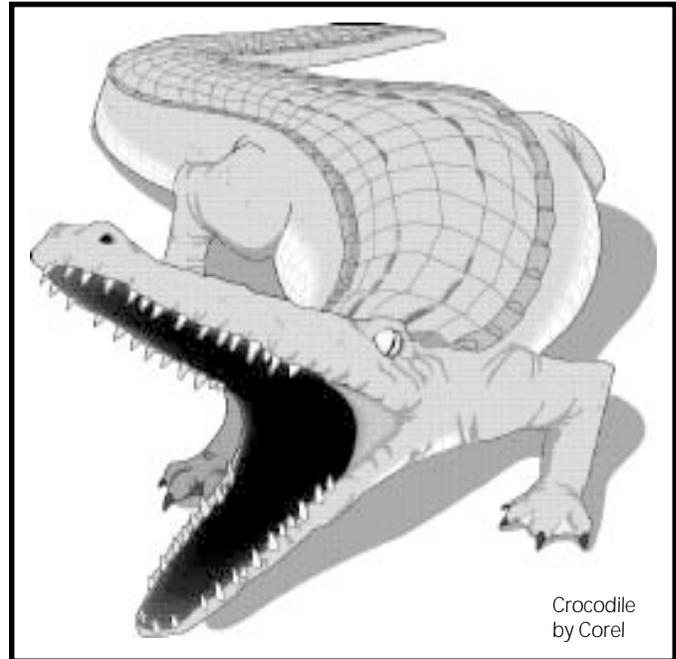
3) *Wounding* (4/life) From any point within the water, the Croc may point at a target and say "I rend off your right or left/arm or leg" x3. Only usable against those within the water.

4) *Touch of Death* or *Touch of Stun* (2/life) Croc's option, repeat "I bite you in half!" x3 (for *ToD*) or "I carry you beneath the waves!" x2 (for *Stun Touch*). If the Croc can reach out and touch a target with a bare hand, regardless of normal armor, the target is dead or stunned, and considered consumed or drowning. These powers are only usable within the confines of the *Killing Grounds*.

5) *Limited Sever Spirit* (unlimited) If a target is eaten by a Croc, they may not be *Resurrected* until the Croc is slain.

6) *Immune to Flame*

Vulnerabilities: Outside of their watery domain, Giant Crocodiles move much slower. Any Croc outside their *Killing Grounds* may only move as fast as a slow walk. Their Immunity to Fire and Flame vanishes on dry land, as well.



Crocodile
by Corel

Garb: Dark green scales and a BIG smile!

Description: The swamps of the Wetlands serve as home to the largest and deadliest reptiles in the world (except maybe for the Dragons), the Giant Crocodiles! These huge behemoths are usually content to hunt prey easier to catch than Man, but hunger and fear can cause even the most docile Croc to go on a wild rampage. These long, toothy, leather-skinned beasts, are highly sought after for their tough hides, sharp teeth, and tasty meat. Of course, the risk is perhaps greater than most hunters are willing to take.

Lives: 2

Levels: None. Aren't these things mean enough?

Dog, Wild

(SW; Various)

Q/M Ratio: 1/1

Attacks: 2 daggers (natural)

Armor: None

Abilities: 1) *Tracking* (unlimited)

2) *Lick Wounds* (non-magic, treat as Scout *First Aid*, but no bandage is necessary, by levels)

Garb: Pointy or floppy ears, just about any shade of black, red, yellow, or white, Dalmatian spots, maybe a tail

Description: Really mean dogs that travel in extended packs through the urban and sylvan wildernesses.

Lives: 4

Levels: 1st As above

2nd *Lick Wounds* (1/game)

3rd As above

4th *Lick Wounds* (1/life)

5th As above

6th *Lick Wounds* usable on other Dogs or Wolves

Flail Snail

(DM: Nikolai Greyswift)

Q/M Ratio: 3/1

Armor: torso counts as shield (the snail's shell),
2 points Natural on each limb

Attacks: 2 flails or clubs (Natural, Red)

Abilities: 1) *Entangle* (2 reusable bolts) The Flail Snails second defense is its ability to spit extraordinarily disgusting mucus at its prey, thereby immobilizing it by combination of shock/disgust/being covered in slime. This ability is non-magical.

2) *Magic resistance.* Any spell ball that hits its shell is ineffective due to the snail's strong magic resistance. Flail Snails are also immune to charm, control, and holding verbals (exception: Healer *Stun*) Note: spell of *Wounding* can not harm the snail's legs (what legs?) but may be directed at its "antennae" (i.e. the player's arms)

3) *Look Ma, No Limbs!* Because it's a snail (and therefore has no legs) leg shots do damage but don't hinder the snail from moving. In addition you must remove 3 limbs to kill the snail due to its natural toughness.

4) *Regeneration:* Regenerates limbs in 50, regenerates from death in 300, 1 point of armor will regenerate in a 100 count.

5) *Circle of Protection* (unlimited) simulates snail retreating into shell. Must say "Into my shell" x3 to activate and "out of my shell" x3 to get out, shell may be attacked while inside but not limbs.

Vulnerabilities:

1) **MUST WALK!!!** You're a snail for cryin' out loud!
2) Since the shell counts as a shield, if a red weapon destroys it the snail dies and may not regenerate, thus it loses a life

3) Salt hurts! If for some reason the snail is covered in salt (used in quest upon creation of monster, a wizard had salt spell balls as spell components) 3 times in one life, flail snail is shattered. But whenever a snail is salted it may run for a 100 count to retreat (it really hurts)

4) Affected by Bardic *Presence*

Garb: bright offensive colors or multi-colored face paint, antennae (especially those disco ball ones).

Description: Once upon a time, two demented wizards got together in their laboratory and started screwing around with creating life and made this freaky snail thing with mace heads on its antennae, and multi-colored peace signs, flowers and various other designs all over it. Horrified, the two wizards tried to destroy it, but found it nearly impervious to magic. Becoming scared, the creature fled the laboratory, made a mess, and escaped to the wild and reproduce more snails (how we're not exactly sure and probably don't wanna know). Now several of these things roam the countryside eating slime, trash, pets, and occasionally small children. Surprisingly Elves took a liking to it because of its ease in cleaning over polluted lands in a short amount of time. Yet at the same time many Kobold clans worship them as gods and make them into exceptionally slow war steeds.

Lives: 4

Levels: None

Gorilla, Man-Eating

(SW: Man'Sun)

Q/M Ratio: 2/1

Armor: 1 point Natural

Attacks: 2 short swords (Natural), throwing rocks

Abilities: 1) *Pass Plant* (unlimited) To simulate the act of brachiation (vine-swinging), the Gorilla may grasp any stout tree and declare "Swinging!" The Gorilla may then move to any other tree within 20 feet. They may continue to do so indefinitely, so long as there are trees within 20 of another. Only missile fire and verbal magic may be used against brachiating Apes, and then the attacker must remain at a distance of 20 feet.

2) *Climbing* (as Thief, by levels)

3) *Barbarian Immunities* and Abilities (by level)

Vulnerabilities: Man-Eating Gorillas will not attack anyone who remains motionless and shows no fear.

Garb: Black, dark brown, or white fur, ape-man masks, monkey-suits (not tuxedos!)

Description: The primates live in colonies in remote regions, well away from the grasp of man. The males dominate the tribe, using their great physical strength and combat prowess. Most of the time, these Apes leave humans alone, but they may be provoked to attack by any number of means, including fear, hunger, and defense of territory and young.

Lives: 3

Levels: 1st *Barbarian Immunities, Climbing* (1/life)

2nd As Above

3rd May go *Berserk* on last life as a Barbarian

4th *Climbing* (2/life)

5th As Above

6th Considered *Berserk* on last 2 lives

Raptor

(WL; Wyngarde)

Q/M Ratio: 3/1

Armor: 2 points Natural.

Attacks: 2 short swords and/or flail (Natural, Red)

Abilities: 1) *Immune to Poison*

2) *Tracking* (as Scout, 1/life)

Garb: Scales or greens to show the hides of these ravenous lizards.

Description: Raptors are giant lizards, generally at least 10 feet in length without the tail, which is very flexible. Raptors are voracious carnivores and can survive almost any climate except arctic.

Lives: 3

Levels: 1st As above.

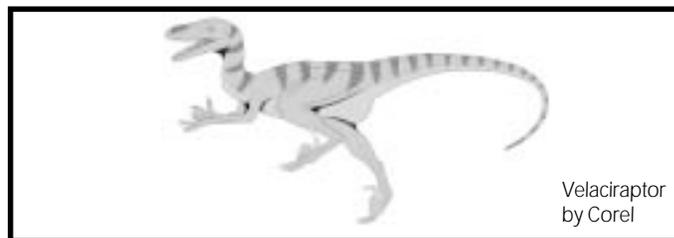
2nd As above.

3rd One additional life (total 4)

4th Natural armor becomes 3 points.

5th As above.

6th Natural armor becomes 4 points.



Rhinoceros

(WL; Wyngarde)

Q/M Ratio: 3/1

Armor: 4 points Natural

Attacks: One polearm (Natural, Red)

Abilities: 1) *Barbarian Immunities*

Garb: Mottled gray garb with wrinkles, horned hat Maroon and white.

Description: Four-legged horned beasts. Rhinos, though largely vegetarian, are very territorial and will attack anyone who enters their perceived grazing grounds.

Lives: 3

Levels: None

Spitting Snake

(SW; Corwin Blackstone)

Q/M Ratio: 1/1 (QUEST)

Armor: None

Attacks: squirt gun and one melee dagger

Abilities: 1) *Spit Poison* - one full squirt every 10 seconds. Victims struck on a non-armored location (including headshots!) are considered Poisoned and will die in 100 count unless *Cured* or immune.
2) *Poison Weapon* (as Assassin)
3) *Pass Without Trace* (as Druid, by levels)

Garb: Scales, pale greens, maybe a baby rattle for effect.

Description: These venomous reptiles are feared far and wide for their deadly poison. These snakes are not picky about their meals, either, consuming human and cattle with equal vigor.

Lives: 3

Levels: 1st *Pass Without Trace* (1/life)
2nd *May Poison Weapon* (reusable, as Assassin)
3rd *Poison* takes effect in 50 count.
4th *Pass Without Trace* (total 2/life)
5th *Poison* works against those who are immune (including high-level Monks and Druids!)
6th *Poison* causes instant death

Weasel, Giant

(GS; Weasel)

Q/M Ratio: 2/1

Armor: 1 point Natural

Attacks: one polearm or long sword (Natural)

Abilities: 1) *Lightning Speed* (1/life) Treat as Assassin *Teleport*, though the Monster must declare "Running!" x5 to activate and "Slowing" x5 to cancel.

2) *Poison* melee weapon (at 3rd level)

3) *Barbarian Immunities* and *Immunity to Poison*.

Garb: Pale brown or white garb, a long furry tail and small pointed ears.

Description: Long, sleek, and incredibly fast, the Giant Weasel can be either friend or foe to humanity, depending largely on where the beast was raised. Some Giant Weasels have been trained to steal objects and return to their masters, while others are trained as dangerous guardians.

Lives: 3

Levels: Giant Weasels may *Poison* weapon at 3rd level, and at 6th level gain an additional point of natural armor (total 2)

Wolf, Alpha

(SW; Corwin)

Q/M Ratio: 1/1

Armor: 2 points, non-sectional (Natural)

Attacks: two daggers or one short sword (Natural)

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

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

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

Lives: 5

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

Wolf, Pack Mother

(SW; Corwin)

Q/M Ratio: 2/1

Armor: 1 point Natural

Attacks: two daggers or one short sword (Natural)

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

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

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

Lives: 4

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

Wolf

(WL: Various)

Q/M Ratio: 1/1

Armor: 1 point, non-sectional (Natural)

Attacks: two daggers or one short sword (Natural)

Abilities: 1) *Pass Without Trace* (1/game) (as Druid, may be used while running)

2) *Barbarian Immunities*

3) *Heal Self* (1/life) As Barbarian, but no herbs are required.

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

Description: Uh...they look like mean dogs with more hair. Wolves also travel in packs for safety.

Lives: 4

Levels: 1st As above

2nd As above

3rd *Pass Without Trace* now (2/game)

4th As above

5th +1 point of non-sectional armor (total 2)

6th As above



Wolf
by Denah

Animals in Quests and Battlegames

Not every encounter in a Quest has to be with an All-Powerful Extra-Planar Entity guarded by sixteen Ogres with White weapons in the center of a Lava Field. In fact, your players will find little joy in a game in which they are continually barraged with wave after wave of neigh-invincible Monsters.

That's where Animals come in handy for Quest designers. Singly, a tough Animal (like a Cave Bear or Flail Snail) can provide a diversion for a small group of mid-level adventurers without being devastating to the party. Low-power Animals (like Wolves or Dogs) function better in packs of three to six, and are easy to stack in levels to match the Questors ability.

Another good use for Animals is as pets or guardians for Non-Questing Characters. They can provide the potential for combat in an otherwise non-combat situation (and we all know how much some of those Questors *LOOOOOVE* to swing their sticks!) or offer backup for a lone character who faces the possibility of a confrontation against overwhelming odds. Examples include:

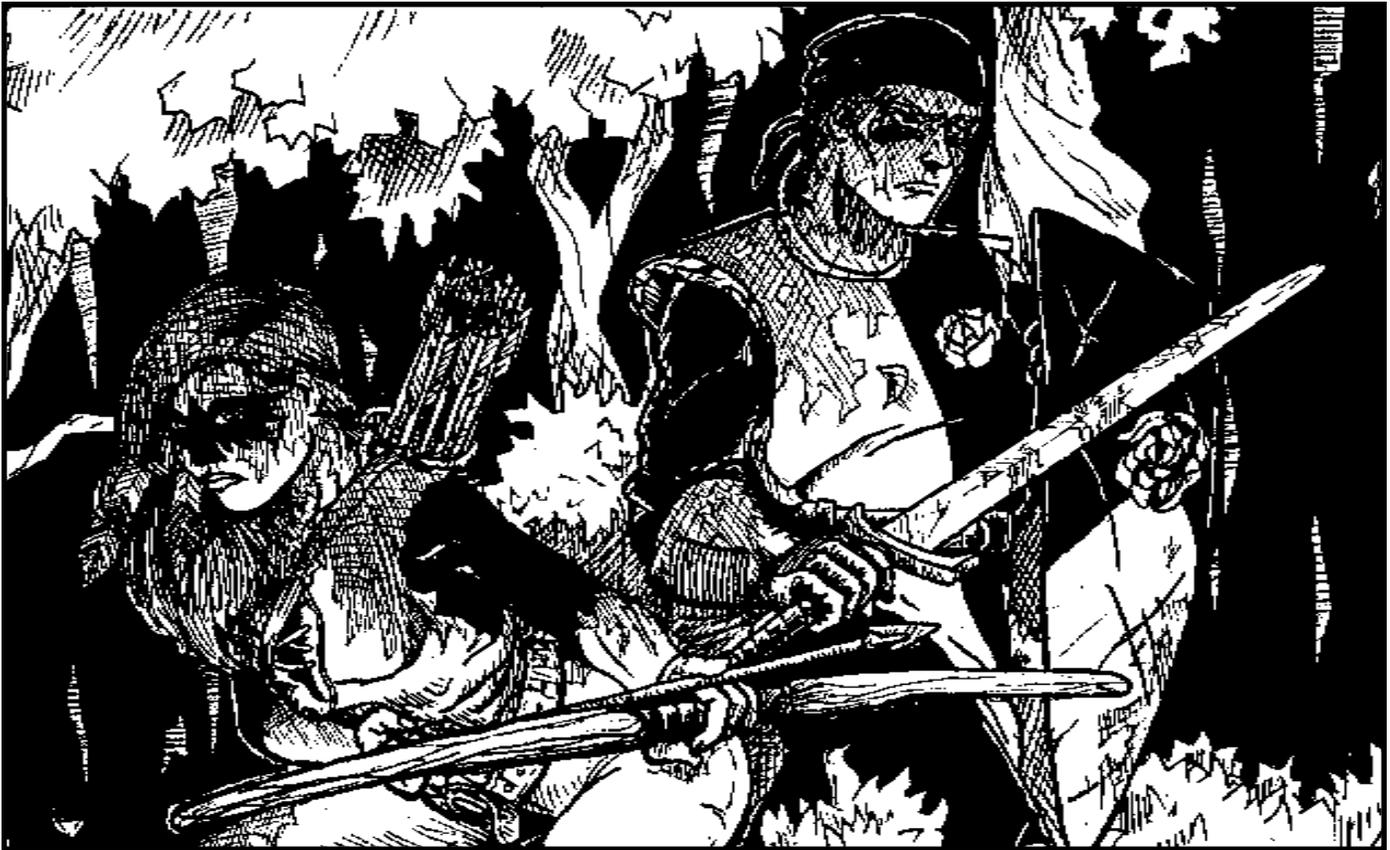
- 1) An aging Druid lives like a hermit in the nearby forest. An unknown illness is plaguing the populace and rumor holds that the old Druid has a cure. A band of Questors are sent to find the old man and ask his assistance. Much to the adventurer's chagrin, the hermit has trained a clutch of Giant Weasels as pets and protectors of privacy.
- 2) A Stone Troll has moved into the area and befriended a mated pair of Cave Bears. The Troll and Bears share a lair and have developed a symbiotic relationship, sharing hunting duties and the catch-of-the-day. Woe unto any intrepid Questors who happen into their path!

Another good idea might to have a Safari Day or a Big Game Hunters Quest. Send a variety of Animals (each worth a set amount of points) into the forest and have small teams vie for the highest point total.

Finally, Animals make excellent encounters for new players. These Monsters are easy to describe ("It's a Gorilla.") and identify. (Ask six people what an Orc looks like and you'll get six different answers. Then ask those same folks what a Crocodile looks like...

Animals. Use 'em in a Quest today!

CIVILIZED RACES



Civilized Races of the Wetlands

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

Dwarf

(DM: Margul)

Q/M Ratio:

1/1

Armor:

May wear up to 5 points, may use small or medium shields

Attacks:

Any one-handed melee weapon under 3' length, any melee axe, any melee hammer

Abilities: 1)

Improve Weapon (1/life) Either for self or another, takes 100 count.

2)

Improve Armor or Shield (1/life) Either for self or another, takes 100 count.

3)

Sprint (1/life) The dwarf may jump to his feet and run normally for a 10 count. This ability may be combined with *Fight After Death*.

4)

Fight After Death (last life only) As Barbarian, but Dwarves gain no inherent natural armor, though any armor they are wearing that had not been destroyed prior to death still remains.

5)

Barbarian Immunities

6)

Immune to Poison and Disease of all types.

Vulnerabilities: All Dwarf players must fight from their knees. Leg shots still count, but not if the strike lands below the knee.

Garb: Metal armor, fake beards or mustaches. Whistle while you work.

Description: Short and powerfully built, Dwarves have quite 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.

Lives: 3

Levels: 1st

As above

2nd

Improve Weapon becomes (2./life)

3rd

May carry and use throwing axes

One additional life (total 4)

4th

Improve Shield or Armor becomes (2./life)

5th

All melee axes or hammers are treated as Red

6th

May *Fight After Death* on last two lives.

Elves, Celtic

(EV: Mandrake the Bard)

Long ago, the *Tuatha di Danann* (the Tribe of Danu) came to the land we now know as Ireland and drove out the Firbolg, taking the lands for themselves. They prospered there, delving into the mystic arts, and thinking themselves masters of the world...until the Humans came.

The arrival of Humans to Eire was a cause for much dissent within the ranks of the elves, for to deal with this incursion, they were of two minds. The majority of them felt that the Humans must be met with force and driven from the land like the cattle they were. A minority, however, cautioned that the Humans were not to be underestimated and that negotiation and peace was the only way to reach a satisfactory conclusion. This disagreement escalated, fueled by ancient feuds within the elves, and before long war ensued.

One might think the minority dissent quickly quashed, they being far outnumbered. Yet among them were arrayed the finest, most accomplished practitioners of the mystic arts known to the elves, those not afraid to stretch the bounds and risks of their knowledge. So the war raged on while the Humans moved in almost unopposed. In the end, however, the Danann crushed the mystics, pushing those they named rebels into flight.

Heady with success, the Danann turned upon the Humans but, weakened by their internal struggles, they found themselves soon defeated and forced to withdraw across the Veil, into the lands of the Sidhe where only they could go.

In the meantime, the rebels took themselves across the waters to a rocky land, where they made peace with the humans there even as they withdrew to the dark places, within the earth and beyond the Veil. There they gathered their strength and there they increased their knowledge, vowing never to be drawn into such a meaningless struggle again.

To the Danann, their place in the Universe remained supreme, themselves the royalty of all things under the heavens. Their former brothers and sisters they branded evil, and eschewed the arts they no longer possessed the knowledge of. The rebels became known as the Bain-Sidhe (pale ones), for their paleness of coloration, and they delved into the most dangerous arts, seeking to protect themselves in the land that soon became known as Scotland.

There is little love lost between the *Tuatha di Danann* and the Bain-Sidhe, for each sees the other as dangerous and evil. Who is in the right, no man can say.

Elf, Bain-Sidhe

Q/M Ratio: 3/1

Armor: May wear up to 2 points

Attacks: Any sword, melee dagger, may use throwing weapons

- Abilities:**
- 1) *Pass Without Trace* (as per Druid).
 - 2) *Immune to Charm, Control, Sleep, and Lost.*
 - 3) May cast spells, taken from the list at the end of this description, must have spell list.
 - 4) The infections of Undead and lycanthropes will fail to change the elf into one of these creatures, but will instead act like a poison, causing death in 100 count, and curable only by *Cure Disease*.

Garb: These Elves favor dark, functional clothing, but are as varied as humans in their tastes.

Description: The Bain-Sidhe are a race of Celtic elves. They are tall and pale with long, angular features and pointed ears. They are related to the *Tuatha di Danann* but hold animosity towards them and are suspicious of other races.

Lives:	4	
Levels:	1st	<i>Pass Without Trace</i> (1/game) 2 Minor spells (total)
	2nd	May <i>Poison</i> one melee weapon (as Assassin) <i>Antidote to Poison</i> (as Assassin, 1/life) 3 Minor spells (total)
	3rd	4 Minor spells and one Lesser spells (total)
	4th	<i>Pass Without Trace</i> (1/life) 4 Minor spells and 2 Lesser spells (total)
	5th	5 Minor spells and 3 Lesser spells (total)
	6th	5 Minor spells, 3 Lesser spells, and 1 Greater spell (total)

Minor Spells: *Mend* (1/life), *Cure Disease* (1/life), *Banish* (1/life), *Bladesharp* (1/life), *Circle of Protection* (unlimited), *Sever Spirit* (1/life), *Touch of Death* (1/game)

Lesser Spells: *Charm* (1/game), *Vorpal Weapon* (as Cleric, 1/game), *Teleport* (1/game), *Curse* (1game), *Flamewall* (1/game), *Summon Dead* (1/life), *Animation of the Dead* (1/game)

Greater Spells: *Lore* (1/game), *Doomsday* (1/game), *Summoning* (1/game), *Transform* (1/game)



New Elven Spells

Summoning

- T:** Spell
- M:** monster garb
- I:** Caster puts on monster garb and repeats "I summon thee from thy sleep" x10
- E:** Caster disappears and is replaced by an elemental (*see Dor Un Avathar, 7th Ed.*) of caster's choice. This effect lasts for 100 count, at which time the elemental disappears and the caster reappears. If the elemental is killed, the caster does not reappear until the end of the 100 count.
- N:** A *Banish* spell will effectively kill the elemental

Animation of the Dead

- T:** Enchantment
- M:** yellow cloth and monster garb
- I:** touch recipient and repeat "I animate this corpse" x10, tie on cloth
- E:** Recipient becomes a Zombiekin (q.v.) until destroyed and fights on the caster's team.
- N:** May only be cast on a dead person. Affects all classes. Will be neutralized by any magic or ability that destroys Undead creatures or restores life to a dead person. Does not affect a players allotment of lives

CIVILIZED RACES

Elf, Tuatha Di Danann

- Q/M Ratio:** 2/1
- Armor:** May wear up to 3 points, small shield
- Attacks:** Bow (any size), any sword, melee dagger
- Abilities:** 1) *Pass Without Trace* (as per Druid)
2) *Immune to Charm, Control, Sleep, and Lost.*
3) *Tracking* (as Scout)
4) May cast the following spells according to levels: *Lost* (as Healer), *Mend* (as Healer), *Sleep* (as Healer), *Commune* (as Druid)
5) The infections of Undead and lycanthropes will fail to change the elf into one of these creatures, but will instead act like a poison, causing death in 100 count, and curable only by *Cure Disease*.
6) *Special arrows* as an Archer (by levels)

Garb: These Elves dress lightly, favoring natural colors and finery, but are as varied as humans in their tastes.

Description: The Tuatha di Danann are a noble race of Celtic elves. They are tall, with long angular features and pointed ears. They are very aristocratic in manner and tend to look down on other races.

Lives: 4

- Levels:** 1st *Pass Without Trace, Tracking* (1/game) *Lost, Mend, Sleep, Commune* (1/life)
2nd One *Stun Arrow* (as Archer)
+1 damage with all arrows
3rd *Tracking* (1/life)
One additional *Lost* (total 2/life)
4th *Pass Without Trace* (1/life)
One additional *Sleep* (total 2/life)
5th One *Armor Piercing* arrow
Commune (unlimited)
6th *Pass Without Trace* now (2/life)

Elf, Common, Dark

(WL; Various)

Q/M Ratio: 3/1

Armor: May wear up to three points, small shield

Attacks: Short swords, melee daggers, and short bows.

- Abilities:** 1) *Armor Piercing Arrow* (blue ribbon) This arrow will pierce any armor and hit the target.
2) *Penetration Arrow* (white ribbon) As armor piercing arrow but also destroys shields.
3) *Traps* (as Assassin, at level)
4) *Wounding* (as Wizard) Elf must repeat "From the dark heart of the woods I strike off your (right or left arm or leg)" x2.
5) *Dispel Magic* As Wizard, except say "may the forest absorb thy magic" x3
6) *Pass Without Trace, Barkskin* and *Passplant* (as Druid, by levels)
7) *Tracking* (as Scout, by levels)
8) *Charm* (as Bard) Elf must say, "Come, the forest will protect you, Come, the animals will feed you, Come, the shadows will hide you, Come, join the dark side!"

Vulnerabilities:

- 1) Dark Elves hate fires in their forest and will do anything to stop it.
- 2) Dark Elves have a special tree that is the source of their power. It will be marked by a special ribbon that indicates the owner of the tree. Anyone can destroy the tree by hitting it ten times with a red weapon or burning it with a *Fireball*. If the tree is destroyed, or if the elf leaves the forest in which the tree is located, the elf loses his magic but his enchantments come back when he reenters the forest. Also a dark elf's Nirvana is his tree.

Garb: black, green, and brown with pointed ears

Description: These creatures are of the Elven race that were exiled for using black magic, so they left for the Dark Woods where they are seldom seen, except in the kidnapping of maidens for their sacrificial rituals.

Lives: 3

- Levels:** 1st *Pass Without Trace*
Charm (1/life)
2nd *Wounding* (1/game)
3rd Ability to make *Traps*
4th 1 reusable *Armor Piercing Arrow*
Dispel (3/game)
5th *Tracking* (1/life)
PassPlant (1/life)
6th 1 reusable *Penetration Arrow*
Barkskin (3/game, may only be cast on self, for a dark elf is too greedy to share magic)

Elf, Common, Faire

(Various)

Q/M Ratio: 1/1

Attacks: Any melee weapon, any bow

Armor: May wear up to 3 points, small or medium shield

- Abilities:**
- 1) *Immune to Sleep* and *Charm* spells
 - 2) All attacks with long swords and long bows do +1 point of damage against armor
 - 3) *Spellpoints* (as Druid, Wizard or Bard, chose one class) OR abilities of a Scout of the same level. If spellcasting is chosen, they must obey all the rules for that class (including point cost and availability of weapons). If armor is worn as a spellcaster, the cost is one spellpoint per point of armor. Elves do not gain the class abilities of the Druid (i.e.: *Immunity to Poison* or *Pass Without Traces*)

Vulnerabilities: Elves may not be *Resurrected*, though they may be *Raised* or *Reincarnated*.

Garb: Human styles with the addition of a green tunic for Scouts or an appropriate colored sash for their spellcasting class (Brown: Druid, Yellow: Wizard or Blue: Bard)

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.

Lives: 3

Levels:	1st	As class
	2nd	As class
	3rd	As class
	4th	As class
	5th	One additional life, as class
	6th	As class

Gypsy

(GS; Fionnghal)

Q/M Ratio: 1/1

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

Attacks: Short swords, daggers and throwing daggers

Abilities:

- 1) *Steal Object* (as Thief, by levels)
- 2) *Sleep Powder* (at level) One purple padded *Sleep Powder Bolt*. (Reusable. Only one can be carried at a time.) To charge, hold in hand and say “Sleep Powder” x5 Upon a hit, the victim must *Sleep* for 300 count and cannot be attacked. Since this simulates the victim being drugged, only Berserkers and those immune to poisons are immune to this ability. *Cure Poison* or *Antidote to Poison* removes the effects of *Sleep Powder*.
- 3) *Prophecy* (at level) Enchantment. Once per game. Must hold a yellow ribbon in hand and say “I foresee a disaster” x10, tie on ribbon. Will negate only one (1) physical hit or magical attack. Usable on self or another. This simulates the Gypsy “foreseeing” the future for himself or another, and thus allowing the bearer to avert disaster.
- 4) *Dying Gasp Curse* (at level) 20’ range. When the Gypsy is killed he/she has the option of cursing his/her opponent upon his/her last dying gasp. Gypsy states upon dying “I curse thee with my last dying gasp” x1. Will kill after a hundred (100) count unless removed by *Remove Curse* or if the victim is bearing *Protection from Death* enchantment. Only 5th level or higher Monks are immune.
- 5) *Evil Eye* (at level) Once per Game. 50ft range. (As per Druid *Finger of Death* in that it is instantaneous death.) Point finger at victim and say “(Name or class) I call for your Death” x5. Only 5th level or higher monks are immune or if the victim is bearing *Protection from Death*.
- 6) *Luck Point* (1/life) This must be indicated with a purple or multicolored ribbon and is negated if the Gypsy wields a sword until 5th level.
- 7) *Pass without Trace* and *Heal* (as Druid, at level)
- 8) *Poison Weapon* and *Antidote to Poison* (as Assassin, at levels)
- 9) *Gypsy Band Powers* (by numbers) Gypsies on the same team can form a Gypsy Band. Gypsies in a band have powers that they collectively can utilize depending on the size of the band. Gypsy Bands must remain stationary to use Band Powers.
 - *Perform* (2 or more Gypsies, 2/game) The Gypsies must state collectively “Come one, come all, We the Gypsies are about to Perform” x3. They must then either dance, perform music, sing or tell stories, tell jokes etc.. During which the Gypsy Band cannot move from their places, be harmed nor can they harm others. They must perform no more than 4 ft from one another and *Perform* ends when they are all simultaneously silent for more than five seconds or when one or more separate further than 4 feet from the others.

CIVILIZED RACES

- **Gypsy Charm** (4 or more Gypsies, 20ft range, 2/game)
The Gypsies must state collectively to intended victim (Name or Class) "Come and run away with the Gypsies" x3 Victim is then charmed by the gypsies for 300 count and must do their bidding. One reasonable request, and cannot be harmed by Gypsies while charmed. Those immune to charm magic are immune.
- **Plead for Sanctuary** (6 or more Gypsies, 1/game)
Victim must be visibly a Knight, Squire, Royalty, or Nobility. (i.e. wearing a circlet, cornet or crown denoting rank and/or a white or red belt, unadorned chain or spurs.) Gypsies must surround the victim in a circle of no more than a 20' radius, kneel before him/her and state collectively "We plead for your protection, O mighty and fearless one" x3. The victim must then defend the Gypsy Band for the rest of that life. No one is immune.

Vulnerabilities:

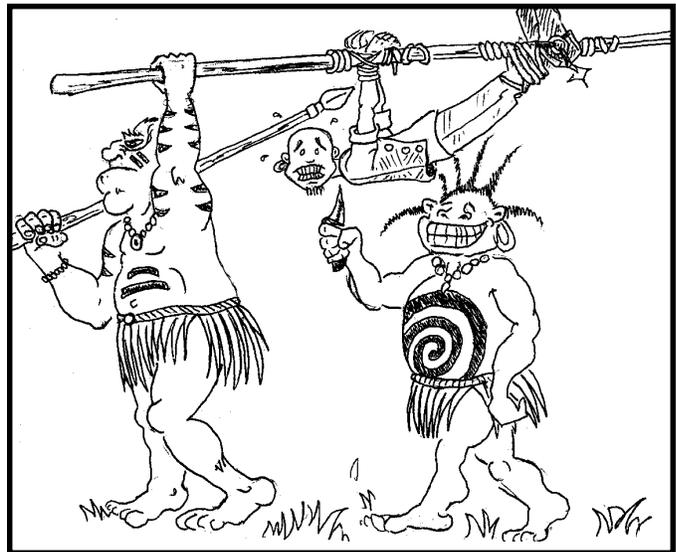
- 1) Gypsies cannot attack other Gypsies, their kinship to one another is too strong.
- 2) Affected by Bardic *Presence* as per Barbarian (Due to the kinship they have with Bards.)

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

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

Lives: 4

Levels: 1st (Beggar)	<i>Steal Object</i> (1/life) <i>Luck Point</i> (1/life)
2nd (Peddler)	<i>Pass without Trace</i> (2/game)
3rd (Tinker)	<i>Sleep Powder</i> OR <i>Poison Weapon</i> (1/game) <i>Antidote to Poison</i> (will cancel <i>Sleep Powder</i>)
4th (Soothsayer)	<i>Prophecy</i> (1/game) <i>Heal</i> (1/game)
5th (Prince)	May use a sword without loss of <i>Luck Point</i> . <i>Dying Gasp Curse</i> (1/game) May wear up to 1 point of armor.
6th (King)	<i>Evil Eye</i> (1/game) Note: There can only be one Gypsy King/Queen in a game



Headhunter

(SW; Cricket and Howler)

Q/M Ratio: 1/1

Armor: May carry a large shield (diamond-shaped)

Attacks: Any spear, javelins, throwing rocks, melee daggers, any club

- Abilities:** 1) *Berserk* (as Barbarian, at level) Headhunter must first dance in a circle, howling madly, for a 20 count, **then** the Headhunter is considered *Berserk*. The Headhunter may choose which life he wishes to go *Berserk*.
- 2) *Steal Life* (as Anti-Paladin, at level) Must dance around a fallen victim (or place where a victim was slain, if the victim just won't sit still) for a 20 count. The stolen life is added to the Headhunters total.
- 3) *Sleep Poison Javelin* (as Gypsy, at level) The Headhunter *Sleep Poison* is transferred through a javelin instead of a spellball. After this ability has been used effectively, the Headhunter must wait a full 300 count before it can be used again. This javelin must be thrown to be effective.
- 4) *Improve Weapon* (as Warrior, at level) May be used on *Sleep Poison Javelin*.
- 5) *Immune to Fear, Lost, Emotion Control* and other abilities which alter the victim's mental state.

Garb: Grass skirts, tribal face paint, bone jewelry. Babble madly in shrill gibberish and jump around in a circle.

Description: Tribes of Headhunters have lived in the Wetlands since before the arrival of civilized men. These savages dwell in thatched-roof huts, gather fruits and nuts, and ritualistically devour the slain of their enemies. The language of Headhunters is a series of animal sounds, unintelligible gibberish and war howls.

Lives: 3

Levels: 1st	As above
2nd	May go Berserk on one life (player's choice)
3rd	May use one <i>Sleep Poison Javelin</i>
4th	One additional life (total 4)
5th	<i>Improve Weapon</i> (1/game)
6th	<i>Steal Life</i> (1/game)

Helpful Old Codger

(WL; Stargazer)

Q/M Ratio: 1/1 (QUEST)

Armor: none initially

Attacks: club, staff, or melee dagger

Abilities:

- 1) *Heal, Mend, Cure Disease, Cure Poison* (by level, as Healer)
- 2) *Legend, Lore, Emotion Control* (by level, as Bard) *Legend* is twice as powerful as Bardic ability, and may be used against 2 players per level. Even Druids and Barbarians will stop and listen politely to the Old Codger's ramblings. Codger's will NEVER harm someone in their *Legend*.

3) *Pass Without Trace* (1/life, as Druid)

4) *First Aid* (by levels, as Scout)

5) *Animal Companion* - Helpful Old Codgers are rarely seen without their animal companions. These beasts serve the Old Codger without hesitation and will fight to the death to protect their master. Codgers do not take kindly to those who harm their pets, regardless of the provocation. As Codgers progress in levels, their animal companions get progressively more deadly.

Garb: Rags, furs, old robes and sandals.

Description: Old Codgers, particularly the Helpful variety, are hermits who live in the wilds outside urban areas. They are generally shy and reclusive, using their medicines and skills to aid the native fauna and friendly travelers alike. Helpful Old Codgers are best saved for Quest situations, where players and Monsters alike may be in need of healing, knowledge, or other services. Codgers will not join a team, and are as likely to help wounded creatures and players alike.

Lives: 3 (or as designated by Reeve)

Levels:

- 1st Companion: Wild Dog
Legend (x2 normal effect), *Lore* and *First Aid* (1/life each)
- 2nd Companion: Wolf
First Aid (total 2/life), *Cure Disease* and *Cure Poison* (1/game)
- 3rd Companion: Great Cat
Heal and *Mend* (1/life)
- 4th Companion: 2 Wolves
Cure Disease and *Cure Poison* (total 2/game), *Emotion Control* (1/game)
- 5th Companion: Giant Weasel
Heal and *Mend* (total 2/life), *Legend* (total 2/life, x2 effect)
- 6th Companion: Cave Bear
Heal (becomes unlimited but loses *First Aid*)
Emotion Control (total 2/game),
Lore (unlimited)

Justicar

(WL; Wyngarde)

Q/M Ratio: 1/1

Attacks: Any non-hinged melee weapon under 3' in length, javelins

Armor: Up to 3 points, small or medium shield

Abilities:

- 1) *Wounding* (as Healer, by levels)
- 2) *Tracking* (as Scout, by levels)
- 3) *Paladin Immunities* (at level) *Immune to all Wizard magic*, except *Magic Bolt*, *Iceball*, *Lightning Bolt*, and *Sphere of Annihilation*.
- 4) *Talk With Dead*, *Heal*, *Touch of Death*, and *Resurrect* (as Healer, by levels) These abilities are non-magical in nature.
- 5) *Touch of Death* (as Assassin, by levels)
- 6) *Truth* (as Bard, by levels)
- 7) *Immune to Truth*, *Tracking*, and *Talk With Dead*

Vulnerabilities: Must be a Knight for 12 weeks to play a Justicar.

Garb: A yellow or gold Phoenix symbol openly displayed

Description: The Justicar are an Order of Knights who walk a fine line between Good and Evil. Justicar are not mercenaries, though their penchant for changing sides in a battle might seem to make them so. In fact, the Justicar is not serving his own ends, but is striving to maintain the delicate balance of life.

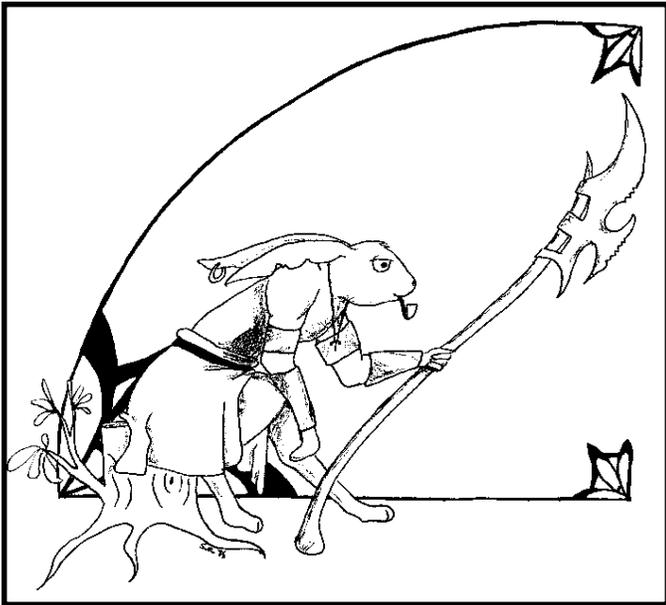
Lives: 4

Levels:

- 1st May request *Truth* (1/life)
May *Talk With Dead* (1/game)
- 2nd May *Heal* OR cast *Wounding* (1/life)
Paladin Immunities
- 3rd May *Touch of Death* OR *Resurrect* (1/life)
- 4th May perform both *Wounding* and *Heal* (1/life)
- 5th May perform both *Touch of Death* and *Resurrect* (1/life)
- 6th *Truth*, *Wounding* OR *Heal* become (2/life)
May *Track* like a Scout (1/life)
Talk With Dead becomes (1/life)



CIVILIZED RACES



Lepus

(SW: Slyddur Rahbet)

Q/M Ratio: 1/1

Armor: May wear up to 2 points OR 1 point Natural
Attacks: Melee and projectile weapons as per Barbarian
Abilities: 1) *Bolt for Cover* (1/life) Must say "Bolt for Cover" x2, may be used while moving. Treat as *Druid Pass Without Trace*. Lepus may return safely to base, or remove self from game for a 100 count. If removed from the game, the Lepus must announce loudly "Returning" x5 and be 20 feet from the nearest opponent before rejoining the game.

- 2) *Leap* (1/game) Lepus must say "Leap" x5 to activate. This power simulates the Lepus ability to leap into and out of battle. After activated, the Lepus must continue chanting "Leaping ...leaping..." for up to a 20 count. While chanting, the player may not be attacked by melee weapons within a 20-foot radius, though verbal magic and thrown / projectile weapons still work normally from any range. The Lepus must say "Land" x5 before rejoining the melee, regardless. While this ability is similar to Monk *Sanctuary*, it should be noted that Lepus may carry weapons while leaping, though they may not attack while in the air.

Vulnerabilities:

- 1) Loses Natural armor when *Berserk*
- 2) At 6th level Lepus have the option to switch professions, if they so choose. All previously gained Barbarian abilities are lost, though the racial abilities remain.

Garb: Barbarian, Healer, or Monk garb, as appropriate for level and class. Also, big rabbit ears!

Description: Imagine a hugely-muscle 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, lead by magic-users and priests throwing spells 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 powerful Healers and Monks who have perfected spiritual harmony and balance. The remainder of the populace are semi-barbaric, nomadic forest-dwellers, living in thatch-roofed burrows on the fringes of civilized nations.

The Lepus as a race are known to despise the Undead, and go out of their way to destroy those creatures of darkness. In particular, the Lepus hate the Hordes of Manos, for their continuing reinforcements to the tides of evil.

Lives: 3

Levels: 1st As 1st level Barbarian
 2nd As 2nd level Barbarian
 3rd As 3rd Level Barbarian
 4th As 4th level Barbarian
Leap becomes (2/game)
 5th As 5th level Barbarian
 6th As 6th level Barbarian OR may forsake all previously gained Barbarian abilities for the powers and abilities of either a 3rd level Healer or Monk

Merfolk

(WL; Various)

Q/M Ratio: 1/1

Armor: May wear up to two points of non-metallic armor OR scale mail of any construction
Attacks: Any spear, trident or polearm, short swords, javelins (at level)

- Abilities:** 1) *Aquatic Nature*
 2) *Entangle* (as Druid, by levels) This non-magical ability simulates a thrown net. Entangled victims may be pushed by players, but may not move under their own power for the duration of the spell.
 3) *Improve Weapon* (as Warrior, by level)

Vulnerabilities: Merfolk who leave the confines of a Water Area will "drown" on dry land in a 100 count.

Garb: Green pants, fins and scales, seashell halters for women, bare chests for men. Merfolk generally use tridents as their weapon of choice.

Description: The Merfolk have a thriving civilization beneath the waves of Amtgardia. They are a race of humanoids with the lower bodies of scaled fish. As a whole, Merfolk shun humanity and other species living above the ocean. They don't need our air-breathing ways and will defend incursions into their realm with fierce determination.

Lives: 3

Levels: 1st *Entangle* (1/life)
 2nd *Improve Weapon* (1/game)
 3rd *Entangle* (2/life total)
 4th One additional life (total 4)
 5th May use javelins
 6th *Entangle* (3/life total)
Improve Weapon becomes (1/life)

Pirate

(WL; Gideon Goldmoon)

Q/M Ratio: 1/1

Attacks: Any one-handed sword, melee daggers, throwing daggers (at 2nd level)

Armor: Up to 2 points, small shield or buckler (at 5th)

Abilities: 1) *Amazing Agility* (at level) Pirates gain 1 point of over-all armor whenever they are wearing armor (i.e.: 2 point leather becomes improved to 3 point value) or carrying weapons other than a single sword. Pirates who go completely unarmored and carry only a single sword receive 2 points of natural armor, much like Berserkers. Natural armor may be *Healed*, and improved armor may be *Mended*. All bonuses gained from this ability end when the Pirate dies, though the Pirate may chose which life to use *Amazing Agility*.

2) *Disarm* (at level) By striking the target's weapon and saying "Disarm" x1, the Pirate forces his opponent to drop his weapon for 10 seconds. This ability does not work against two-handed weapons.

3) *Hook Hand* (at level) Any dagger or dagger-sized weapon may be used as a *Hook Hand*. This weapon is treated as a natural weapon, and may not be *Heated*, *Cursed*, or *Warped*. It may not be enchanted or otherwise *Improved*. Spellballs and other effects that strike a *Hook Hand* are treated as though they had struck the Pirate's arm.

4) *Jeweled Sword* (1/game, at level) This is perhaps the Pirate's greatest treasure. Any one-handed sword or dagger may be *Jeweled*. By tying red, blue, and/or green ribbons around the sword, it is treated as a *Warrior Improved*.

5) *Peg Leg* If a Pirate is wounded in the leg, they may substitute a *Peg Leg*. By tying a brown cloth around the wounded limb and counting to 50, the Pirate may move on both feet as if unwounded. However, the peg leg must be kept straight at all times, not bending at the knee (so as to show a limp). If the peg leg is hit again, it is destroyed, but may be *Mended*, and the Pirate must fight as though wounded again. Peg-legged Pirates are not considered wounded. *Healed* Pirates may NOT use this ability again in the same life.

6) *Pirate Stand* (at level) At the start of a battlegame, the Pirate may declare a 20 x 20 area to be his *Pirate Stand*. The *Stand* must be more than 50' away from any base or Nirvana. The *Stand* is considered a Nirvana for the Pirates team, though fighting still takes place in and around it. The Pirate's teammates may count their deaths here without the Pirate being present. The *Stand* remains in play until the Pirate is shattered.

7) *Poison Weapon* (as Assassin, at level)

8) *Immune to Lost, Honor Duel* and *Wind* spells and abilities;

Garb: Black headband or a Jolly Roger (skull-and-crossbones) evident on the person.

Description: Argh, mateys! Pirates come from all races and walks of

life. These fallen sailors have forsaken polite society in hopes of finding solace through acts of violence and plunder. Of course, not every Pirate is a cold-blooded killer, but that's how to treat them.

Lives: 4

Levels: 1st (Swabbie) *Peg Leg* (1/life)
 2nd (Mate) *Disarm* (1/life)
 May use up to 4 throwing daggers
 3rd (Mariner) *Jeweled Sword* (1/game)
 4th (Freebooter) *Amazing Agility* (1/game)
 May *Poison* any one reusable weapon
 5th (Buccaneer) *Hook Hand* (1/life)
 May use small shield or buckler
 6th (Pirate King) *Pirate Stand* (1/game)

Swanmaid

(SW: Cyn Ironbottom)

Q/M Ratio: 1/1 (QUEST)

Armor: 1 point Natural (but may wear up to 2 more), small or medium shield

Attacks: Any non-hinged melee weapon of less than 4' length, quarterstaff, short bow

Abilities: 1) *Transform* at will into a swan. The Swanmaid must say "Transform" x5 while flapping at least one arm like a wing. This power MAY be used while moving.

2) *Flight* (unlimited) while in swan form. Must say "fly" x5 to become airborne. Must say "land" x5 to descend. While in flight, the Swanmaid may not fight, and must flap her arms like wings. She may cast other spells while in flight, and may wear enchantments.

3) Swanmaids can perform the following spells and spell-like abilities, each twice per life: *Pass Without Trace*, *Heal*, *Cure Poison*, and *Lost*. All of these powers may be used while in swan or human form. *Heal* and *Cure Poison* may be used on self.

Vulnerabilities: Should their yellow band ever be removed (i.e.: through coercion, subdual, or petrification) then the Swanmaid is forced to fight as a 1st level Warrior for the remainder of that life (when the band should be returned for the next life).

Garb: As Swanmaids are enchanted human females of the Scout or Druid fighting classes, they wear the formal regalia of either profession, therefor green tunics and anything brown and woodsy. (It should be noted that Swanmaids are actually neither Scouts nor Druids but a woodland spirit manifested in a worthy human being.) All Swanmaids are also REQUIRED to wear a gold or yellow band tied around one of their ankles. This is to represent the magical anklet that gives all Swanmaids their power.

Description: Swanmaids are normal human females who have performed some service for a particular woodland ruler and been granted superhuman powers for their efforts. They are universally beautiful and graceful, whether this is a Swanmaids natural appearance or another benefit of their power is unknown.

Lives: 4

Levels: 1st As above
 2nd May cast 1 *Mend* spell per life
 3rd As above
 4th May cast 1 additional *Mend* (total 2) per life
 5th As above
 6th One additional point of Natural armor (total 2)

CIVILIZED RACES

Thief

(Dragonspine; Alaeric Sigurdsson)

Q/M Ratio: 1/1

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

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

Abilities: 1) *Steal Object* (by levels) Range 20 feet, must say "I steal that (specific object)" x3. The object may be retrieved from the thief within a 100 count by making the thief return or drop the item. The thief may drop an object at any time during the initial 100 count by saying, "I drop this (object)" x1. The owner may then stop for a count of 5 to retrieve the object. If the object is not retrieved within the 100 count, the object and any enchantments are considered lost. The player must return to base for another 100 count to retrieve a new object. This ability only SIMULATES theft, it does not allow the thief access to other people's personal equipment. Once something has been stolen, it is unusable unless it is retrieved, dropped, or the 100 count is made at a base. The victim does NOT give the equipment to the thief (unless the victim is agreeable to such a thing, always ask first before using someone else's belongings) This ability does not work on game items, garb, armor, Enchanted shields, or any item that is in use when the thief Steal chant began. (i.e.: a Warrior engaged in combat could not have his sword stolen, but if the Warrior is just standing around, it can be stolen. A spellbook is considered "in use" only if the victim is actively casting magic.)

2) *Hide in Shadows* (by levels) Thief must enter shadows, let go of their weapons, and say "Hide in Shadows" x2. Under no circumstances may a thief carry weapons in his hand or under his arms, and must maintain a chant of "Hiding...hiding..." (much like Monk *Sanctuary*) the entire time they are hidden. Shadows must be fairly large and completely stationary (i.e.: one may not hide in the shadow of a large person, but parked cars are acceptable) While hiding, the thief may move freely, so long as they remain within the shadows, maintain the chant, and do not approach within 15 feet of an enemy that is NOT hidden (i.e.: may only approach those who are *Teleporting*, *Passing without Trace*, inside a *Circle of Protection* or *Plant Door*, or *Communing*, though they are still unable to affect those players) If an enemy

comes within 15 feet, the thief must either remain still or move away without breaking any other restrictions. Thieves may not Hide in Shadows while carrying game items or for a 100 count after stealing a special object, such as a spellbook or an enchanted item.

3) *Find and Disarm Traps* (by levels) The thief can determine the presence of any trap. The thief must say "Find traps" x5, and then call for a reeve to determine the presence of any traps. To disarm a trap, the thief must say "Disarm trap" x10. The trap is then rendered non-functional. The thief may locate any trap, including magical ones (i.e.: fixed enchantments), but may only disarm non-magical ones. This ability may be used to render the thief immune to Scout Entangle Trap, simply inform the Scout that the ability is being used, and the effect is canceled out. Both Scout and Thief lose their per life ability, though.

4) *Hindrance* (by levels) To get away while being chased, the thief may say "Slip away" x3. This may be said while moving. All pursuers must then halt for a 10 count while they try to "figure out which way" the thief went. Scouts of 4th level and higher are immune to this ability.

5) *Escape* (by levels) The thief may escape after having been captured or subdued by saying "Slip these bonds" x10. The thief may then leave at their leisure, though they may feign incarceration as well. This ability is not detectable by anyone hearing or watching the thief.

6) *Climb Surfaces* (by levels) Thieves may scale any wall (tree, cliff, boulder, etc.) by saying "Climb walls" x10. The thief is then considered to be on top of the surface in question and may only be attacked by ranged attacks and spells. Also, the thief can only throw daggers as an attack while "on top of" the surface. To climb down again, the thief must say "Climb walls" x10. This ability may be combined with *Hide in Shadows*.

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

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

9) *Immune to all forms of Honor Duel*

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

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

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

Lives: 4

Levels:

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

Tophat

(MS: Drax)

Q/M Ratio: 1/1

Armor: Up to 2 points, non-metallic

Attacks: Any one-handed melee weapon under 3' in length, throwing daggers

Abilities:

- 1) *Immune to Fear, Feeblemind*, all *Traps*, and *Curse*
- 2) *Tracking* (by levels, as Scout)
- 3) *Hide in Shadows* (as Thief, by levels)
- 4) *Steal Object* (as Thief, by levels)
- 5) *Hindrance* (as Thief, by levels)
- 6) May carry any enchantment except *Honor Duel* and *Emotion Control*.
- 7) *Hurl Insult* (by levels) By calling the name of any target within 50 feet, the Tophat may choose to Hurl an Insult. Insulted players are treated as if they had been *Feebleminded* (loss of all class abilities, Barbarians rush to attack) for a 30 count. Insulted players will always try to attack the Tophat, even to the point of running blindly into the ranks of the Tophat's team. Insults should be longer than 10 words, and be repeatable in polite company.

Vulnerabilities: If, for any reason, a Tophat's top hat is stolen, removed, or destroyed, that Tophat will go *Berserk* (exactly like a Barbarian) until the hat is returned, recovered, or *Mended*. No other abilities may be used while *Berserk*.

Garb: The only REQUIRED garb is a tall, brightly colored top hat, like those seen at festivals and amusement parks. Otherwise, Tophats dress just like small humans.

Description: Tophats are a race of small, elfin humanoids that live in the forests and hills near human settlements. The Tophats are fearless as a species, as well as being practiced thieves and pickpockets. Tophats have a deep insight into the characters of most creatures and have developed *Hurling Insults* to an art form heretofore unheard of in the realms. The Tophat's love to steal good food, human jewelry, and worthless baubles as a rule, but will steal other items as it amuses them.

Lives: 4

Levels:

- 1st *Hurl Insult* (1/game)
Steal Object (1/life)
- 2nd *Tracking* (1/game)
Hide in Shadows (1/game)
- 3rd *Hurl Insult* (2/game)
Hindrance (2/game)
One additional life (total 5)
- 4th *Steal Object* (2/life)
Hide in Shadows (1/life)
- 5th *Hurl Insult* (1/life)
Hindrance (1/life)
- 6th *Tracking* (1/life)
One additional life (total 6)

INSECTS AND ARACHNIDS

Insects and Arachnids

This section details all manner of creepy-crawlers, both large and small. All Giant Insects and Arachnids are immune to spells and abilities which affect the mind. (i.e.: *Charm, Hold, Yield*, etc.) Also, all Giant Insects must have the *Wounding* spell used against the same limb twice before it takes the limb. Additionally, Giant Crawling Insects (i.e.: Ant, Mantis, Scorpion) are immune to *Entangle* and *Thornwall*.

Ant, Giant

(MS: Orel the Red)

Q/M Ratio: 2/1

Armor: 2 points Natural Invulnerable

Attacks: two daggers, two short swords, or one dagger or short sword and a small shield (Natural)

Abilities: 1) *Weapon Improve* (1/life) All weapons used by Giant Ants are considered Red.

2) *Teleport* (1/life) To simulate the Giant Ant burrowing into or out of the ground. Treat this as Assassin *Teleport* in all respects.

3) *Shield Improve* (1/life) Any shield used by a Giant Ant is considered *Warrior Improved*.

Garb: Red or black clothing fake antennae.

Description: Giant Ants look like normal ants, which through magic or bizarre evolution have attained tremendous size. Giant Ants are omnivorous, eating anything that does not (or can not) eat them first, and carrying off the remainder for later consumption. Giant Ants are loyal only to each other and the Queen of their hive.

Lives: 4

Levels: Giant Ants do not gain levels, though a 6th level Ant is considered the Queen and may command any other Giant Ants of her nest to do her bidding.

Fire Beetle, Giant

(MS: Orel the Red)

Q/M Ratio: 3/1

Armor: 3 points Natural

Attacks: One Long Sword (Natural, Red)

Abilities: 1) *Immune to Flame*

2) *Fireball* (as Wizard, by levels)

3) *Flameblade* (as Druid, by levels) On own natural weaponry

4) *Tunneling* (as Assassin *Teleport*, by levels)

Garb: Shiny black with dark red spots.

Description: These hulking behemoths dwell near active volcanoes and other places where they can bask in the heat of magma. Their shiny chitinous exoskeletons are resistant to fire and heat, and have been carved out by humans wishing to cross lava pits. They are omnivorous and eat almost anything that moves or has a strong odor.

Lives: 3

Levels:

1st *Fireball* (1/bolt, reusable)

2nd *Flameblade* on own weapon (1/game)

3rd *Tunneling* (1/game)

4th *Fireball* (2/bolts, reusable)

5th *Flameblade* (1/life)

6th *Tunneling* (1/life)



Rhino Beetle, Giant

(WL: Wyngarde)

Q/M Ratio: 3/1

Armor: 3 points Natural

Attacks: One polearm (Natural, considered *Hardened*)

Abilities: 1) *Tunneling* (1/life) Treat as non-magical *Teleport*. Must say "Tunneling" x5 to submerge and "Surfacing" x5 to return to play. May be *Tracked*.

Garb: Mottled gray and black, antennae, horned hat.

Description: These long-nosed monstrosities are the huge, but generally peaceful, insects. They are scavengers, however, and will attack other creatures when threatened or hungry.

Lives: 3

Levels: One additional *Tunneling* at 3rd level. Gains one additional point of Natural armor at 5th level. At 6th level, their polearm (nose) is considered *Warrior Improved*.

Cockroach, Giant

(WL: Wyngarde)

Q/M Ratio: 3/1

Armor: 2 points Natural Invulnerable

Attacks: one long sword (Natural, Red)

Abilities: 1) *Immune to Lightning and Poison*

2) *Barbarian Immunities*

3) *Consume Object* (1/life) Treat as Druid *Shatter* spell, not versus "metal" objects.

Vulnerability: Giant roaches are solitary creatures. They attack anything that moves or smells like food (which is almost everything) and NEVER retreat from battle unless slain.

Garb: Brown garb with wings and/or antennae

Description: Ten-to-twenty foot long roaches. Luckily, they eat each other as well as everything else.

Lives: 4 (initially)

Levels: 1st *Consume* (1/life)

2nd 5 lives total

3rd *Consume* (2/life)

4th one additional point of Natural Invulnerable armor (total 3)

5th *Consume* (4/life)

6th 6 lives total

Lightning Bug, Giant

(MS: Orel the Red)

Q/M Ratio: 2/1

Armor: 2 points Natural

Attacks: One dagger or short sword (Natural)

Abilities: 1) *Flight* (unlimited) "I take flight" x3 to activate, and "land" x5 to deactivate. Lightning Bugs may only be affected by ranged and verbal attacks while flying, and may not attack while in flight, except by it's own verbal abilities.

2) *Call Lightning* (1/game) "(Target's name) I call my lightning to strike thou." X3

3) *Lightning Bolt* (unlimited) "Lightning Bolt" x5 May carry any number.

4) *Pyrotechnics* (1/life) "I call upon my lightning to destroy that (specific object)" x2

5) *Immune to Electrical Attacks*

Garb: Black and brown clothing. Strap some of those glow sticks (the green kind sold everywhere) to your butt.

Description: This Lightning Bug is a gargantuan of its species. Giant Lightning Bugs have evolved into dangerous enemies, using their internal glow to cause a variety of deadly effects.

Lives: 3

Levels: Giant Lightning Bugs gain one additional *Pyrotechnics* at 3rd level (total 2/life) and one additional *Call Lightning* at 6th level (total 2/game).

Locust, Giant

(MS: Orel the Red)

Q/M Ratio: 3/1

Armor: 2 points Natural

Attacks: Two daggers or a dagger and a small or medium shield (Natural)

Abilities: 1) *Swarm* (1/life) "I command my swarm to consume thee" x3 Treat as *Call Lightning* for all other purposes, except *Protection from Flame* offers no immunity.

2) *Shatter* (1/life) "I command my swarm to destroy that (specific object)" x3 Only effective against wooden objects. (i.e.: shields, bows, polearms, etc.) Also effective against *Entangles* and *Thornwalls*.

3) *Wounding* (2/life) "I cause my swarm to strike off your (right or left arm or leg)" x2

Garb: Brown and dark green clothing, antennae.

Description: Traveling in huge swarms of devastating potential, the Giant Locust is a scavenger without par. These beasts consume everyone and everything in their paths, stopping only long enough digest a meal before moving along to the next.

Lives: 4

Levels: None

Mosquito, Giant

(WL: Various)

Q/M Ratio: 3/1

Armor: 1 point Natural

Attacks: One long sword, pole arm, or spear (Natural, Red for stabbing only)

Abilities: 1) *Flight* (as Wizard, unlimited use)

2) *Insect Immunities*

3) Once per life may declare weapon to be *Poisoned*, per the Assassin ability, except that it only works on one target before being expended

4) *Sever Spirit* (as Healer, at 3rd level) This ability is non-magical.

Garb: Wear gray clothing and gossamer wings. Fake antenna would be appropriate

Description: A really, really, really big mosquito. The nose is easily 5 feet long. Scary enough? .

Lives: 3

Levels: At 3rd level Giant Mosquitoes may drain a victim of all their blood, acting as a non-magical *Sever Spirit* (1/game). At 6th level, they may do this one additional time per game (total 2/game)

Praying Mantis, Giant

(MS: Orel the Red)

Q/M Ratio: 3/1

Armor: 3 points Natural

Attacks: two long swords (Natural)

Abilities: 1) *Sneak* (2/life) Like Monk *Sanctuary*, but must chant "Sneaking...sneaking..." Mantis must still put weapons away, just like Monk *Sanctuary*.

2) *Teleport* (1/life) To simulate the Mantis jumping into or out of combat. Treat as Assassin *Teleport*, but Mantis must say "Teleport" x5 to activate and may not be *Tracked* by Scouts.

3) *Entangle* (2 bolts/unlimited) To simulate the Mantis' thick toxic spittle

4) *Sever Spirit* (as Healer, at 3rd level) by consuming the body of any dead player.

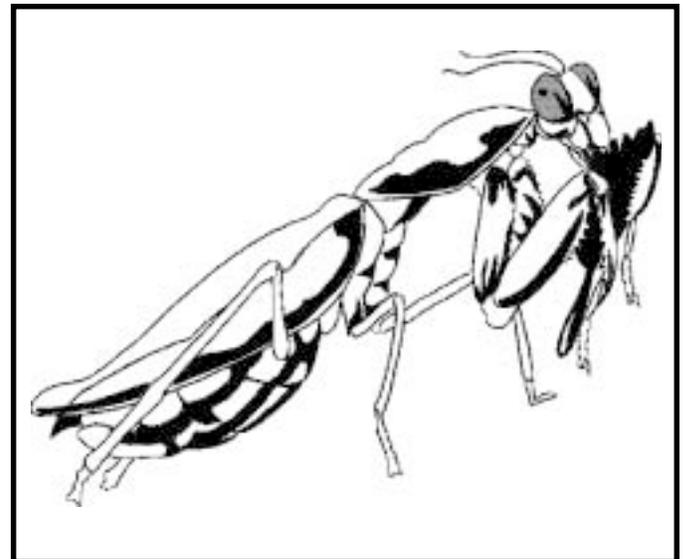
5) *Poison* melee weapon (as Assassin, at 5th level)

Garb: Bright green tunic, with darker pants. A green mask or make-up.

Description: With the ability to walk upright and the look of intellect in its eyes, the deadly Giant Mantis is the supreme hunter of the Giant Insect world. These silent giants are ruthless, tireless adversaries, relentlessly pursuing their prey until one or the other is slain.

Lives: 2

Levels: Giant Mantis' gain *Sever Spirit* (1/game) at 3rd level and an additional *Sever Spirit* at 6th level (total 2/game). Additionally, the Mantis can *Poison* one reusable melee weapon at 5th level.



INSECTS AND ARACHNIDS

Scorpion, Giant

(WL: Various)

Q/M Ratio: 3/1

Armor: 2 points Natural

Attacks: One melee dagger and one flail (Red,Natural)

Abilities:

- 1) Flail is considered *Poisoned* (as per Assassin ability, but death occurs in a 50 count, due to the speed and toxicity of the Scorpion's sting.)
- 2) *Fear* (2/life) Point at target and declare "I make thee afraid!" x3. Victim may not attack the Giant Scorpion, or approach within 50 feet of it, for a 300 count. Only Monks of 3rd level or higher are immune.s

Garb: Dark brown with segmented tail.

Description: Another of the more terrifying Giant Arachnids is the Giant Scorpion. With its fast-acting poison and fearsome demeanor, the Giant Scorpion can decimate an unprepared group of adventurers. Luckily, Giant Scorpions prefer other Giant Insects to humans as a source of food, though they have been known to attack human settlements in search of easy prey.

Lives: 2

Levels: Giant Scorpions do not gain levels.

Spider, Pop

(WL; Various)

Q/M Ratio: 2/1

Armor: None

Attacks: One short sword (Natural)

Abilities:

- 1) *Poison Weapon* (as Assassin)
- 2) *Sheer Numbers* (by levels) Players actually represent several Pop Spiders living in a cluster. Deaths are given a 30 count, followed by a loud "POP!" to come alive.
- 3) *Entangle* (as Druid, one reusable bolt) Non-magical ability simulates webbing. Pop Spiders may strike an *Entangled* victim ONCE without penalty (usually to *Poison* them!)

Vulnerabilities: Pop Spiders are fairly wimpy. Any wound slays them.

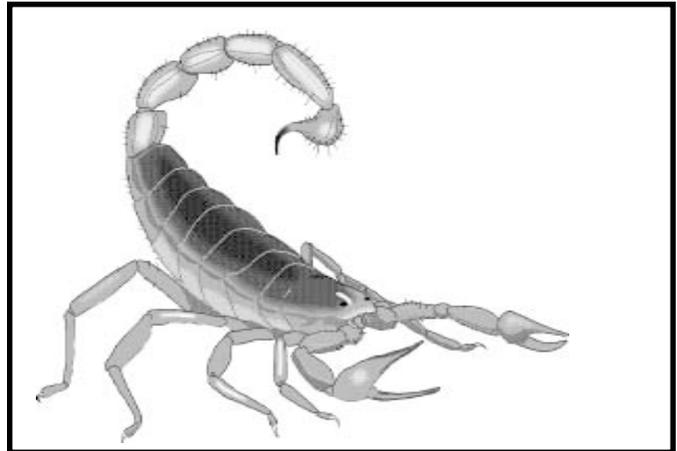
Garb: Black tabard with extra arms, bug-eye goggles

Description: Pop Spiders are more dangerous than they might first seem. Don't let their small size fool you into thinking they're harmless. Pop Spiders defend their territory fiercely and without mercy. Honor has no meaning to arachnids, so if you get *Entangled*, expect to die slowly!

Lives: See below.

Levels:

- | | |
|-----|---|
| 1st | 6 lives total |
| 2nd | 8 lives total |
| 3rd | 10 lives total |
| 4th | 12 lives total |
| 5th | 15 lives total |
| 6th | 20 lives total (or unlimited if a Quest, or any other disgustingly high number decided by the Reeve or Questmaster) |



Wasp, Giant

(MS: Orel the Red)

Q/M Ratio: 2/1

Armor: 1 point Natural

Attacks: one long sword or polearm (Natural)

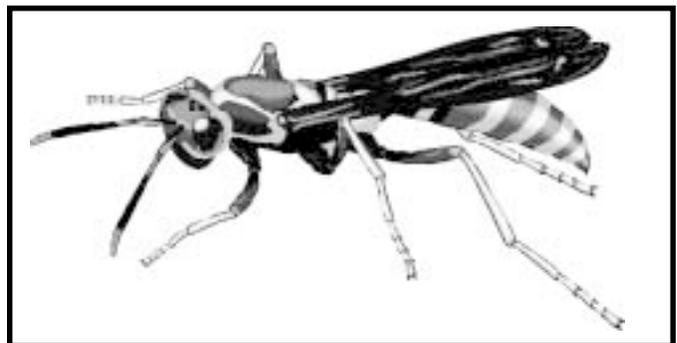
Abilities:

- 1) *Fear* (1/life) "I make thee afraid" x3 Victim becomes terrified of the Giant Wasp using this power. The target may only run away from any Giant Wasp that approaches him for 1000 count
- 2) *Flight* (unlimited) "I take flight" x3 to activate, and "land" x5 to deactivate. Wasp may only be affected by ranged and verbal attacks while flying, and may not attack while in flight.
- 3) *Swarm* (1/game) "I command my swarm to consume thee" x3 Treat as *Call Lightning* for all other purposes, except *Protection from Flame* offers no immunity.
- 4) *Touch of Stun* (1/life) By touching target and announcing "Stun!" x1, the Wasp can daze a potential victim prior to killing him. Honor has no meaning to insects and they will gladly kill a stunned victim. No class is immune to this ability.

Garb: Red and yellow horizontal stripes, antennae, and gossamer wings.

Description: The biggest bee you'll ever see!

Levels: Giant Wasps do not gain levels, though a 6th level Wasp is considered the Queen and she may command any other Giant Wasps to do her bidding.



Mystical Creatures

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

Arachnae (Spider, Giant Intelligent)

(SW: Wyngarde)

Q/M Ratio: 3/1

Armor: 1 point Natural

Attacks: one short sword (Natural)

Abilities: 1)

Climb Surface May scale any wall (tree, cliff, boulder, etc.) by saying "Climb walls" x10. The Spider is then considered to be on top of the surface in question and may only be attacked by ranged attacks and spells. Also, the Arachnae can only use *Entangle* bolts as an attack while "on top of" the surface. To climb down again, the Spider must say "Climb walls" x10.

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

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

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

Lives: 3

Levels:

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

Dweomalign

(SW: Man'Sun)

Q/M Ratio: 4/1

Armor: 2 points Natural Invulnerable

Attacks: 2 flails or long swords or combination (Natural)

Abilities: 1)

Immune to all forms of magic.

2)

Spell Reflection (unlimited) may catch any spellball and throw it as though they had cast the spell.

3)

Dispel Magic (at levels)

4)

Anti-Magic (see below, at levels)

5)

A specialized form of *Feeblemind* (at levels)

that only works against spellcasters. By declaring a spellcasting target within 20 feet and repeating "I drain thee of thy magic!" x5, the Dweomalign strips its target of the ability to cast magic for the remainder of that life. Affected targets are considered first level

Warriors, or may revert to any other non-magic using class in which they have experience. Reeves should be made aware of the class changes.

The player returns to their former class for the next life. Wounds regenerate in a 50 count.

6)

Dispel Magic (1/game) Treat as Assassin *Teleport*.

7)

This represents the Dweomalign dispersing its energy form and re-assembling it elsewhere.

Those who know what to look for (Scouts) may *Track* a dispersed Dweomalign.

Garb: Rainbow colored or bright tie-dyed garb. Anything that glitters or sparkles.

Description: The exact origin of these Beasts (also called a Magebane in some local areas) is unknown. What is known is these creatures appear as small shimmering columns of energy which take a roughly human shape most of the time. The creatures locate a spellcaster and "adopt" him for a time. The spellcaster's magic then begins to go haywire, enchantments don't last, spells fizzle, and eventually no magic works for the spellcaster at all. After draining its host of spell using ability, the Magebane drifts off to locate another unsuspecting wizard.

Lives: 3

Levels:

1st	<i>Dispel Magic</i> (2/life), 25' x 25' <i>Anti-Magic</i>
2nd	<i>Feeblemind Spellcaster</i> (2/game), <i>Dispel Magic</i> (3/life)
3rd	<i>Extension</i> on all <i>Dispels</i> (range of 40 feet), <i>Anti-Magic</i> area (1/life)
4th	<i>Feeblemind Spellcaster</i> (1/life), Armor regenerates 1 point per 100 count
5th	<i>Dispel Magic</i> (4/life), <i>Dissipate</i> (1/life)
6th	May have 2 <i>Anti-Magic</i> areas in effect per life, or may double the size of the pre-existing <i>Anti-Magic</i> area (100' x 100').

MYSTICAL CREATURES

Faeires

Faeires are universally tiny humanoids with pointed ears and elfin features. Most have wings (functional or not) and many have small antennae spouting from the tops of their heads. Faeries are tied closely with a particular element or area, tending and caretaking the countryside surrounding their chosen patch space. They are not usually warlike, but will defend their territories with a fierce determination.

Faerie, Spirit of Air

(WL; Various)

Q/M Ratio: 2/1

Armor: 1 point Natural

Attacks: one short sword

Abilities: 1) *Flight* (as Wizard, unlimited) by saying "I take to flight." x3 and "Landing" x3 to land.

2) *Vanish* (as Pixie)

3) *Charm* (as Bard, 4/Life) by saying "I charm thee." x5 with a 50' range

4) *Entangle Trap* (as Scout, 2/life).

5) *Faerie Dust* (1 bolt/unlimited) by saying "Faerie Dust" x5 A hit causes victim to portray one emotion in extreme {happy, drunk, sleepy, etc.} The Faerie has control over which emotion and will never choose anger. Effects last for 100 count. Barbarians, Druids above 4th level, and Monks above 2nd level are immune.

6) *Lost, Yield* and *Bless* (as Healer, by levels)

7) *Confusion* (as Druid, by levels)

Garb: Fairy wings, silken skirts, antennae, pointed shoes

Description: Air Fae are legendary for their mischief, love of the forest, and wars with goblins. They are typical of any kind of forest, and get along well with Druids and other forest dwellers.

Lives: 4

Levels: 1st *Lost* (2/life)

2nd *Yield* (1/life)

3rd *Bless* (2/life)

4th *Confusion* (1/life)

5th *Lost* becomes (4/life)

6th *Yield* becomes (2/life)

Faerie, Spirit of Earth

(WL; Stargazer)

Q/M Ratio: 1/1

Attacks: Single melee dagger or short sword, short bow

Armor: One point Natural

Abilities: 1) *Commune, Plant Door, Thornwall, Warp Wood* and *Entangle* (as Druid, by levels)

2) *Dire Charm* (1/game) "By the power of my mind, I will you to defend me!" x3. 20' range. Victim must fight one enemy of the Faerie's choice. Monks, Paladins and Barbarians are immune. Effect ends when either the victim or their target is slain.

3) *Shove, Hold Person* and *Wounding* (as Wizard, by levels)

4) *Immune to Poison, Charm* and *Death Magic*.

Vulnerabilities: Earth Faeries are instantly slain by the *Wind* and *Stone to Flesh* spells.

Garb: Brown and greens, caked on mud and grasses.

Description: Earth Fae (sometimes called Tree Sprites) are meddlesome spirits who delight in causing humans to starve. Most of these creatures believe agriculture, buildings and other human contrivances to be a nuisance to be destroyed. While actively malevolent toward humans (and other civilized races), Earth Fae take great care to protect their forests and the animals who live there.

Lives: 3

Levels: 1st *Commune* (unlimited)

Shove, Hold Person, Warp Wood, Entangle (each 2/life)

2nd *Wounding* and *Plant Door* (each 1/life)

3rd *Thornwall* (1/game)

Shove, Warp Wood and *Entangle* now (4/life)

4th *Wounding* now (2/life)

One additional life (total 4)

5th *Thornwall* now (1/life)

6th *Dire Charm* now (1/life)

Faerie, Spirit of Fire

(MS; Cargo)

Q/M Ratio: 1/1

Armor: None

Attacks: 1 short sword

Abilities: 1) *Flight* (as Wizard, unlimited) Only for a count of 30, then must land and rest for another 30.

2) *Heal* (as Healer, unlimited)

3) *Invisible* (4/life) Must say "Hiding" x3 to activate. Only for a 60 count per use.

4) *Immune to Vampire's bite, and Death Magic*

5) *Fireball, Teleport, Circle of Protection, Protection from Flame* (as Wizard, at levels)

6) *Bless* (as Healer, 2/life)

Garb: Fairy Wings, red and orange garb, fire patterns.

Description: The bravest of the Fae, Fire Faeries can be found working with other fire creatures. Fire Elementals will not attack them unless the elemental was summoned and under control. Shining things and money or drink can lure them. Of all Fay, these are most easy to anger. They can be helpful; they just have short tempers.

Lives: 4

Levels: 1st *Protection from Flame* (1/game)

Bless (2/life)

2nd *Fireball* (1 reusable bolt)

3rd *May fly* for a 60 count and rest 60

4th 1 additional life (total 5)

5th *Circle of Protection* (unlimited)

6th 1 additional *Fireball* (total of 2 reusable bolts)

Teleport (1/game)

Faerie, Spirit of Water

(MS; Cargo and Stargazer)

Q/M Ratio: 1/1

Armor: One point Natural

Attacks: Single melee dagger or short sword

Abilities: 1) *Aquatic Nature*

2) *Iceball, Shove, and Protection from Flame* (as Wizard, by levels)

3) *Watery Form* Due to the vaporous nature of the Water Sprite, these creatures are not effected by any type of projectile or thrown weapon, including spellballs but not boulders or white weapons)

4) *Immune to Poison, Death Magic and all Flame*

Vulnerabilities: Water Sprites may not wander more than 50 feet from their Water Area.

Garb: Blue and green garb, should be light and gauzy.

Description: Small and painfully shy, these Fae can be lured out by drink, shiny things and offers of money. These Fay are least common because they can not stray far from water.

Lives: 4

Levels: 1st *Iceball* (2 reusable bolts), *Shove* (2/life)
 2nd *Protection from Flame* (1/game)
 3rd *Shove now* (4/life)
 4th *Protection from Flame* (2/game)
 5th *Iceball now* (4 reusable bolts)
 6th *Protection from Flame now* (4/game)

Gossamyr

(SW; Star)

Q/M Ratio: 1/1

Armor: None

Attacks: One melee dagger

Abilities: 1) *Flight* (as Wizard, unlimited)
 2) *Immune* to all forms of magic
 3) *Spell Turning* (unlimited) May catch and return any charged spellball thrown their direction. The spell still effects it's new target as if it had been charged and thrown by the Gossamyr.

4) *Stun* (by levels, as Healer spell)

Garb: Scintillating butterfly wings, brown body-stocking

Description: The Gossamyr (singular and plural) are a race of star-faring, intelligent butterflies. The Gossamyr feed off the ambient magical energies shed by plantes that support life. They travel across the planes and between planets searching out new forms of life to satisfy their hungers. The feeding of Gossamyr normally go unnoticed, as they cause no harm to their "prey", though they have been known to attack powerful magical creatures (including human Wizards) who use their powers for evil.

Lives: 3

Levels: 1st *Stun* (1/life)
 2nd As Above
 3rd *Stun* (2/life)
 4th As above
 5th Gains 1 point of Natural Armor
Stun becomes (3/life)
 6th Dagger is considered Red
Stun becomes (4/life)



Giant, Thunder

SW: Wyngarde)

Q/M Ratio: 6/1

Armor: 3 points Natural Invulnerability

Attacks: Any single-handed melee weapon (considered Red)

Abilities:

- 1) *Immunity to Lightning* magics, and magics that control or hold (including *Iceball*).
- 2) *Lightning Bolt* (3/life, as Wizard)
- 3) *Iceball* (2/life, as Wizard)
- 4) *Call Lightning* (1/life, as Druid)
- 5) Cast spells as a Wizard of half the Giants level (i.e.: 1st and 2nd level Giants can cast 1st level Wizard spells, 3rd and 4th level Giants cast as a 2nd level Wizard, etc.)

Garb: These sophisticated giants would never wear the furs and hides of which their barbaric cousins are so fond. As the spell-casters of the Giantish community, these creatures have acquired the same refined and somewhat pampered lifestyles common to human mages. As such, they are prone to voluminous robes, comfortable breeches, large hand-made muslin shirts, and similar citified clothing. Also, anything with a lightning bolt or zigzagging motif, yellow sashes to denote mage status, and/or hooded cloaks will all serve as reminders. A deep, booming voice doesn't hurt, either. Tremble, puny mortals!

Description: Thunder Giants are the largest and most intelligent of all Giantkind. They are generally reserved and reclusive in their cloud-top citadels, shunning visitors to study the Art 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.

Lives: 3

Levels:

- 1st As above.
- 2nd As above
- 3rd May cast the *Wind* spell (1/game) only need say the *Wind* chant once to cast
- 4th May cast one additional *Lightning Bolt* (total 4/life)
- 5th One additional point of Invulnerable armor, total 4
- 6th May cast one additional *Call Lightning* (total 2/life).

MYSTICAL CREATURES

Leprechaun

(SW: Porthos)

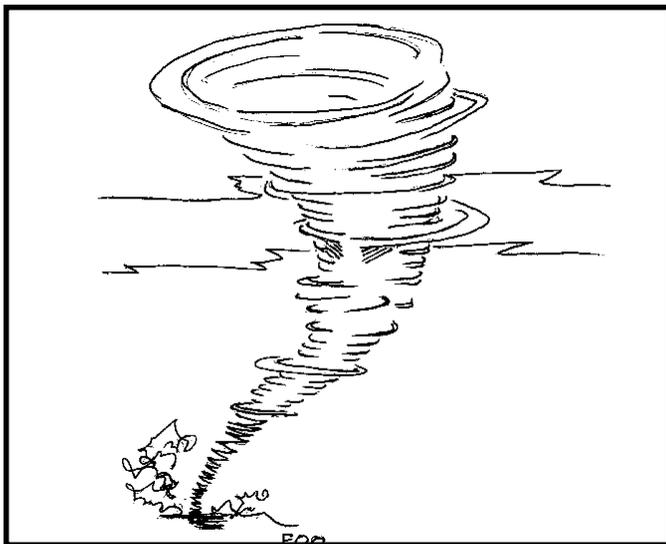
- Q/M Ratio:** 2/1
- Armor:** May wear up to 2 points non-metallic armor
- Attacks:** One melee club
- Abilities:** 1) May cast the following spells, each (2/life): *Warp Wood, Entangle, Bludgeon, Lost.*
- 2) May cast the following spells, each (1/life): *Thornwall, Enchant (Blunt) Weapon, Pass Plant.*
- 3) May grant up to 4 points of *Barkskin* per game, to any player, including himself. This powerful natural ability is not considered an enchantment, and as such may not be *Dispelled* or *Mended*. Other enchantments may be worn in addition to this boon.
- 4) *Pass Without Trace* (1/game)
- 5) *Transfer Life* (see Vulnerabilities)
- 6) *Cancel own magic* at will, including *Entangle*.

Vulnerabilities: At the start of every battlegame. The Leprechaun must hide his Pot O' Gold. If, during the course of the battlegame, a player finds the Pot and presents it to the Leprechaun, the Leprechaun is required to perform a magical service for the presenter. This includes casting one beneficial spell for the presenter AND transferring one of the Leprechaun's lives to the same, even if this shatters the Leprechaun. Of course, the Leprechaun is allowed to do whatever he wishes once the Pot has been returned to him. A Pot O' Gold is NOT a game item for purposes of *Teleporting* and *Sanctuary*.

Garb: Green garb, big green top hats, long-stem pipes, Pot O' Gold (required).

Description: Little mischievous Irishmen, these elfin creatures live to play pranks on humans, especially Nobles and military types. They protect their Pot O' Gold at all costs, and will beg, cry, lie, and barter to have it returned to them.

- Lives:** 3
- Levels:**
- | | |
|-----|--|
| 1st | As above |
| 2nd | As above |
| 3rd | May wear own enchantments and still cast magic |
| 4th | One additional <i>Pass Without Trace</i> (total 2/game) |
| 5th | One additional <i>Warp Wood</i> and <i>Lost</i> (total 3/life each) |
| 6th | One additional <i>Thornwall</i> and <i>Enchant (Blunt) Weapon</i> (total 2/life) |



Living Storm

(SW: Man'Sun)

- Q/M Ratio:** 6/1 (QUEST)
- Armor:** 3 points invulnerable
- Attacks:** One long sword, covered in yellow streamers
- Abilities:** 1) Being struck with the sword of the Living Storm is equivalent to being hit by a Druidic *Flameblade*, *Protection from Magic* offers no defense against this weapon.
- 2) May perform the following spell-like abilities per level: *Lightning Bolt, Iceball* and *Call Lightning*.
- 3) *Wind* (by levels) By saying "Fly back home, I blow thee all away!" x2
- 4) *Mass Shove* (by level) works like the Wizard spell, *Shove*, except all targets within 20' of the storm are affected. Storm must chant "My winds blow foul" x3
- 5) *Shove* (unlimited, as Wizard)

Vulnerabilities:

- 1) The holder of Odin's Hammer (relic) is immune to the Lightning Bolts and other lightning effects of the Living Storm (prompting much speculation about their true nature).
- 2) Native Stormwallian Pirates (You know who you are) have grown accustomed to the effects of the foul winds off the stormy coasts of the Wetlands, and can anchor themselves to the ground (signified by squatting for a 20 count) and avoid the effects of the *Mass Shove* and *Wind* abilities of the Living Storm.

Garb: A blue, black, or dark gray cape is a great idea, blue streamers tied to the body would do in a pinch and add to the effect.

Description: Stormwall was well named, being frequented by many storms of freakish nature, some of almost mystical origin. Few know the real secret force responsible for having summoned them, but when the winds blow foul, all of the inhabitants of Stormwall know their fury. The Living Storm is an all-too-common reminder of the dangers of living in the harsh, untamed regions of the Wetlands coast.

The Living Storm takes a little work to set up, and has very powerful abilities, so it is advised for use primarily in quests, though Storms have been known to brew at the most inconvenient times...

Lives: 5 (but be warned, a Living Storm can never truly be slain, it will always return to plague the Wetlands Coast, usually at events!)

- Levels:**
- | | |
|-----|---|
| 1st | <i>Wind</i> (1/Game) |
| | <i>Lightning Bolt</i> (2/life, reusable bolts) |
| 2nd | One additional <i>Lightning Bolt</i> (3/life total) |
| | <i>Mass Shove</i> (1/life) |
| 3rd | 1 additional point of Invulnerable armor (4 total) |
| | One additional <i>Wind</i> (total 2/life) |
| | May carry one reusable <i>Iceball</i> |
| 4th | <i>Call Lightning</i> (1/life) |
| | One additional <i>Mass Shove</i> (total 2/life) |
| 5th | 1 additional point of Invulnerable armor (5 total) |
| | One additional <i>Call Lightning</i> (total 2/life) |
| 6th | <i>Wind</i> becomes (1/life) |
| | 1 additional point of Invulnerable armor (6 total) |

Phoenix

(SW: Little John)

Q/M Ratio:

Armor:

Attacks:

- Abilities:** 1) *Immune to Flame and Magic*
 2) *Phoenix Fire*
 3) *Fireball*
 4)

Garb:

Description:

Lives:

- Levels:** 1st
 2nd
 3rd
 4th
 5th
 6th

Pooka

(WL: Stargazer)

Q/M Ratio: 2/1

Armor: *Luck Points* (by level)

Attacks: Two short swords or melee daggers (Natural)

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

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

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

Lives: 3

- Levels:** 1st *One Luck Point, Sneak* (1/game).
Bad Luck Powers (1/life each)
 2nd *Sneak* (1/life)
 3rd *One additional Luck Point* (total 2)
 4th *Bad Luck Powers* (total 2/life each)
 5th *One additional Luck Point* (total 3)
 6th *Bad Luck Powers* (total 3/life each)



Satyr

(WL; Stargazer)

Q/M Ratio: 1/1

Armor: None

Attacks: Any single-handed melee weapon

Abilities:

- 1) *Charm and Legend* (as Bard, by levels)
- 2) *Immune to Poison, Charm and Control, Entangle* and the harmful effects of *Thornwall*.
- 3) *Pass Without Trace* and *Passplant* (as Druid, by levels)
- 4) *Berserk* (as Barbarian, on last life)

Vulnerabilities:

- 1) *Wine* Satyrs will not attack anyone who offers them a tasty beverage unless attacked first.
- 2) *Women* Satyrs will not attack women of any "fair" race unless they are attacked first. This includes humans, Elves, Dwarves, Tophats, Lepus, or Dryads. This means women who are actively playing female characters.
- 3) *Song* The Satyrical love for music is legendary. Any Bard (or other player) who is actively singing, dancing, or playing music will not be harmed by a Satyr. Of course, the Satyr may have other ideas once the entertainment stops!

Garb: Small horns, furry leggings, bare chests, pan flutes

Description: These hardy 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. It has been hypothesized that Satyrs are actually male Dryads (or vice versa) but this has never been proven conclusively.

Lives: 3

- Levels:** 1st *Pass Without Trace* (1/game), *Charm* (1/life)
 2nd *Legend* (1/life), one additional life (total 4)
 3rd *Charm* now (2/life), *Passplant* (1/life)
 4th *Pass Without Trace* now (1/life)
 5th *Charm* now (3/life), *Legend* now (2/life)
 6th *May Berserk* on last two lives

MYSTICAL CREATURES

Wood Witch

(MG: Alara the Drake)

Q/M Ratio: 2/1 (QUEST)

Armor: None

Attacks: Spells only (see below)

- Abilities:**
- 1) May cast the following spells with nearly unlimited ability: *Mend*, *Heal* and *Resurrect*. Limited to two *Resurrects* per individual per quest, and 5 *Mends* per team per Quest.
 - 2) May cast the following spells and spell-like abilities (1/life) *Curse Weapon*, *Warp Wood*, *Mute*, *Pass Without Trace*.
 - 3) May cast the following spells (2/life) *Wounding*, *Stun*, *Heat Weapon*, and *Finger of Death*.
 - 4) *Teleport* (3/life) Only when threatened.
 - 5) *Immune to Scout Entangle*, *Entangle*, *Petrify*, and *Thornwall*.
 - 6) May *Charm* players (2/life) with a potent version of the *Charm* spell to which no one is immune. By choosing a target and saying "You look hungry. Let's go back to my tree for a nice meal" the Wood Witch can cause her target to return to her base for a 300 count. By choosing a target and saying "It's time for your nap" the Witch can cause a target to *Sleep* for a 500 count. Charmed players can not be harmed.

Vulnerabilities:

- 1) *Magic Bolt* and weapons with *Bladesharp* or *Bludgeon* kill a Wood Witch on any wound.
- 2) *Banish* acts as a *Stun* spell.
- 3) Wood Witches will answer any "yes or no" question asked of her by a Bard of any level.

Garb: Woodland greens and browns, leaf-patterned robes

Description: Wood Witches are neutral spirits of ancient trees who prefer to avoid open conflict by hiding in the forest. Wood Witches may be of either sex, though females are far more common. These creatures will come to the aid of Elves, Healers, Druids, or Scouts in trouble, and will often aid those who are polite and kind to them. Wood Witches cooperate with Unicorns, and the two creatures together can prove quite formidable when annoyed. Many Monsters (especially intelligent, forest dwelling ones) treat these creatures with respect because anyone may approach the Witch for help when wounded.

Lives: 6 (or more depending on the quest)

Levels: None.



Wyrm, Great

(MS; Keldon and Rage)

Q/M Ratio: 20/1 (QUEST)

Armor: 4 points Invulnerable, each section

Attacks: Head: Spells and Natural Red long sword

Torso: 2 Natural Red long swords

Tail: Natural White Polearm

Abilities: 1) *Fireball* (unlimited, as Wizard, except Paladins and Anti-Paladins are NOT immune)

2) *Spell Use* As a 6th level Wizard. Only the "head" may cast spells.

3) *Huge Size* The Great Wyrm is actually portrayed by three or four players tied together with rope or stout ribbon. One player represents the head of the Wyrm, only this player can cast spells or use the *Fireball* breath weapon. A second (and/or third) player represents the torso and is armed with the beast's deadly talons. The final player is the tail and is armed with a mighty barbed spear or polearm. Individual sections may be defeated and rendered useless, but if the head is slain, the monster dies.

Vulnerabilities: The Great Wyrm is vulnerable to teamwork. Try and coordinate attacks against one section at a time.

Garb: Try and have matching red, scaled tabards for all players.

Description: The Great Wyrm is the most powerful of all Dragonkind. Reaching lengths in excess of 70 feet and hundreds of tons of weight, these dragons have lost the gift of flight due to their advanced age and failing wings. Great Wyrms spend most of their time asleep, fortunately for humanity. When they awake, mountains tremble, volcanoes erupt and the skies split with their fury.

Lives: 1 (Believe me, that's enough!)

Levels: None. These magnificent beasts are at the end of their life cycle and advance no farther.



Oriental Monsters

These Monsters are lumped together by theme, not type. Players who undertake one of these Monsters should try and have an Oriental flavor to their garb or costume.

Goblin Hound

(From the Emerald Hills)

Type: Mystical Creature

Q/M Ratio: 1/1

Armor: 1 point Natural

Attacks: Two short swords (Natural)

Abilities: 1) *Tracking* (Scout, unlimited)

2) *Jump* (as Wizard *Flight*, 1/life) by saying "Jump". Hound must move in a straight path and land within a 5 count.

3) May climb over *Thornwalls*.

Garb: Brown, gray or green to denote the mottled hide of this creature. Also a pink tail and pointed ears.

Description: Occasionally described as half-wolf, half-rat, and three-quarters lizard. These beasts are ugly, cunning, and very fast. Some humanoids keep them as pets; the Hound's vicious nature makes them excellent guards and hunters, if you don't mind fighting them for the catch.

Lives: 2

Levels: 1st As above.

2nd *Jump* becomes (2/life).

3rd One additional life (total 3)

4th *Jump* becomes (3/life)

Natural armor becomes 2 points

5th One additional life (total 4)

6th Natural weapons considered Red

Naga

(From the Emerald Hills)

Type: Standard Creature

Q/M Ratio: 2/1

Attacks: Short swords, short bow

Armor: 2 point Natural on the legs. May wear up to 3

points on torso and arms, small shield

Abilities: 1) *Poison Weapon* and *Touch of Death* (as Assassin, at levels)

2) *Hold Person* (as Wizard, at level)

Garb: Green scales.

Description: These creatures have a human torso and the lower body of a large snake, much like Medusae. They usually dwell underground in caves near water.

Lives: 4

Levels: 1st *Poison Weapon* (1/life)

2nd *Hold Person* (1/life)

3rd May use throwing daggers

4th *Touch of Death* (2/game)

5th May use any weapon up to 4' in length

Hold Person (2/life total)

6th All weapons are considered *Poisoned*

ORIENTAL MONSTERS

Ninja

(DM; O'Connel)

- Type:** Civilized
Q/M Ratio: 2/1
Armor: Up to 2 points non-metallic armor
Attacks: Any throwing weapons, any bow, any melee weapon under 4', any pole arm, no hinged weapons except nunchaku
- Abilities:**
- 1) *Block Projectiles* with hands, *Heal Self*, *Vibrating Palm* (as Monk, by levels)
 - 2) *Climb* (as Thief, by levels)
 - 3) *Poison Weapon*, *Antidote to Poison* (as Assassin, by levels)
 - 4) *Immune to Poison*, *Charm/Control* and *Death Magic and Abilities* (gained at levels)
 - 5) *Escape* Ninja may escape *Traps*, *Entangle* spells and similar abilities in a 20 count, without harmful effects.
 - 6) *Invisibility* (by levels) Magical ability that allows the Ninja to vanish from sight. The Ninja may not be directly attacked while *Invisible* but can still be damaged by inadvertent attacks. Other Ninja can see an *Invisible* Ninja. The Ninja becomes visible as soon as he attacks.

Garb: Black or camouflage and a face mask/make-up

Description: Clans of Ninja have become legendary as the finest Assassins in the world. They are black-clad martial artists, warriors of both silence and steel. Honor for a Ninja has little to do with being polite and everything to do with fulfilling their murderous contracts to the best of their ability.

- Lives:** 4
Levels:
- | | |
|-----|--|
| 1st | May block projectiles with hands & feet
<i>Climb</i> (1/life) |
| 2nd | <i>Poison Weapon</i> (reusable)
<i>Heal Self</i> (1/life)
<i>Immune to Poison</i>
Throwing Weapons do 2 points of damage against armor
<i>Climb</i> becomes (2/life) |
| 3rd | <i>Antidote to Poison</i>
<i>Vibrating Palm</i> (1/life)
<i>Immune to Charm/Control</i> |
| 4th | <i>Invisibility</i> (1/life)
<i>Climb</i> (3/life) |
| 5th | <i>Immune to all Death Magic and Abilities</i>
<i>Escape</i> (unlimited) |
| 6th | <i>Invisibility</i> (2/life) |



Oni-Mage

(From the Emerald Hills)

- Type:** Mystical Creature
Q/M Ratio: 3/1
Armor: 3 points natural.
Attacks: Any melee weapon (prefers polearms and large swords)
- Abilities:**
- 1) *Barbarian Immunities*
 - 2) *Presence* against Ogres, Orcs, and Goblins
 - 3) *Teleport* (as Wizard, unlimited)
 - 4) *Regeneration* of wounds in 100 count, armor in 300 count per section.
 - 5) *Spellpoints* gained by levels. Oni-Mages cast spells as a Wizard of the same level.
 - 6) All melee attacks do one additional point of damage to armor.

Garb: Face paint to match the chosen skin coloration, a horn affixed to the head, Oriental garb.

Description: Oni-mages are a rare form of Ogre from the Orient. Their powers make them feared and obeyed by all of the lesser Goblinoid races. Oni-Mage skin tones range from deep black to pale blue to shining purple. A single white or yellow horn protrudes from the center of their forehead.

- Lives:** 3
Levels:
- | | |
|-----|---------------------------------|
| 1st | 5 points 1st level Wizard magic |
| 2nd | 5 points 2nd level Wizard magic |
| 3rd | 5 points 3rd level Wizard magic |
| 4th | 5 points 4th level Wizard magic |
| 5th | 5 points 5th level Wizard magic |
| 6th | 5 points 6th level Wizard magic |

Ronin

(WL; Margul Laesus)

Type: Civilized

Q/M Ratio: 1/1

Armor: Up to 4 points

Attacks: Any orange class melee weapon and a long bow at higher levels

- Abilities:** 1) *Ki* (by levels) Through intense concentration a Ronin can achieve incredible feats with their weapons. By shouting "KI" right before an attack a Ronin can bypass armor, break a shield or cleave through a weapon (basically what ever is hit is destroyed but it does not cause wounds to kill.) A *Ki* will go through *Barkskin*, natural armor and Berserker armor)
- 2) *Heal Self* (as Monk)
- 3) *Awareness I* Because a Ronin is a hunted man he must always be on his toes. It is for this reason that he can sense a *Teleporting Assassin* (although he can not track him), so an Assassin cannot "arrive" within ten feet of a Ronin.
- 4) *Awareness II* The awareness of a Ronin is more advanced so as to be able to sense monster abilities which deal with hiding, so a monster cannot "arrive" or come out of hiding within ten feet of a Ronin.
- 5) *Scavenge* A Ronin's armor is piecemeal and "well used" in its best condition. By standing over the spot where an armored player died, a Ronin can repair all of his armor in all of the damaged locations in a 300 count. If the Ronin is interrupted while scavenging he may come back to the "body" and resume his count where he left off.
- 6) *Awareness III* The Ronin's senses are so acute that they can detect Circles of Protection (or equivalent magics and abilities)
- 7) *Fearsome Presence* This is by far the total mastery of the Ronin's *Ki* power. By saying "Let my enemies see their death" x3 all opponents within 20 feet of the Ronin are treated as per the Wizard spell *Shove*. Those immune to Wizard *Shove* are not immune to *Fearsome Presence*. Beserking Barbarians and anyone immune to *Fear* are not affected by *Fearsome Presence*.

Vulnerabilities:

- 1) The armor of a Ronin is worth one point less than it would normally be.
- 2) A Ronin may NEVER carry any enchantment that improves or otherwise effects their weapons or armor.

Garb: Oriental style garb and/or armor.

Description: The Ronin is a type of Oriental soldier, a man of little monetary means and great personal skill. Ronin are Samurai who have forsaken their Lord and Honor for a variety of reason. To that end, they are almost universally on the run from whatever noble they have offended.

Lives: 3

- Levels:** 1st *Ki* (1/game), *Heal Self* (1/life)
- 2nd *Awareness I*, *Immune to Fear*
- 3rd *Awareness II*, *Scavenge* (1/game)
- 4th *Ki* (becomes 1/life), May use a longbow
- 5th *Awareness III*, *Scavenge* (becomes 1/life)
Immune to Charm and Control
- 6th *Fearsome Presence* (1/game), *Heal Self* (now 2/life)

Samurai

(IM; Unknown)

Type: Civilized

Q/M Ratio: 1/1

Armor: Up to 4 points

Attacks: Any single sword, any 2-sword combination (except two long swords), melee daggers, polearms, long bow

Abilities:

- 1) *Honor Duel* Samurai points at target and says "I, (name), challenge you to a duel of honor to the death" The target must be a Barbarian, Duelist, Monk, Samurai, Warrior, Paladin or Anti-Paladin. Range is 20 feet and may not be used while the Samurai is moving. None may directly interfere, though battlefield effects still affect the combatants. This ability is non-magical.
- 2) *Kamikaze* Samurai yells "KAMIKAZE!" or "BANZAI!" at any time during any life (must still be alive, though). The Samurai then gains the ability to *Fight After Death* for that life only. The Samurai must then tie on a red and black headband to represent the he or she is *Kamikaze*. "*Fight After Death!*" must be yelled when the Samurai dies so their will be no doubt as to what is happening. *Fight After Death* lasts 10 seconds, which must be called out loudly (in Japanese, if possible).
- 3) *Family Sword* This is a blade that has a permanent *Warrior Improve* on it, as well as being non-magically *Hardened*. It can not be destroyed by any means except *Sphere of Annihilation* or relics. A black cloth must be tied on it to denote the *Family Sword*. If, for any reason, the Samurai is without his *Family Sword* for more than a 100 count, the Samurai must immediately stop and commit seppuku (ritual suicide). The Samurai is assumed to carry an extra blade for just such an occasion.
- 4) *Heal Self* (as Barbarian)

Vulnerabilities: Samurai may never carry enchantments, nor use relics or artifacts

Garb: White headband with personal symbol, Oriental style garb

Description: If the Ninja are silent death, then the Samurai is the doom you see coming. Leading the Emperor's armies with a fierce battle howl and a whirlwind of spinning swords, the Samurai represent all that is honorable and true in the Oriental Lands. Samurai are trained as warriors, poets, philosophers and cold-blooded killers.

Lives: 4

- Levels:** 1st 1 additional life (total 5)
- 2nd *Honor Duel* (1/game), *Kamikaze* (1/game)
- 3rd *Family Sword*
- 4th *Heal Self* (1/life), May use Long Bow
- 5th *Immune to Charm and Control*
- 6th *Honor Duel* (2/game)

ORIENTAL MONSTERS

Shinma

(From the Emerald Hills)

Q/M Ratio: 5/1 (QUEST)

Armor: 2 points Natural Invulnerability.

Attacks: Any melee weapon, throwing weapons. May also use 2 melee daggers as Natural Red (player's choice)

- Abilities:** 1) *Immune to all non-magic weapons, disease, poison, charm, and subdual.*
2) *Immune to all magic except enchantments, Magic Bolt, Lightning Bolt, Fireball, Sphere of Annihilation, Call Lightning, Dispel Magic, Banish, and Stun.*
3) *Stun* acts as *Hold Person* and *Banish* sends them back to their dimension
4) All melee weapons considered Red
5) *Levitate* (unlimited) by saying "Rise"x3 and "Descend" Cannot move around, only up.
6) *Teleport* (as Wizard, unlimited) by saying "Teleport"x3 and "Arriving"x3
7) *Regenerates* armor/limbs in an 80 coun per point or location
8) *Steal Life* (as Anti-Paladin, 4/life). Maximum of 4/game
9) *Vibrating Palm* (as Monk, 1/life)
10) *Finger of Death* (as Druid, 2/life)
11) *Lightning Bolt, Fireball, Forcewall, Defend* and *Yield* (as Wizard, by levels)
12) *Charm* (as Bard, by level)

Garb: Shinma come in a startling variety of forms. Be creative with skin color, hair design, animal horns, snouts or even colored contact lenses.

Description: Supernatural, inter-dimensional beings from Japanese myths who feed on blood, souls, energy, and dreams of those on this plane. Some are feared as demons while others are revered as gods; Some look human, others hideous. A Shinma tends not to be total good or evil. Since they have escaped from their plane, they will try not to call too much attention to themselves in fear of being banished.

Vulnerabilities: *Banish* kills instantly.

Lives: 1

- Levels:** 1st *Charm* (2/life) by saying "I charm thee"x5 with a 50' range
Lightning Bolt (1 reusable bolt)
2nd *Forcewall* (4/life) by saying "Forcewall" x5 May give a stolen life to another player
3rd Natural armor becomes 4 points Natural
4th *Yield* (4/life)
Fireball (1 reusable bolt)
Charm now (4/life)
5th *Stun* (as Healer, 2/life).
Defend (as Wizard, 1/life)
6th 5 points of Wizard magic, any level. Must have spell list.
Gate (1/game): Brings them back to this plane from their own. Shinma are immortal creatures that can only be killed on their own plane. After their last life on this plane, they are banished and get sent back to their own. They may escape this by using *Gate*, or by touching an active *Circle of Protection*. Basically, this allows a shattered Shinma to have one additional life.

Tengu

(IG; Incarnadine Kess)

Q/M Ratio: 3/1

Attacks: 2 daggers (Natural) at first level, staves and polearms later

Armor: 4 points Natural (agility and small size) at 1st

Abilities: 1) *Immune to Lost, Wounding, Touch of Death, Vibrating Palm* (they taught it to the Monks, after all), and *Poison*.

- 2) *Tsunami Gunsen* A magic folding fan created by the Tengu in their secret lairs. By waving it at an opponent and saying, "May the winds carry you away," the *Tsunami Gunsen* creates a powerful wind (treat as *Wizard Shove* spell). It may be used once per charge. Since the *Tsunami Gunsen* is a separate object (but not a weapon), it may be *Warped, Pyrotechnicked*, etc. *Dispelling* it will only remove one charge per *Dispel* cast. It may also be given away and used by others. Undepleted *Tsunami Gunsen* will continue to function even if the Tengu that created them is killed.

3) *Flight* (as Wizard, 2/life)

4) *Spell-like Abilities* (at levels) *Teleport* (as Wizard), *Lost* (as Healer), *Feeblemind* (as Druid)

5) All Tengu abilities, with the exception of the *Shove* spell carried by the *Tsunami Gunsen*, are non-magical in nature.

6) *Turn Undead* (as Monk, at level)

7) *Barbarian Immunities* (at level)

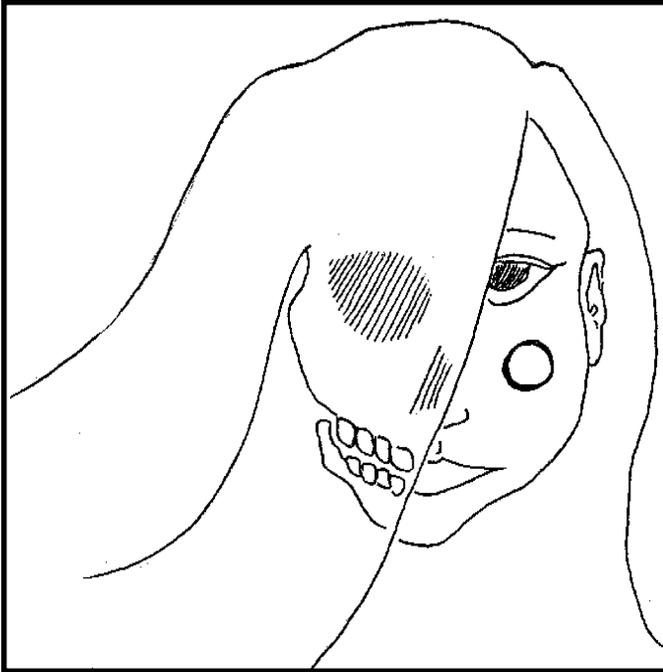
8) *Make Traps* (as Assassin, at level)

Garb: Earth-toned clothing with brightly-colored sashes. A long rubber nose would be a crowning touch.

Description: Tengu are a kind of Japanese goblin or nature spirit that inhabits mountains and forests. They are not usually malicious, but they do enjoy playing good-natured tricks on unwary travelers. Tengu are rarely found alone, preferring to remain in groups of their own kind, or in the company of hermit Monks, and others who live with Nature. Karasu and Kotengu (minor tengu) greatly resemble humanoid crows, and are not very large. They are usually servants to their larger cousins. True Tengu and Daitengu (great tengu) look more like normal humans, but with long grotesque noses or the heads of birds. All of them are exceedingly agile and expert fighters and they have no love for the Undead. Typical Tengu tricks include hiding small but necessary items, leading travelers off the main path, and kidnapping people and turning them loose in the woods with temporary amnesia. Tengu are not evil creatures, and will help those who ask them politely. Food is often the best way to bribe a Tengu.

Lives: 3

- Levels:** 1st (Karasu) As above
2nd (Kotengu) *Teleport* (2/life), *Lost* (2/life)
3rd Create a 2-charge *Tsunami Gunsen* (1/life)
Can carry a passenger while in *Flight*
4th (Tengu) May use a staff of no longer than 6'
Armor drops to 2 points Natural,
Create a 3-charge *Tsunami Gunsen* (1/life)
5th *Feeblemind* (2/life), *Turn Undead* (2/life)
Make Traps
6th (Daitengu) May use a polearm of any length.
Gains *Barbarian Immunities*
Can create a 4-charge *Tsunami Gunsen* (1/life)



Yuki-Onna (Snow Woman)

(From the Emerald Hills)

Q/M Ratio: 5/1 (QUEST)

Armor: 2 points invulnerability.

Attacks: Spells only

- Abilities:**
- 1) *Immune* to all non-magic attacks and all magic except fire based.
 - 2) *Vibrating Palm* and *Sanctuary* (as Monk, unlimited).
 - 3) *Vanish* (as Brownie, unlimited). Must state "Visible" and does not have to be near a tree.
 - 4) *Iceball* (as Wizard, unlimited)
 - 5) *Lost* (as Healer, 4/life)
 - 6) *Charm* (as Bard) by saying "I charm thee."x5 with a 50' range.
 - 7) *Teleport*, *Sleep*, and *Yield* (as Wizard, 4/life).
 - 8) *Iceball* acts as a *Heal* or *Mend*. Own *Iceball* does not count!
 - 9) *Steal Life* (as Anti-Paladin, 3/game).

Garb: White robes or other garb, white face paint

Description: A supernatural, Japanese female with pale blue skin, wearing white. Hates all humans, who she lures into cold weather to kill them. Only appears in snow storms or other icy weather.

Lives: 1

Levels: None

SERVANT MONSTERS

Servant Monsters

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

Elemental, Undead (6)

(MS; Cargo)

Q/M Ratio: 5/1

Armor: 6 points Natural

Attacks: any melee weapon

- Abilities:** 1) *Heal Self* (unlimited) must touch slain victim and say "Consume" x3. Heals one wound or point of armor per use. May only be used once per victim per life. Does not drain extra life from victim.
- 2) *Steal Life* (as Anti-Paladin, 1/life) must touch slain victim and say "I steal thy life" x3. Victim loses one additional life and is considered *Severed*.
- 3) *Immune* to all forms of magic (exception: *Banish* and *Dispel*)

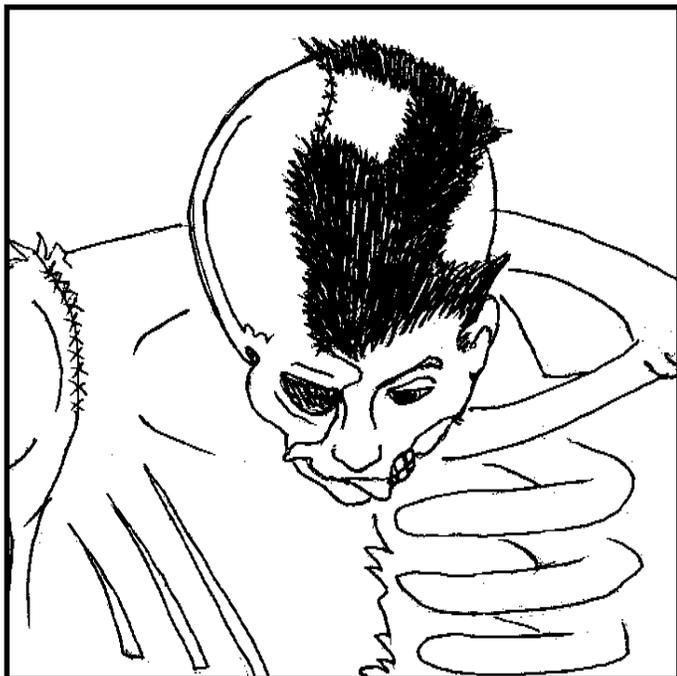
Vulnerabilities: If *Banish* and *Dispel Magic* are cast upon an Undead Elemental 3 times in one life, that Elemental is instantly shattered. These spells may be cast in any combination.

Garb: A hodgepodge of dark colors to represent the bilious hide of this monstrosity.

Description: This beast was first discovered during a battle with the Arch-Lich Zargon. It looks like some mad scientist stitched together pieces from a dozen different corpses of a dozen different species. Lost magic rediscovered in the ruins of Blackhawk Keep allowed knowledge of their summoning to be disseminated to the magical community. The Undead Elemental is a fine example of information best left buried.

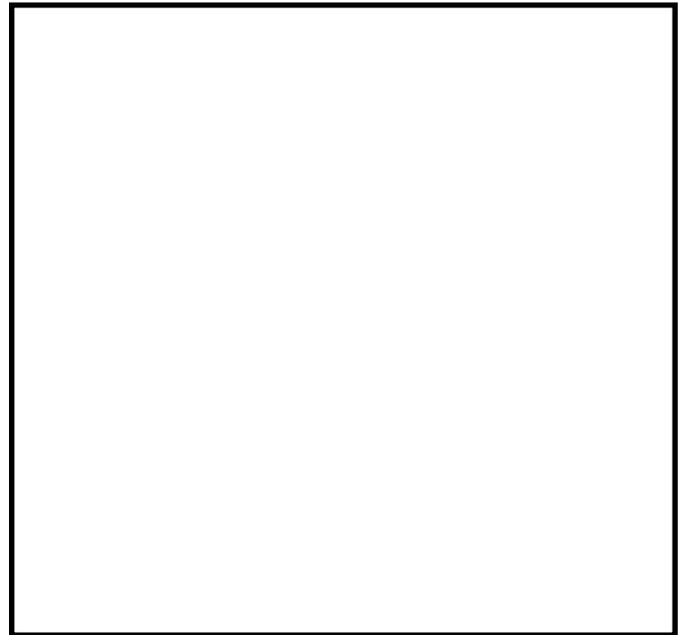
Lives: 1

Levels: None



Elemental Guardians

Players in a normal battlegame can not summon elemental Guardians. These powerful spirits should only be used in a Quest situation where the "bad guys" need some serious firepower.



Flame Guardian

(SW; Corwin Blackstone)

Q/M Ratio: 5/1 (QUEST)

Armor: 3 points Natural Invulnerability

Attacks: 2 short swords (Red, Natural)

Abilities: 1) *Fireball* (as Wizard, unlimited) May not "remain active"

2) *Heat Weapon* (as Wizard, 5/life) This ability may be used while moving.

3) *Immune to Flame*

4) *Flame Barrier* (unlimited) Lay red strip on ground, maximum 10' radius. Acts as a non-magical *Flamewall*. May not be *Dispelled*, also blocks line-of-sight (No ranged or verbal attacks through the *Barrier*. This ability may be placed before use (like *Killing Grounds*)

Garb: Black garb with flames, horns

Description: The Flame Guardian usually appears as a demonic-looking basalt statue. The statue remains immobile until the object it protects is approached or disturbed. When activated, the pre-placed *Flame Barrier* springs up and the Guardian attacks.

Lives: 3

Levels: None



Ice Guardian

(SW; Corwin)

Q/M Ratio: 5/1 (QUEST)

Armor: 4 points Natural Invulnerability

Attacks: two short swords (Red, Natural), throwing daggers (Natural)

- Abilities:**
- 1) *Ice Sheet* (unlimited) This non-magical ability is represented by placing white ribbon in a 20' radius. The Ice Guardian may not leave this area, but anyone entering the area is forced to his or her knees due to the slippery nature of the *Ice Sheet*. The Guardian is the only creature who is immune to this effect.
 - 2) *Ice Wall* (as Wizard *Forcewall* except as noted hereafter, 2/life) Represented by a 10' strip of white cloth which may be placed anywhere on the *Ice Sheet*. Dissolves in a 500 count. Can be destroyed by *Fireball*, *Flameblade*, the *Sword of Flame* or *Call Lightning*. *Flame Arrow* or torches will melt one in a 50 count. *Lightning Bolts* are reflected back on the caster.
 - 3) *Entangle Trap* (as Scout, 2/life) Only usable while on *Ice Sheet*.
 - 4) *Shatter* (as Druid, 4/life) "I call upon the power of ice to shatter that (specific object)" x3
 - 5) *Lightning Bolt* and *Call Lightning* spells cast upon an Ice Guardian will reflect back upon the caster.
 - 6) *Iceball* will *Heal* a wound or restore one point of armor on one location.

Garb: Blocky white tabard and/or mask.

Description: An animated ice sculpture, created to defend a particular area or object.

Lives: 3

Levels: None

Mist Guardian

(SW; Corwin)

Q/M Ratio: 5/1 (QUEST)

Armor: 2 points Natural Invulnerable

Attacks: Single short sword (Natural, Red)

- Abilities:**
- 1) *Immune to Normal Weapons* The Mist Guardian can only be hit by weapons bearing an enchantment.
 - 2) *Immune to Lightning, Charm and Control, and Poison*
 - 3) *Shove, Lightning Bolt, and Flight* (as Wizard, unlimited)
 - 4) *Call Lightning* (as Druid, 3/life)
 - 5) *Wind* (as Wizard, 2/life, only need say the *Wind* chant once to cast)
 - 6) *Mass Shove* (3/life) must say "Winds remove you from this area!" x2 Everyone within 20 feet of the Guardian is forced back an additional 20 feet. No one is immune.
 - 7) *Teleport* (as Wizard, 2/life) The Mist Guardian begins the game in a *Teleport* that does not count against this total.

Garb: Fluffy white tunic with yellow belt, zig-zag or lightning bolt patterns.

Description: Animated fog that can solidify into a humanoid form to attack.

Lives: 3

Levels: None

Stone Guardian

(SW; Corwin)

Q/M Ratio: 5/1 (QUEST)

Armor: 5 points Natural Invulnerability

Attacks: One long sword (White, Natural), any shield (Hardened)

- Abilities:**
- 1) *Barbarian Immunities*
 - 2) *Hold Person* (as Wizard, 4/life)
 - 3) *Wrench* (4/game) By saying "I command thee, return to this plane!" and striking the ground with weapon or foot, Any player within 20 feet who is in *Teleport, Sanctuary, Circle of Protection, Honor Duel, Legend, Passplant, Commune* or any other similar ability is forced out and the spell or ability broken. Magics which are reusable (*CoP, Commune, etc.*) may be re-cast.

Vulnerabilities: Stone Guardians may not run.

Garb: Gray stone patterns, matching mask and weapon covers.

Description: A huge humanoid statue, usually standing guard over some predominant treasure or person.

Lives: 3

Levels: None

SERVANT MONSTERS

Elementoids

Elementoid is the term used to describe those spirits who originate from more than one Elemental Plane. Elementoids are hybrids who combine the qualities of two different elements (Fire and Air, Water and Earth, Air and Fire, etc.) Wizards, Healers or Druids may spend their spellpoints to summon on Elementoid of any type.

Elementoid, Magmanus (4)

(WL; Stargazer)

Q/M Ratio: 3/1

Armor: 3 points (Natural), medium shield (at level)

Attacks: Single short sword

Abilities:

- 1) Magmanus and all their equipment are *Immune to Flame, Heat Weapon*, and the like.
- 2) All attacks are considered flame based. If target is immune, they take normal damage.
- 3) *Fireball* (as Wizard, at level)
- 4) *Flameblade* (as Druid, at levels)
- 5) *Repair Weapon or Shield* (as Warrior, at levels)

Garb: Bright red, yellow and orange, flame patterns, matching sword covers

Description: Magmanus are bizarre creatures often found near volcanoes, or at rifts leading into other planes. They are humanoids of living, molten rock. Their lives are most inscrutable to others, but seem to center around fashioning their unique flaming weapons.

Lives: 3

Levels:

- | | |
|-----|---|
| 1st | As above. |
| 2nd | <i>Flameblade</i> (1/game) |
| 3rd | 4 Lives
May wield Javelins. |
| 4th | <i>Flameblade</i> (1/life).
May use any weapon as Warrior |
| 5th | May use and carry a medium shield.
<i>Repair</i> (1/life). |
| 6th | <i>Fireball</i> (1reusable bolt) |



Elementoid, Mudman (4)

(WL: Various)

Q/M Ratio: 2/1

Armor: 2 point Natural

Attacks: Two long or short swords (Natural, Red)

Abilities:

- 1) *Entangle* (non-magic, considered a ball of mud, else as Druid spell)
- 2) *Tunneling* (treat as non-magic *Teleport*)
- 3) *Heal Self* (as Barbarian, 1/life, only while *Tunneling*)
- 4) *Sticky Form* - any blunt weapon (club, staff) striking a Mudman becomes caught in the creature's murky form and is considered destroyed. Likewise, any normal missile weapon striking a Mudman is considered lost and may not be retrieved. Any weapon so caught does no damage to the Mudman.
- 5) *Touch of Death* (1/life, no charge necessary)
Once this ability is used, the Mudman may not move for a 100 count. Simulates being caught in the Mudman's body and suffocating. Barbarians are immune, Monks are not.

Garb: Brown and black, maybe even red. Covering oneself with mud would be the ultimate.

Description: The places where Wizard's build their homes often stay enchanted for years following the Mage's passing. Mudmen are the result of enchanted earth being exposed to magical water. They are mindless, or nearly so, and seem to exist on this dimension only for brief periods of time. Often they are cultivated as highly desirable guardians, as they never seem to eat or ask for reward.

Lives: 3

Levels:

- | | |
|-----|--|
| 1st | <i>Tunneling</i> (1/life), <i>Entangle</i> (1/bolt reusable) |
| 2nd | <i>Entangle</i> (2/bolts, reusable) |
| 3rd | <i>Tunneling</i> (2/life) |
| 4th | <i>Entangle</i> (3/bolts, reusable) |
| 5th | <i>Tunneling</i> (unlimited) |
| 6th | <i>Entangle</i> (4/bolts, reusable) |



Elementoid, Nimbane (4)

(WL; Stargazer)

Q/M Ratio: 4/1

Armor: 1 point Natural Invulnerable

Attacks: One short sword and one flail (natural)

Abilities:

- 1) *Immune to Flame, Lightning, Charm and Poison*
- 2) *Barbarian Immunities*
- 3) *Fire Strike* (1/life) "I call down flames to strike thee" x3 Treat as Druidic *Call Lightning* for range and effect.
- 4) *Invisibility* (1/life) Treat as Monk *Sanctuary*, but must say "Invisibility" x5 to activate and maintain a chant of "Invisible...invisible" to continue use.
- 5) *Choking Vapors* (1/grey padded spellball) "Vapors" x5 to charge. Target is considered *Petrified* until *Cure Poison* is used on them.
- 6) *Fireball* (as Wizard, by levels)

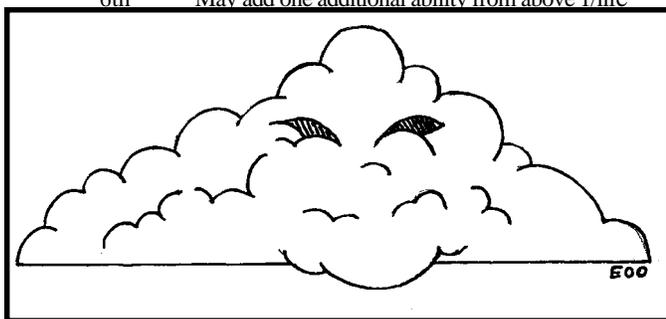
Garb: Black and dark red designs, flame and smoke motifs.

Description: Nimbane are the Elementoids of Fire and Air. They have a generally nasty disposition and attack whatever hapless creatures cross their paths. They appear as columns of black smoke intermingled with streaks of flame but can disperse their forms and move about invisibly for limited periods of time.

Lives: 3

Levels:

- | | |
|-----|--|
| 1st | As above |
| 2nd | <i>Fireball</i> (1/bolt, unlimited) |
| 3rd | <i>Vapors</i> (total 2/bolts, unlimited) |
| 4th | <i>Fire Strike</i> (total 2/life) |
| 5th | <i>Fireball</i> (total 2/bolts, unlimited) |
| 6th | May add one additional ability from above 1/life |



Elementoid, Rainbow (6)

(SW; Wyngarde)

Q/M Ratio: 4/1

Armor: 2 points Natural Invulnerable

Attacks: Any melee weapon under 5' long

Abilities:

- 1) *Spell Turning* (unlimited) May catch spellballs and throw them back as though if the bolt never touched anything.
- 2) *Immune to Magic*
- 3) *Immune to Poison and Disease*
- 4) *Rainbow Colored Spellballs* (Red - *Fireball*, Purple - *Sleep* (as Gypsy), Blue - *Magic Bolt*, Green - *Fear* (instead of *Stench*, else as Troglodyte), Yellow - *Lightning Bolt*, Orange - *Feeblemind* (as Druid spell), White - *Stun*

(instead of Iceball), Black - *Annihilation*)

Each ball must be charged with the color of the bolt x5 (i.e.: "Yellow... yellow... yellow... yellow... yellow") before being thrown. May carry a specific number of each ball depending on level.

Garb: Rainbow or bright multi-colored garb.

Description: These Elementoids are considered the most dangerous of their brethren. Appearing as columns of shimmering colors, these Elementoids are rare on this dimension unless summoned into servitude by a powerful Monster or spellcaster.

Lives: 3

Levels:

- | | |
|-----------------|--|
| 1st through 3rd | May carry one each of colored spellballs, no white or black |
| 4th and 5th | May carry two each of colored spellballs, one each white and black |
| 6th | May carry three each of colored spellballs, two each white and black |



Ephreet (8)

(MS; Cargo)

Q/M Ratio: 4/1 (QUEST)

Armor: 3 points Natural, may wear up to 2 additional points

Attacks: One long sword (see below)

Abilities:

- 1) *Immune to all Flame-based attacks* (exception: *Lightning Bolt* and *Call Lightning*)
- 2) *Heat Weapon, Flamewall, Fireball* (as Wizard, 3/life each, *Fireballs* are reusable)
- 3) *Fire Trap* (as Druid, 3/game)
- 4) The long sword of an Ephreet is a non-magical *Flameblade*.
- 5) *Teleport* (as Wizard, 2/life)

Vulnerabilities: Ephreet may not exist without a Master. If the player controlling the Ephreet dies, the Ephreet must also take a death.

Garb: Red armor or tunic, flame patterns.

Description: These powerful denizens of Elemental Flame are not nice guys. They are arrogant, cruel and as likely to slay a weak summoner as to perform the tasks for which they were created. Only Wizards are foolish enough to waste so many spellpoints on one of these evil beasts.

Lives: 3

Levels: None

SERVANT MONSTERS

Genie of the Lamp

(SW: Star)

Q/M Ratio: ?/1 (QUEST)

Armor: 8 points Invulnerable

Attacks: Spells only

Abilities: 1) *Intangibility* (unlimited) As creatures of pure magical energy, Genies are naturally vaporous and intangible. They are immune to all physical game effects (i.e.: most spellballs, *Walls*, all normal melee and throwing weapons, etc.) Their Invulnerability is only effected by the following powers, items, and spells: *Curse*, *Finger of Death*, *Touch of Death*, *Vibrating Palm*, Odin's Hammer, *Enchanted* weapons, the Dagger of Penetration, and *Mutual Destruction*. They may be attacked with normal physical attacks only if in the process of casting a spell or fulfilling a wish.

- 2) *Wish Fulfillment* (3/owner) The Genie's master can command them to fulfill a variety of wishes, within certain guidelines and limitations. First, they may use **ANY** spell or ability of **ANY** class or Monster to fulfill a wish, including *Resurrect*. May grant the abilities of a Relic on a non-Relic item for one of the master's lives per wish. Enchantments and other wish effects have to be wished for again when the master dies and returns from Nirvana (i.e.: no wishing for "the Sword of Flame for the entire battleground!", that would be one wish for every life the master has). No wishing for more wishes. No "freebies, substitutions, exchanges, or refunds!" Lastly, and perhaps most importantly, Genie's can **BREAK THE RULES**. With Reeve permission, the Genie can cause wild acts of mass destruction, *Teleport* entire teams, *Resurrect* everyone on the battlefield, cast the *Wind* spell with a single word, or do effectively anything the master's heart desires. A Reeve should be on hand for all non-standard requests or mass requests ("I wish everyone on my team has an *Enchanted Weapon!*"), to rule whether the request is feasible.

- 3) *Teleport* (unlimited) Must say "Teleport" x3 to activate and "Poof!" x1 to reappear. Else as Wizard.
- 4) *Heal Self* (as Monk, unlimited) May be cast while *Intangible*. This spell heals the Genie and restores all lost armor points.

Vulnerabilities:

- 1) "Phenomenal cosmic powers! Itty-bitty living space!" The Genie is bound to serve the possessor of his/her Magic Lamp (see *Memoirs of a Master Smith* supplement), an extra-dimensional prison which contains the Genie's soul. Each Genie is bound to serve a single owner for the extent of three wishes (see above), after which time both Genie and Lamp vanish to find a new owner. If the Lamp is lost to an owner before he/she uses the three wishes, should he/she ever regain the same Lamp, they get the remainder of their wishes. Once having been a Genie's master, an individual may never again have the servitude of any other Genie.
- 2) Genie's may not exist within an area of *Anti-Magic*, and will be *Teleported* to the nearest boundary of the spell if caught within one. Genies may NOT *Dispel* an *Anti-Magic* area, nor do any of their abilities or gifts function in such an area.
- 3) Additionally, the Genie may never use *Wish Fulfillment* on himself/herself without a Master's wishing this so. All other powers may be used normally.

Garb: For women, a belly-dancers costume. For men, a turban with Arabic robes.

Description: Genie's can appear in any form they desire, though usually to achieve some response in humans (love, terror, respect) or to fulfill a wish for their Master. Generally speaking, the females appear as incredibly beautiful human females in Arabic-style clothing, the males vary widely from truly frightening to almost comedic. Each Genie has a distinct personality, much like humans, and can be of any temperament or ethos. Some Genie's are quite evil and will twist their master's wishes to the letter of the wish, potential master's beware!

Lives: 1

Levels: As mastodons of magical power, Genie's are as powerful as they will ever be.

Golem, Clockwork (6)

(WL; Stargazer)

Armor: 2 points Natural Invulnerability
Attacks: Any single-handed melee weapon OR two Natural short swords

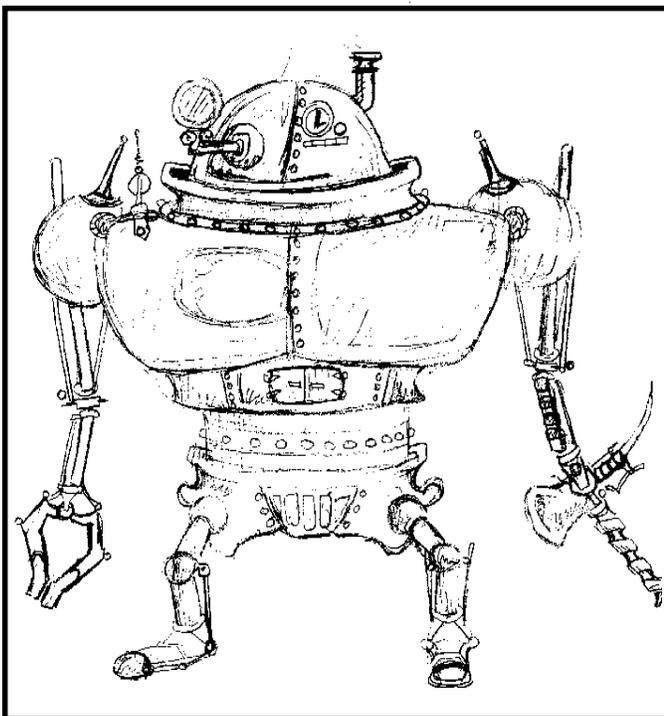
- Abilities:**
- 1) *Mend and Heal Self* (by levels)
 - 2) *Fireball, Iceball OR Lightning Bolt* (choice of 1 reusable bolt, as Wizard)
 - 3) *Circle of Protection* (unlimited, non-magical) This represents a force field against all attacks. No wand is required. Incantation "Force Field" x5 to activate. May not be attacked by others in a nearby *Circle*. Else as Wizard spell.
 - 4) *Immune to Poison, Charm, Control, Wounding, Disease and Death Magic.*

Vulnerabilities: Clockwork Golems are notoriously sluggish. Players may move no faster than a normal walk when portraying these metal monstrosities.

Garb: Robot-style metallic garb, hinged joints, aluminum foil-covered box for the torso.

Description: The Clockwork Golem come in a startling variety of forms. From primitive gear-work monstrosities to advanced technological marvels, these Golems serve their masters without fear or question. Once ordered to perform a task, they will continue to do so until told otherwise or destroyed. Often, the same Golem will perform a task for centuries after their master's death, until decay and age wear it down to bits and pieces.

- Lives:** 3
Levels:
- | | |
|-----|--|
| 1st | <i>Mend and Heal Self</i> (1/life total) |
| 2nd | As above |
| 3rd | <i>Mend and Heal Self</i> (1/life total) |
| 4th | As above |
| 5th | <i>Mend and Heal Self</i> (1/life total) |
| 6th | May carry and use one additional spellball, either of the same type chosen at 1 st level or another of the available choices. |



Golem, Rag (6)

(SW: Corwin Blackstone)

- Q/M Ratio:** 2/1
Armor: 1 point Natural Invulnerable
Attacks: one melee dagger (Red)
Abilities:
- 1) *Cuteness* (unlimited, but only once per target) By choosing an attacker and saying, "You wouldn't hurt a toy? Would you?" The target must cease hostilities against the Golem for a 30 count, or until attacked by it, whichever comes first. Only Berserkers and Monks of 3rd level and higher are immune.
 - 2) *Servitude* (1/game) A Rag Golem may *Charm* a target who is not immune into serving its owner as a slave for the remainder of one life. The Golem declares its target and says, "By the power of my mind, I dominate your will!" x3, range is 20 feet.
 - 3) *Visit* (1/game) The Rag Golem may take its owner and self into a *Visit*, which exactly replicates the Bard spell of the same name.
 - 4) *Immune to Magic*, except as noted under **Vulnerabilities**. Anyone holding a Rag Golem is immune to magic, as well.

Vulnerabilities: A *Lightning Bolt, Fireball*, or blow from a *Flameblade* will kill a Rag Golem outright.

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

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

- Lives:** 1
Levels: None

SERVANT MONSTERS

Golem, Rope (4)

(GS: Dr. Phlogiston)

Q/M Ratio: 3/1

Armor: 2 points Natural

Attacks: 2 flails (Red)

- Abilities:** 1) *Strangle* (5/game) By touching a subdued opponent and repeating "Strangle" x10, the Rope Golem can slay any victim, regardless of enchantment or protection.
- 2) *Immune* to all forms of verbal magic and all forms of fire.

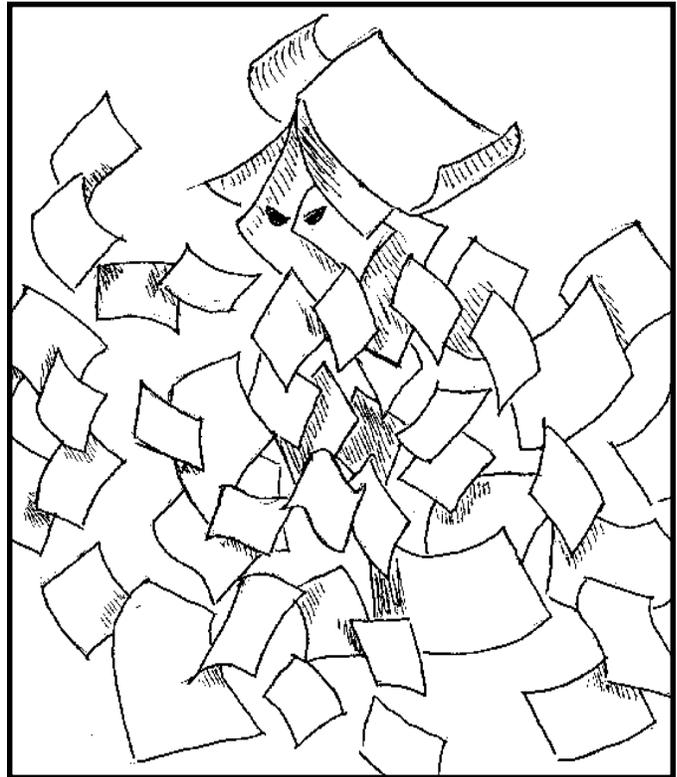
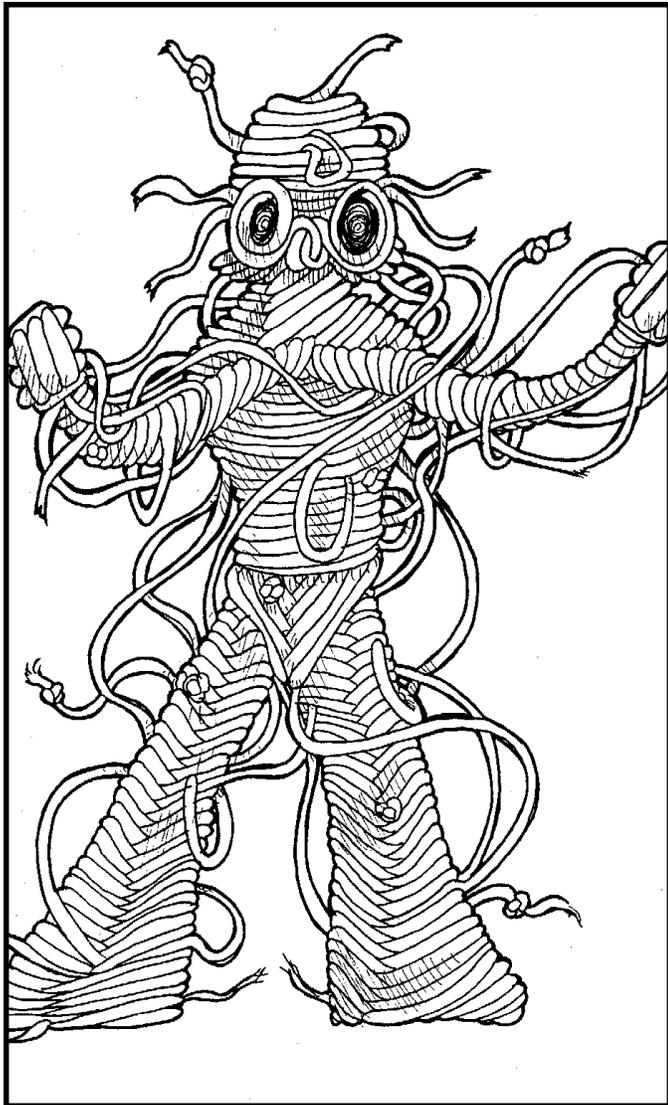
Vulnerabilities: The weapons of a Rope Golem destroy shields and armor like regular red weapons, however, they can ONLY deal subdual damage due to the nature of the Golem's construction. Any class, including Barbarians, can be subdued by these attacks.

Garb: Lots of ropes and rope-like appendages. Baggy garb in browns or dark greens.

Description: Created to serve Wetland Mages aboard sea vessels, Rope Golems are living constructs of ship lines, hemp ropes, and guy wires. Like all Golems, they protect their masters until destroyed.

Lives: 1

Levels: None



Golem, Paper (4)

(From the Emerald Hills)

Q/M Ratio: 2/1

Armor: 1 point invulnerable, due to size and speed

Attacks: 2 melee daggers

- Abilities:** 1) *Windblown* - Player must say "Garbage" x5. This simulates the Golem's ability to compact itself into a paper wad and hide. Treat as *Wizard Flight* except player must wander aimlessly for a 300 count to simulate being windblown. Use of this is unlimited.
- 2) *Paper Cuts* (as *Wizard Wounding*, 1/life)
- 3) *Barbarian Immunities* (at 3rd level)

Garb: Pale gray or white to simulate the composition of the golem. Of course, covering oneself with colored construction paper or old newspapers would be interesting, if not appropriate.

Description: Created by novice mages wishing to apprentice to the Ancient Mage, Paper Golems are six inches tall and resemble a human in general shape. Easily constructed, their creators often use too much magic, resulting in rather durable constructs. These golems make excellent guards and assassins, capable of avoiding most blows and bypassing obstacles due to their size.

Vulnerabilities: A *Fireball* or *Flame Arrow* will destroy one of these immediately.

Lives: 3

- Levels:** 1st As above
- 2nd 4 Lives (total)
- 3rd *Barbarian Immunities*
- 4th Weapons considered Red
- May use 1 Wizard Spell from levels first through third (no fire-based spells!)
- 5th 5 Lives (total)
- 6th One additional Spell from 1-3 (no fire-based!)

Poket Monster (4)

(WL; Various)

Q/M Ratio: 1/1

Armor: 1 *Luck Point*

Attacks: 2 Natural melee daggers OR one single-handed melee weapon

Abilities:

- 1) *Luck Points* (by levels) The Poket may ignore one physical hit per Luck Point. This is protection against spellballs but not verbal magic.
- 2) *Spellball* (one reusable bolt) Each Poket can chose ONE specific type of spellball to serve as an innate offensive power. Choices include any standard spellball (*Fireball*, *Iceball*, *Petrify*, etc.) or non-standard types at the Reeve's discretion (*Sleep Powder*, *Stun Ball*, *Charm Bolt*, etc.)
- 3) *Movement or Concealment Power* (1/life) Each Poket generally has a power that aids in movement or stealth. Examples include *Flight*, *Aquatic Nature*, *Sneak*, *Sanctuary*, *Invisibility*, *Pass Without Trace*, and *Circle of Protection*. Others are possible with Reeve approval.
- 4) *Special Offensive or Defensive Ability* (1/life) Every Poket is capable of a singular special ability that assists it either defensively OR offensively. Examples include use of a shield, use of throwing weapons, *Flameblade* on one weapon, a *Poisoned* weapon, *Forcewall* (1/life), or *Immunity* to one type of attack. There are many, many other possibilities.

Vulnerabilities: Every Poket has a special vulnerability that will slay it instantly on any hit. This should be a fairly common type of attack and the Reeve should approve all vulnerabilities. Examples include *Iceball*, *Poison*, Flame attacks, *Charm* type spells, any enchanted weapon, etc.

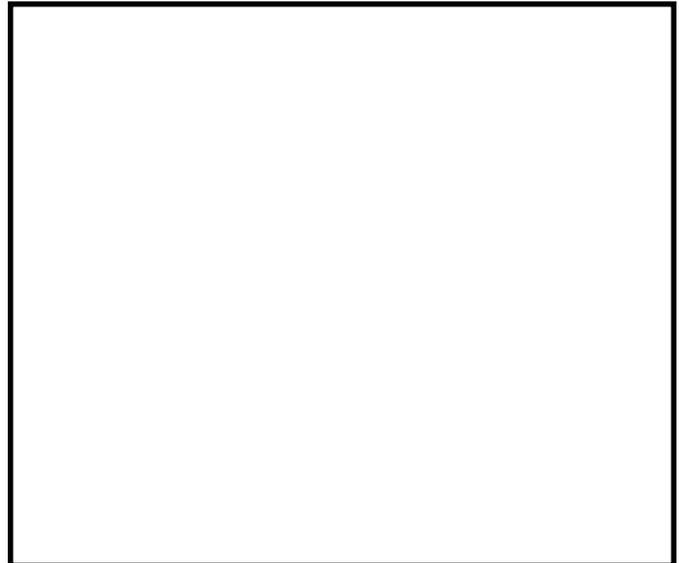
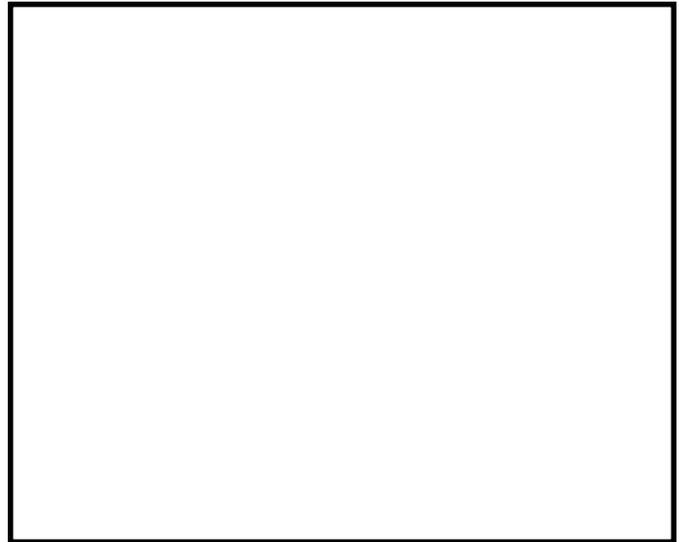
Garb: Pokets are all unique. Garb up according to the Poket you wish to portray.

Description: The small Poket Monsters are a fairly recent discovery in Amtgardia. These generally cute and furry critters roam the wyrlld in search of humans and demi-humans to care for them. Pokets come in an astounding variety of forms from bright yellow Thundermice to dark and gloomy Ghostlies. Each Poket should be built using the rules above and approved by the Reeve. Theme is very important to creating Pokets, their powers and abilities will generally have a common style (i.e.: Fire-based, Plant-based, Poison-based, etc.) Any spellcasting class may summon a Poket to be their friend. If a Poket is poorly treated on its first two lives (i.e.: ignored, forced into danger alone, etc.), it will rebel against its summoner and disappear from the game.

Lives: 3

Levels:

- | | |
|-----|---|
| 1st | One <i>Luck Point</i> |
| 2nd | As above |
| 3rd | Two <i>Luck Points</i> total |
| 4th | May use <i>Special Offensive/Defensive Power</i> (2/life total) |
| 5th | Three <i>Luck Points</i> total |
| 6th | May use <i>Movement/Concealment Power</i> (2/life total) |



STANDARD MONSTERS

Standard Creatures

Unless otherwise noted, all standard creature abilities are non-magical in nature. Because these creatures are non-magical in nature, their powers cannot be negated by the use of magic.

Amphiboid (Frog Men)

(WL/EH; Various)

Q/M Ratio: 1/1

Armor: None initially, small shield

Attacks: Two melee daggers (Natural) or short melee weapons, and javelins.

- Abilities:** 1) *Spit Paralyzation Poison* (1 bolt/unlimited) - must declare "Paralyzation poison!" then throw gray spell ball. Victim is paralyzed for 100 count.
 2) *Immune to Entangle, Traps, Charm, and Hold Person*, magical or otherwise.
 3) *Immune to Poison*.
 4) *Leap* (unlimited)- Similar to *Flight* but must state loudly "Leap" x3. Can leap up to 50' away, then must land before 'leaping' again.
 5) *Berserk* (as Barbarian, at level)
 6) *Poison Weapon* (as Assassin, at level)

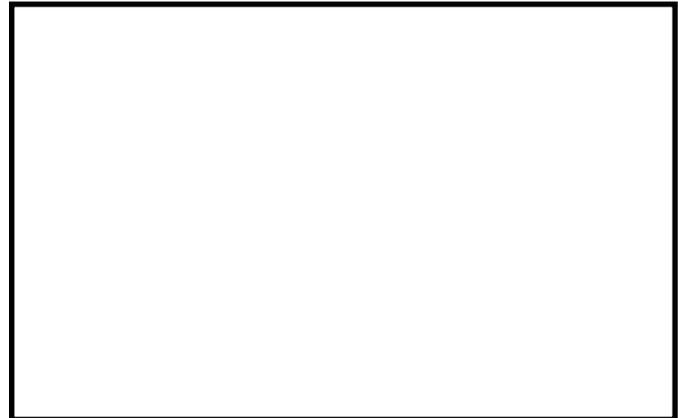
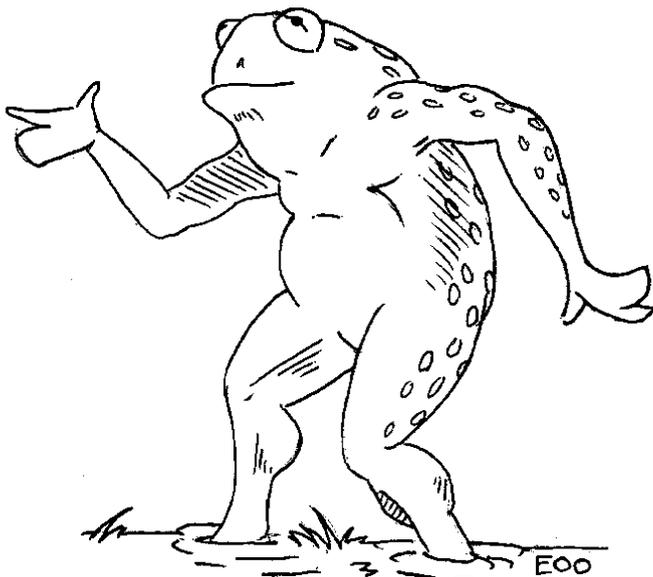
Vulnerabilities: Except when *Berserk*, Amphiboids are afraid of fire and ice.

Garb: Green, tan, red polka dots, any pattern resembling a frog or toad.

Description: Man-shaped frogs and have gained the gift of poisons. They are formidable fighters, known for their glorious death runs.

Lives: 4

- Levels:** 1st *Spit Paralyzation Poison*
 2nd 1 point Natural armor
 3rd *Berserk* on last life
 4th *Poisoned Weapon* (1/game)
 5th 2 points Natural armor (total)
 6th *Spit Poison* becomes lethal after a 30 count.



Bog Imp

(RH: Kudzu and Arg)

Q/M Ratio: 1/1

Armor: None

Attacks: Two daggers (natural weapons) OR one short sword, any small throwing weapon

- Abilities:** 1) *Touch of the Plague* (unlimited) Anyone struck by a Bog Imp who is not *Protected from Disease* will become a Plaguer (see Dor Un Avathar, 7th Edition) for one life. This disease may be transferred through touch.
 2) *Camouflage* (2/life) Must say "Camouflage" x3 to activate and continue chanting "Camouflage... camouflage..." to keep ability active (much like Monk *Sanctuary*). Imp may not attack or be attacked, and may only carry Natural weapons while *Camouflaged*.
 3) *Immune to Poison and Disease*
 4) *Teleport* (at 2nd level) Limited to within 20 feet of a body of water, otherwise it should be treated as Assassin ability of the same name.
 5) *Confusion* (as Druid, at 4th level)

Vulnerabilities:

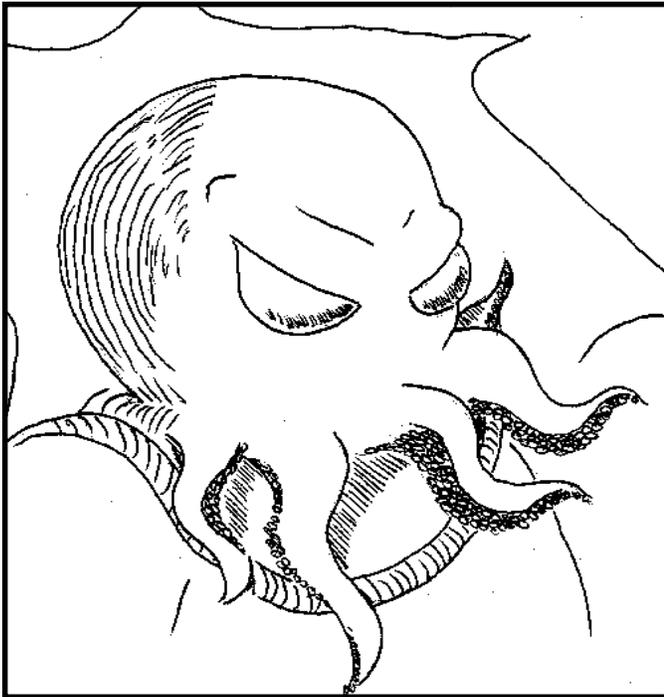
- 1) Wounds kill (i.e.: one shot deaths)
 2) A *Lightning Bolt* or *Call Lightning* spell destroys all Bog Imps within a 20' area of the *Lightning* strike.

Garb: Rags of brown and/or black, covered in muck.

Description: Bog Imps are small evil creatures that inhabit marshes or extremely wet lands. They are filthy and plague-ridden, and enjoy spreading their disease around to others. It seems their sole purpose in life is to make others sick. They also have a great liking for pretty things, and will try to collect anything that catches their fancy.

Lives: 6

- Levels:** 1st As Above
 2nd *Teleport* (1/life)
 3rd As above
 4th *Confusion* (1/life)
 5th One additional *Teleport* (total 2/life)
 6th *Camouflage* becomes (4/life)



Calimarin

(SW: Wyngarde)

Q/M Ratio: 6/1

Armor: None

Attacks: One non-hinged melee weapon under 3'

- Abilities:**
- 1) *Hold Person* (as Wizard, 3/life)
 - 2) *Charm* (as Bard, 2/life) "By the power of my mind, I dominate your will"x2
 - 3) *Teleport* (as Wizard, 1/life)
 - 4) *Finger of Death* (as Druid, 2/life) Must say "(targets name or class), I devour thy mind"x5
 - 5) *Mental Bolts* (3/life, as Wizard *Lightning Bolt*)
 - 6) *Heat Weapon* (as Wizard, 2/life) must say "By the power of my mind I melt that weapon"x2
 - 7) Except for the padded yellow *Mental Bolts*, no other power requires material components.
 - 8) *Immune* to spells which *Charm*, *Hold*, or *dominate*, but not *Iceball* or *Petrify*.

Garb: Brown robes, belts with small arcane items hanging off it, and capes with mystic symbols are all indicative of a Calimarin. If you've got the cash during Halloween, I've seen some really well sculpted squid-head masks. In a pinch, you could wear a purple headband and wiggle your fingers in front of your mouth like little tentacles.

Description: Men with squid-heads is the best description for the Calimarin. They are evil creatures who delight in the pain and suffering of intelligent beings. They are psionically awakened as well, using their mastery over the mental and physical worlds to enslave whole populations. The favorite meal of Calimarin are the brains of freshly slain humans.

Lives: 3

- Levels:**
- | | |
|-----|--|
| 1st | As above |
| 2nd | 1 additional <i>Heat Weapon</i> per life (total 3) |
| 3rd | 1 point of Natural armor |
| 4th | <i>Immune to all forms of magic</i> |
| 5th | As above |
| 6th | 1 additional <i>Finger of Death</i> per life (total 3) |

Carnivorous Plant

(RH: Kudzu and Arg)

Q/M Ratio: 2/1 (per tendril) (QUEST)

Armor: 2 points Natural per tendril

Attacks: 2 short swords (Natural)

Abilities:

- 1) *Entangle* (2 bolts/life/tendril)
- 2) *Immune to Charm and Control*, as the plant has no mind to control.
- 3) Tendrils *regenerate* limbs in a 100 count. Armor regenerates at the rate of one point in one location per 100 count (tendril selects which location is healed)
- 4) Limb shots do not kill the plant, but two limb shots to the same tendril will kill that tendril.
- 5) The Carnivorous Plant is made up of three to six players, tied to a central tree trunk with 20 foot lengths of rope. Each player is a "tendril" and acts independently of the others. Each tendril is damaged separately, and the trunk itself is subject to attack, as well. (see

Vulnerabilities)

Vulnerabilities:

- 1) Any *Fireball*, *Lightning Bolt*, or *Sphere of Annihilation* that hits the "trunk" will destroy the whole plant, as will 3 *flame arrow* hits or 3 hits from a *Flameblade*.
- 2) Any flame or lightning attack against a tendril kills it, and it may not regenerate.

Garb: Brown and green, floral prints.

Description: Carnivorous Plants are mindless, neutral creatures. They live to eat. It doesn't matter if it eats adventurers or Monsters, they all taste good to the Carnivorous Plant. They don't go out and collect magic items and riches, but sometimes these things end up lying around after the plant has fed.

Lives: 1 (or more, if the Reeve so desires)

Levels: None



Chaos Fungus

(From the Emerald Hills)

Q/M Ratio: 1/1

Armor: 1 point Natural

Attacks: Any melee weapon up to 5' in length.

Abilities:

- 1) *Immune to Charm, Yield, Sleep, Fear, and other mind controls*
- 2) *Immune to all piercing attacks*
- 3) *Immune to Subdual*
- 4) *Infect Corpse (1/game) by touching a dead body and saying "I take thy corpse." This gives the Chaos Fungus one more life. This ability does not work on anyone killed by Fire, Sphere of Annihilation, Siege Weapons, etc., or*

anyone with *Protection from Disease*. It acts like a *Sever Spirit* and does not take a life from the victim.

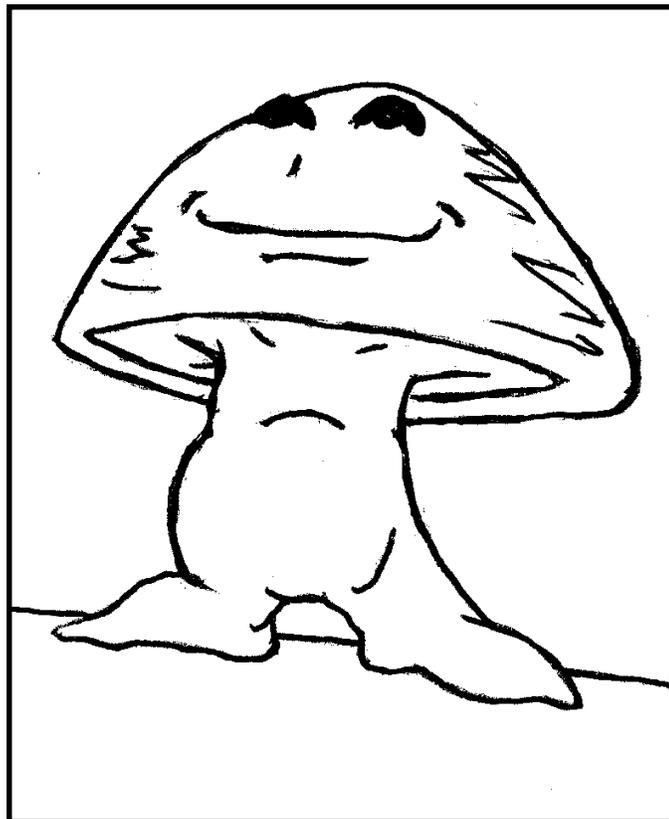
Garb: Funky brown, tan and/or mushroom prints.

Description: Chaos Fungus creatures are humanoid beings, relentless and utterly inhuman in thought process. In effect, they function as a hive mind, gathering corpses to infect with their spores to create more of their kind.

Lives: 2

Levels:

- | | |
|-----|--------------------------------|
| 1st | As above |
| 2nd | Armor becomes 2 points Natural |
| 3rd | <i>Infect Corpse (2/game)</i> |
| 4th | As above |
| | Armor becomes 3 points Natural |
| 5th | Weapons considered Red |
| 6th | <i>Infect Corpse (3/game)</i> |



Crabman

(SW: Wyngarde)

Q/M Ratio: 3/1

Armor: 4 on torso, 3 on limbs, must carry a medium or large shield

Attacks: Two non-hinged melee weapons
(Natural, Red)

Abilities:

- 1) Immune to *Magic Bolt*, *Entangle*, and *Wounding* spells. *Magic Bolt* bounces off their tough shell, entangles are cut right through with powerful claws, and a single wounded limb out of eight is not even noticed.
- 2) *Teleport (1/life)* To simulate the ability of retreating underground, the Crabman must stand still and say, "Digging" x5. Must say "Surfacing" x5 to re-enter combat. All other rules of *Teleportation* apply, except they may retain their weapons throughout the process.
- 3) Shield is treated as being *Hardened*
- 4) Thrown weapons and other normal projectiles do not effect a Crabman. *Arrow of Penetration* and other armor-piercing attacks still function.

Garb: Wear red, blue, black or white to simulate the varied colors of the crabmen's shells. If you have access to a suit of armor, wear it. Fake antennae would make a nice touch.

Description: The primitive, alien Crabmen survive by scavenging and marauding. They are completely merciless in combat, with huge claws capable of ripping a man in two. The Crabmen walk upright on two strong legs, using the other legs for fine manipulations and combat.

Lives: 3

Levels:

- | | |
|-----|---|
| 1st | As above |
| 2nd | 1 additional <i>Teleport</i> (total 2/life) |
| 3rd | As above |
| 4th | Natural armor on torso becomes Invulnerable |
| 5th | As above |
| 6th | 1 additional <i>Teleport</i> (total 3/life) |

Drake

(SW: Porthos)

Q/M Ratio: 3/1

Armor: 1 point Natural Invulnerable, may use small or medium shield (at 4th level)

Attacks: One flail and one short sword (Natural, Red)

Abilities:

- 1) May use *Breath Weapon* (1/life) May only charge and throw bolt once per life.
- 2) *Immune to Charm, Hold Person, Yield, and Sleep*

Vulnerabilities: The various sub-species each have a different set of Vulnerabilities, detailed below.

Description: Drake is a term applied to a variant of the Lizardman race who developed breath weapons instead of the marginal intellect of most Lizardmen. Drakes are uncivilized and of animal intellect, living out of whatever niche they can carve for themselves in the wilds near populated areas. While Drakes vary wildly between sub-species, they share the common features of being bipedal, scaled, and possessing long, powerful tails. The individual sub-species are detailed below.

Lives: 4

Levels:

- | | |
|-----|---|
| 1st | As above |
| 2nd | May use <i>Breath Weapon</i> (2/life) |
| 3rd | As above |
| 4th | May use a small or medium shield instead of a short sword |
| 5th | May use <i>Breath Weapon</i> (3/life) |
| 6th | One additional point Natural Invulnerable armor (total 2) |

Fire Drake

Additional Abilities:

- 1) *Breath Weapon* is a *Fireball*.
- 2) *Immune to Flame* (but not *Lightning*)

Vulnerabilities: *Entangle*, *Petrify* and *Iceball* will instantly slay a Fire Drake, regardless of armor.

Garb: Lots of dark red and orange scales.

Description: These Drakes live in and around active volcanoes and areas of intense heat. They have a susceptibility to being held in place, and would rather die than be forced into immobility.

Lightning Lizard

Additional Abilities:

- 1) *Breath Weapon* is a *Lightning Bolt*
- 2) *Immune to lightning* (not *Flame*-based)

Vulnerabilities: These Drakes are especially vulnerable to poison and disease, which effects them in half the normal time.

Garb: Dark blue and yellow scales.

Description: These Drakes live high up in the mountains, far from the pollutants of Man. Lightning Lizards are the most docile of Drakes, and avoid humans if at all possible.

Stone Drake

Additional Abilities:

- 1) *Breath Weapon* is a *Petrify* bolt, to represent

the thick resin secreted by these creatures.

- 2) *Immune to Traps* of all kinds.

Vulnerabilities: Anyone wielding a flaming weapon of any kind (including Wizards casting *Fireball*), will draw the immediate attention of any Stone Drakes in sight. These Drakes will attack the wielder to the exclusion of all other targets, until they or the target is dead. This is identical to the effects of a Druid casting *Confusion* on a Barbarian.

Garb: Gray and dark brown scales

Description: These ignorant brutes can be found in hills and ravines across the land. They are afraid of open flame to the point of suicide, and will try to destroy anything on fire with all their might.

Venomous Drake

Additional Abilities:

- 1) *Breath Weapon* is a black bolt similar to Sable Dragon (q.v.) breath. It is a toxic wave that destroys most everything it contacts.
- 2) *Teleport* (1/life) As Assassin ability of the same name.
- 3) *Immune to all forms of Poison and Disease*

Vulnerabilities: These cowardly creatures have learned to fear Mankind. They will never attack a group of humans whose number is even one more than their present number.

Garb: Black and dark green scales.

Description: Venomous Drakes are cowardly creatures who live near human settlements, preying on lone travelers and the weak. They exhale a noxious wave of black fluid so caustic it dissolves metal, wood, and flesh with equal ease.

Giant, Firbolg

(GS: Dr. Phlogiston)

Q/M Ratio: 5/1

Armor: 2 point Natural, may wear up to 3 more points
Attacks: any melee hammer (Red)

Abilities:

- 1) *Barbarian Immunities*
- 2) All fire-based attacks do subdual damage.
- 3) *Mend* and *Bladesharp / Bludgeon* (by levels) non-magical equivalents of the Wizard spells of the same name.
- 4) Special form of *Heal* (at 5th level) can only be used on others. Tie gray cloth onto targets wounded limb and repeat:

*Hammer Swing, Anvil Sing, Hue and Cry of Steel,
Bones are in the fire,*

*Hammer Swing, Anvil Sing, Hue and Cry of Steel,
Sinew as strong as stone,*

*Hammer Swing, Anvil Sing, Hue and Cry of Steel,
Skin shines cold as ice,*

*Strong as steel, this wound I heal,
with glorious device!*

Healed limb is replaced by a mechanical construct of steel. The limb now has 3 points

of natural armor (which may be *Healed* or *Mended* in the normal fashion). The drawback is that due to the intrusive nature of the procedure, spellcasters who accept this *Heal* lose 1 spellpoint per level. The limb is good for one life only and vanishes when slain (even if *Resurrected*). Should be considered an enchantment toward a person's maximum, though it can not be dispelled.

- 5) *Titan's Strike* (at 6th level) Once per life, may announce "Titan's Strike!" prior to swinging their hammers. The next blow from that weapon is considered a white siege attack.

Vulnerabilities: *Iceball* effects Firbolgs like a *Magic Bolt*.

Garb: Blacksmith's apron, red face paint, black smudges
Description: These ruddy-skinned Giants are gnarled of limb and possessing of great strength. Though smaller than other Giants, they make up for it with skill and intelligence. Expert craftsmen and blacksmiths, these dark-haired Giants always have a gleam in their eye when the challenge of a new task of creation awaits them. Firbolgs are wasteful, however, and dislike the noble-natured sylvan folks who would seek to protect the resources the Firbolg's need to exploit for their crafts.

Lives: 4

Levels:

- 1st *Mend* (1/life), *Bladesharp* or *Bludgeon* (1/life)
 2nd 1 additional *Mend* (total 2/life)
 3rd 1 additional *Bladesharp* or *Bludgeon* (total 2/life)
 4th 1 additional *Mend* (total 3/life)
 5th *Heal Others* (1/game) see above
 1 additional *Bladesharp* or *Bludgeon* (total 3/life)
 6th *Titan's Strike* (1/life) see above

Giant, Sea

(SW: Wyngarde)

Q/M Ratio: 5/1

Armor: 3 points Natural Invulnerability

Attacks: One or two melee weapons (Red)

Abilities:

- 1) Sea Giants using a trident or spear are considered to have a white weapon, only if wielded two-handed.
- 2) *Barbarian Immunities*
- 3) *Mend* (as Healer, at level, non-magical)
- 4) *Create Sea Zombies* (at level) This power allows the Sea Giant to "recruit" two dead players from Nirvana to serve for one life. This does not count toward the players total number of lives. The Zombie should do it's best to fight for the Giant. Zombies serve until slain. The Giant who wishes to use this ability should carry copies of the Sea Zombie with them.

Garb: Go bare-chested and tie a white sash around your waist. Big trident wouldn't hurt, either. Speak in the traditional Big

Giant Voice, too,

Description: These huge undersea menaces are the stuff of sailor's nightmares. Hulking, ignorant brutes bent on destruction, the Sea Giants only known allies are the legions of giant sharks that swim in the waters near the Giants home. Sea Giants are known to accumulate large sums of giant pearls, precious shells, and other treasures of the deep.

Lives: 3

Levels:

- 1st As above
 2nd May *Mend* (1/life)
 3rd As above
 4th Create *Sea Zombies* (1/game)
 5th As above
 6th Gains 1 additional point of Natural armor, total 4

Giant, Two-Headed

(GS: Vaargard and Wyngarde)

Q/M Ratio: 5/1

Armor: 2 points Natural Invulnerability

Attacks: Any one-handed melee weapons (Red), boulder (White weapon)

Abilities:

- 1) *Fear* (1 /life) "I make thee afraid" x2 Can not be attacked by target for 1000 count
- 2) *Improved Toughness* This Monster is played by two people, lashed together *a la* three-legged race. In order to kill a Two-Headed Giant, the torso of both participants must be slain. Armor is counted separately for both parts. Shots to the parts "not in use" (i.e.: middle arms and legs) count as torso hits.
- 3) *Barbarian Immunities*
- 4) Immune to black (throwing) weapons and *Magic Bolt*.

Garb: Rags, old furs, bags tied to the feet for shoes.

Description: Two-Headed Giants are mutants of Giantkind, deformed from birth or through an act of magic to have two heads. They are largely ignorant savages, given to living in caves and wearing little more than the pelts of past meals. While playing a Two-Headed Giant, both heads should howl madly.

Lives: 2

Levels:

- 1st As above
 2nd 1 additional point Invulnerable Armor
 3rd As above
 4th 1 additional *Fear* (2/life total)
 5th As above
 6th 1 additional point Invulnerable Armor

Goblin, Pop

(Various)

Q/M Ratio: 1/3 (QUEST)

Attacks: Any short, single-handed melee weapon

Armor: None

Abilities:

- 1) *Sheer Numbers* (by levels) Pop Goblins breed in phenomenal numbers! Each player actually represents a group of Pop Goblins cavorting around in a group. When a player dies, they return in a 30 count with a loud “POP!” to carry on where the last life left off.

Vulnerabilities: Pop Goblins (like other Goblins) are slain on any wound. Unlike regular Goblins, even a near miss can slay a Pop Goblin who is playing in character. To make matters worse, Pop Goblins are slain when ANY spell or class ability is directed against them (exception: *Mend*). This includes abilities that are not ordinarily lethal (i.e.: *Charm*, *Entangle*, *Heat Weapon*, etc.)

Garb: Dirty or ragged garb, green or tan face paint.

Description: Pop Goblins are, without a doubt, the wimpiest creatures ever to evolve out of the ooze of life. They are small, greenish humanoids who live off the trash of every other civilized (and uncivilized) race. Individually, Pop Goblins (or “Gobbos”) are pathetic and weak, but a dozen of them can make more than a match for a single warrior.

Lives: See below

Levels:

- | | |
|-----|--|
| 1st | Sheer Numbers (10 lives) |
| 2nd | Sheer Numbers (12 lives) |
| 3rd | Sheer Numbers (15 lives) |
| 4th | Sheer Numbers (18 lives) |
| 5th | Sheer Numbers (20 lives) |
| 6th | Sheer Numbers (unlimited, or any unbelievably huge number decided upon by the Reeve) |

Muck-Dweller

(GS: Damien Flynn)

Q/M Ratio: 3/1

Armor: 2 points Natural

Attacks: Two flails or two swords (see below) (Natural)

Abilities:

- 1) Of the two weapons a Muck-Dweller uses to represent tentacles, one of them is treated as a red weapon, the other is treated as a *Poison* weapon (identical to assassin ability, only the poison kills in a 50 count).
- 2) Muck-Dwellers are completely *Immune to Magic*, except for *Fireballs*

Vulnerabilities: Muck-Dwellers are barely mobile, and move in terms of geologic time. The Monster player must carry a 10' radius cloth circle (preferably brown or green in color) which is the diameter of the creature's bulk. The Muck-Dweller may not move outside of that area, and no one may enter. Once every 100 seconds, the creature may move up to five feet, but must remain in the 10' space constraint.

Garb: Wear browns, black, and greens to represent the mottled, decaying hide of these disgusting blobs of putrescence. Also, if you can find a way to affix a couple of extra eyes to your

body, like paper cut-outs or something, that would be excellent. Make lots of disgusting belching sounds, too.

Description: Picture if you will, a stumpy legged, multi-tentacled dung heap. Then add a dozen drooping eyes peering out through the ooze at irregular intervals. Next, add the revolting belching and sucking noises associated with the monster, along with a stench to make a Troglodyte barf. Can we say, “Yuck”?

Lives: 3

Levels: Muck-Dwellers do not even communicate, much less gain levels.

Neanderthal

(MS: Buddy Smasher)

Q/M Ratio: 2/1

Attacks: any club, spear, javelin, boulder, or melee dagger

Armor: any fur, counted as 1 point, wherever it covers

Abilities:

- 1) *Natural Armor* (at levels) Starting at 2nd level, a Neanderthal is granted additional points of Natural armor. Additional points are gained at later levels. This Natural armor is only good for one life per battlegame, though multiple points may be spread out amongst many lives or stacked on for one life. (i.e.: a 6th level Neanderthal has 3 points of additional Natural armor. Each point is only good for one life, therefore that Neanderthal may have three lives with one point each, or one life with three points, or a combination thereof.) This armor may be *Healed*.
- 2) *Natural Resistances* (at levels) Neanderthals are *Immune to Poison*, *Disease*, *Scout Entangle Trap*, and some Bardic magic (*Lore* and *Truth*). Additionally, Neanderthals may not be put under a *Speak With Dead* spell.

Vulnerabilities: Neanderthal are afraid of fire and lightning. They will not attack anyone who is holding fire (a *Flameblade*, a charged *Lightning Bolt* or *Fireball*) or approach within 20 feet of a *Flamewall* or bonfire.

Garb: Furs, bones, mud, and skin!

Description: The Neanderthal of the Wetlands live in remote seclusion, far from the modern contrivances of Amtgardia. These peaceful brutes eke out a meager existence by hunting and foraging in the wild. Their clothing is the crudest form, made from the furs of past meals, and their weaponry is nothing more than sharp sticks, heavy logs and rocks. Neanderthals can communicate with one another, but do not speak intelligently or intelligibly, making animal sounds, grunts, and bestial howls to convey meaning. Their fear of lightning and fire is legendary, as they can not master the forces of Nature on their own.

Lives: 3

Levels:

- | | |
|-----|---|
| 1st | <i>Immune to Poison</i> |
| 2nd | One point Natural armor |
| 3rd | <i>Immune to Disease</i> , <i>Lore</i> and <i>Truth</i> |

- 4th One additional point Natural armor (total 2)
- 5th Immune to Scout *Entangle Trap*
- 6th One additional point Natural armor (total 3)

Netherworm

(From the Emerald Hills)

Q/M Ratio: 3/1

Attacks: 2 Flails (Natural, tentacles)

Armor: 3 points Natural

Abilities:

- 1) *Teleport* (as Wizard, 1/life) by saying "Tunnelling"x5 and "Arriving"x5 to reappear.
- 2) *Barbarian Immunities*
- 3) *Fight After Death* (as Barbarian, at level)

Garb: Pale brown or grays to denote the hide of this creature.

Description: The Netherworm is also called the Blindman or Cave Master. It is a squishy, pale mass or flesh, devoid of any features, armed with 2 powerful tentacles. The name Blindman refers to its lack of eyes; it senses vibrations and air currents to capture its prey and is surprisingly fast.

Lives: 3

Levels:

- 1st As above
- 2nd Flails considered Red
- 3rd Natural armor becomes 4 points
Fight after Death (at the end of every life).
- 4th As above
- 5th *Teleport* becomes (2/life).
- 6th Natural armor becomes 5 points

Oaken

(WL; Stargazer)

Q/M Ratio: 3/1 (QUEST)

Attacks: Two long swords or one polearm (Natural)

Armor: 4 points Natural (initially)

Abilities:

- 1) *Anti-magic Area* (unlimited) No human magic may exist within 10 feet of an Oaken. This area is natural and may not be *Dispelled*. This has no effect on class abilities or non-magical talents of any kind. This area extends another 10 feet with each level of the Oaken.
- 2) *Heal Others* (2/life) Non-magical ability
- 3) *Mend Self* (2/life)
- 4) *Entangle and Lore* (4/life) Reeves should supply Oaken with plenty of *Lore* to share.
- 5) *Limited Target* - The tree chosen to represent the Oaken is vulnerable to attack, not the player representing the creature. Attacks to damage the Oaken must strike the tree trunk in order to be effective.
- 6) Bards, Scouts, Barbarians, and Druids will NEVER attack an Oaken, and are expected to

defend these majestic creatures against attack, even if the attacks comes from within their own team.

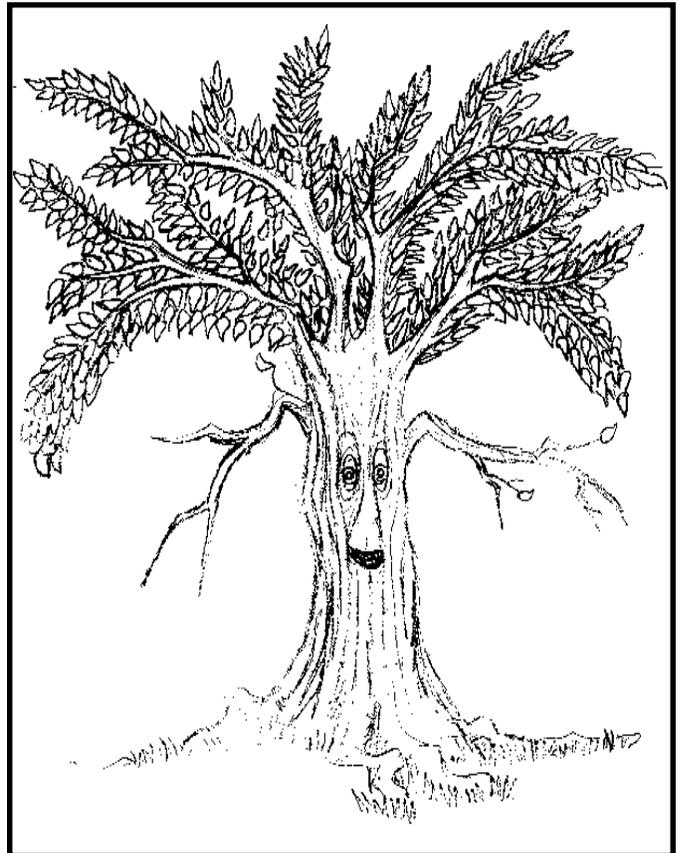
Vulnerability: A tree trunk must be chosen to represent the Oaken, attacks must strike this tree in order to be effective. However the player representing the Oaken may not move from underneath the boughs of the chosen tree.

Garb: Browns and greens, leaves and floral prints.

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.

Lives: 1

Levels: Oaken gain one additional point of Natural armor after 1st level, to a maximum of 8 points at 5th level. Additionally, the *Anti-magic* area that surrounds them expand another 10 feet per level after the first, to a maximum of 60 feet at 6th level.



Ogre

(WL; Various)

Q/M Ratio: 2/1

Armor: 2 points Natural

Attacks: Any clubs, mace, flail or spear (Red) OR two long swords (Natural Red), boulders (at level, Red)

Abilities:

- 1) *Berserk* (as Barbarian) on last life. This ability grants two additional points of armor to the Ogre's natural armor (i.e.: 4 points total)
- 2) *Immune to Poison and Disease*
- 3) *Fear* (by levels) must say "I make thee afraid" x3. Effected player may not attack the Ogre for a 1000 count and must run away from it if approached. Range: 20 feet.

Vulnerabilities: Ogres like pretty ladies. An Ogre will not attack a woman unless that woman strikes it first.

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

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.

Lives: 3

Levels:

- | | |
|-----|---|
| 1st | <i>Fear</i> (1/game) |
| 2nd | May wear one point of leather or padded armor |
| 3rd | <i>Fear</i> (1/life) |
| 4th | May hurl boulders (as Barbarian, considered Red due to size and weight) |
| 5th | May wear a total of 2 points of leather or padded armor. |
| 6th | <i>Fear</i> (2/life) |



Protozoan

(GS: Damien Flynn)

Q/M Ratio: 3/1 (per participant added)

Armor: 4 "non-sectional" points of Invulnerable armor per participant (i.e.: Healer *Protect*)

Attacks: 2 flails or swords for each participant (Red)

Abilities:

- 1) *Stink Bolt* (1/reusable bolt per participant)
Green spellball acts as *Magic Bolt* for damage, but is non-magical in nature. Affected targets can not be approached by another creature for 300 count because of the stench. If it strikes a shield or weapon, it is rendered useless for a 300 count as well. Protozoans, Troglodytes and other smelly creatures are immune to this..
- 2) *Entrapment* If struck by a non-enchanted weapon, the blow still counts but the weapon is stuck in the Monster's mass. It must be dropped and may not be regained until the monster is fully destroyed.
- 3) *Immune* to all magic except *Lightning Bolt*, *Fireball*, and *Sphere of Annihilation*.
Lightning Bolt acts as a full *Mend* and *Heal* for the creature's armor and wounds, however. *Fireball* destroys one participant's "limb" completely. *Sphere* destroys one participant completely. In all cases, it is the caster who chooses which parts are lost.

Vulnerabilities: A 10' or larger area is marked off on the ground and all participants must remain within the boundaries while in combat.

Garb: Matching ochre tabards or headbands for all participants. Wrap each participant in brown plastic trash bags.

Description: This creature is a disgusting magical experiment gone horribly wrong. It resembles a huge amoeboid puddle of slime. All manner of refuse can be seen floating within it's murky form. It attacks anything that comes close enough to reach with it's giant pseudopodia, not out of malice, but instinct and a never-ending hunger.

Lives: 1 per participant (all participants must be slain before the Monster is considered "dead".)

Levels: None



Quillion

(From the Emerald Hills)

Q/M Ratio: 2/1

Armor: 2 points Natural

Attacks: 2 short swords and throwing daggers (Natural)

Abilities:

- 1) *Fear* (1/life)
- 2) *Immune to Lost and Subdual*
- 3) *Tracking* (as Scout, 1/life)

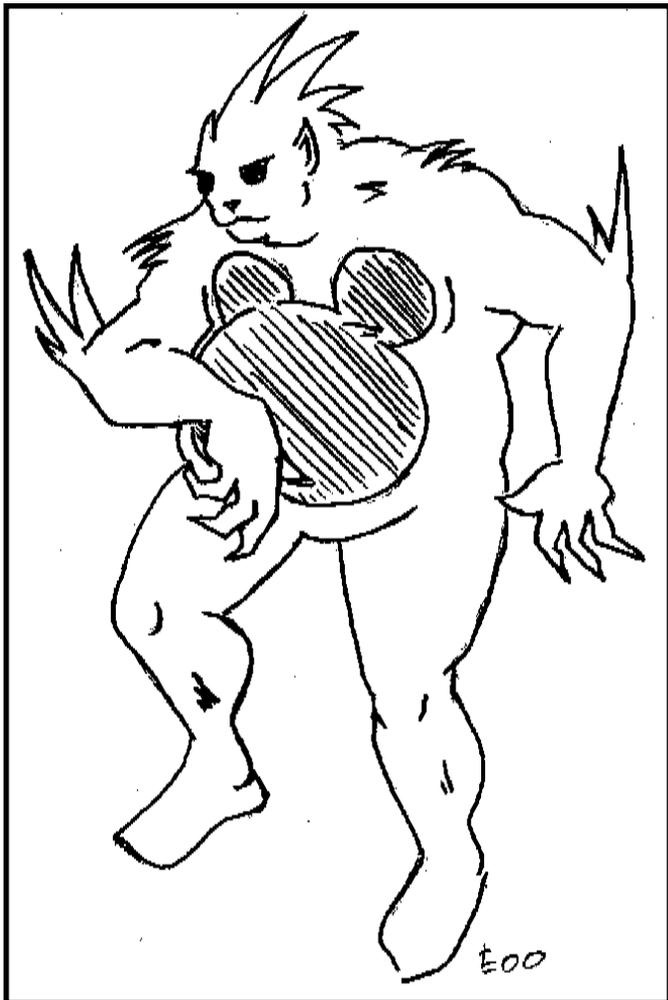
Garb: Brown or tan garb with quills affixed to the back.

Description: Quillions are hideous, glowing-eyed humanoids covered in a thick coat of deadly quills. They are extremely cunning and easily angered. They eat all meat including carrion or human flesh.

Lives: 3

Levels:

- | | |
|-----|---|
| 1st | As above |
| 2nd | <i>Tracking</i> becomes (2/life) |
| 3rd | Natural melee weapons considered Red
One additional life (total 4) |
| 4th | Armor becomes 4 points. |
| 5th | <i>Fear</i> becomes (2/life) |
| 6th | Daggers considered <i>Poisoned</i> |



Rock Caller

(CL: Aethulwolf Carlyle)

Q/M Ratio: 3/1

Armor: 3 points Natural

Attacks: Two short swords (Natural, treated as red),
throwing boulders

Abilities:

- 1) *Call Rocks* (2/life) Must bellow loudly for a 5 count, then say "Rocks!" x3. All players (except other Rock Callers) within 50 feet of the Rock Caller suffer 1 point of damage to armor in all locations, unarmored players suffer a wound to the leg. This ability can not be used to kill. Holding a shield overhead makes a single player immune to this power, otherwise no one is immune.
- 2) *Fight After Death* (1/life) As Barbarian ability of the same name.
- 3) May bestow one point of *Stoneskin* (at 3rd level) to one other player (1/game) Use gray cloth to represent this enchantment, which counts toward a players total number of enchantments carried, otherwise this ability is the same as the Druid spell of the same name.

Garb: Long blond wig, lots of fur, and horns.

Description: Big, kind, slow, hairy, simplistic softies. Always try not kill, unless provoked. Babies are born in groves far from the eyes of Man.

Lives: 3

Levels:

- | | |
|-----|--|
| 1st | As above |
| 2nd | One additional <i>Call Rocks</i> (total 3/life) |
| 3rd | May bestow one point of <i>Stoneskin</i> on another person. |
| 4th | One additional <i>Call Rocks</i> (total 4/life) |
| 5th | May bestow one additional point of <i>Stoneskin</i> (total 2) on another person (1/game) |
| 6th | One additional life (total 4) |

Shemeshoe

(GS; Anubis)

Q/M Ratio: 2/1

Armor: 1 point Natural

Attacks: any melee weapon under 4'

Abilities:

- 1) *Partial Invulnerability* - Wounds from a metal weapons (i.e.: swords, daggers, axes, arrows) do no damage to a Shemeshoe. They still do not like to be hit by them, however.
- 2) *Sheer numbers* Number of lives determined by level.

Garb: Jester garb, leather armor and blue-green make up

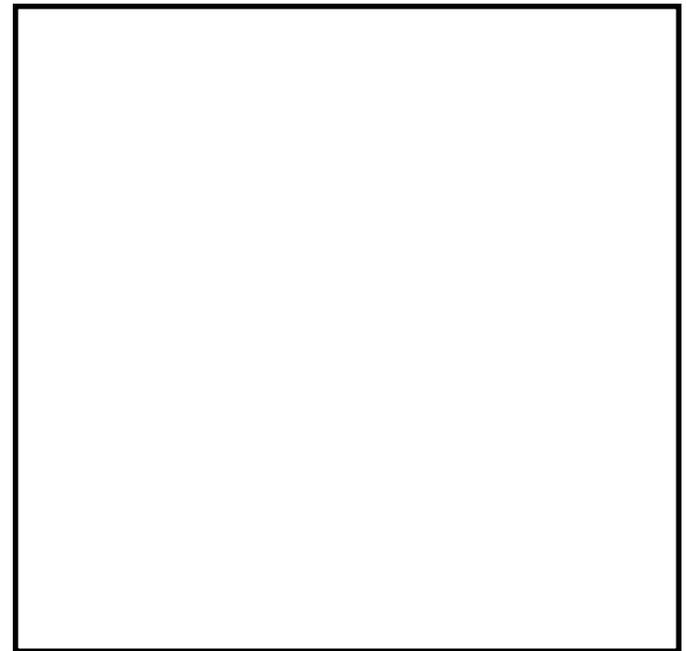
Description: Shortly after the separation of Orcs and Goblins another race was formed. As the Goblins roamed for survival, one group got lost. These Goblins were mutated in the mystical Marsh of Sayerscull. Their skin color changed to a blue-green color. They grew stronger, meaner and were mystically protected from metal weapons. Metal weapons only slow them down and make them angry. They are slightly more intelligent than their cousins, the Orcs and Goblins. They commonly wear blue jester outfits and attack from behind. Though they have been known to eat other races, they have a fondness for music.

Vulnerabilities: Shemeshoes are mesmerized by music and will not attack a musician while they are playing music, unless provoked. Shemeshoes will fall asleep (as per *Sleep* spell) after a ten count of exposure to music.

Lives: see below

Levels:

- | | |
|-----|----------------------------------|
| 1st | 6 lives |
| 2nd | 8 lives |
| 3rd | may use up to medium shield |
| 4th | 10 lives |
| 5th | 12 lives |
| 6th | may wear up to 2 points of armor |



Troll, Bridge

(Unknown)

Q/M Ratio: 3/1 (QUEST)

Armor: 2 points Natural Invulnerability.

Attacks: Two short swords (Natural, Red).

Abilities:

- 1) *Barbarian Immunities*
- 2) Weapons used count as Red due to strength (including thrown rocks!).
- 3) *Fear* (by levels) must say, "I make thee afraid" x2. Victims of this must stay away from the troll for a 1000 count, and cannot attack the troll during this time. Once a person has been affected by this ability, they may not be scared again, until their next life.
- 4) May *Jump* on and off the bridge by saying, "Jumping" x3 and making some pretense of landing or leaping. Works the same as *Teleport* except the source or destination is in the cave under the bridge.

Vulnerabilities: Must stay within ten feet of the bridge.

Garb: Crude clothing, fur/skin loincloth. Gray make-up, tusks

Description: A Bridge Troll take advantage of the traffic of a bridge by building their home under it and eating people who cross it. Trolls live in order to eat and play, so they are content in killing one in the party and retreating into their home.

Lives: 2

Levels:

- | | |
|-----|---|
| 1st | <i>Fear</i> (2/life) |
| 2nd | 1 additional life (3 total) |
| 3rd | 1 additional point of Invulnerable armor (3 total) |
| 4th | <i>Fear</i> now (3/life) |
| 5th | 1 additional life (4 total) |
| 6th | 1 additional point of Invulnerable armor (4 total). |

Un-Human

(GS: Dr. Phlogiston)

Q/M Ratio: 1/1

Armor: may wear up to 2 points of non-metallic armor

Attacks: any melee club, flail, or staff

Abilities:

- 1) Some *Barbarian Abilities and Immunities* to spells (by level)
- 2) *Camouflage* (by levels) must drop weapons and touch a large, stationary plant and say "Camouflage" x3. So long as the Un-Human remains motionless, it is rendered safe from detection and harm. While Camouflaged, the Un-Human may take no other actions except *Healing* themselves. To rejoin the game, merely step away from the hiding place.
- 3) *Immune* to all forms of *Poison and Death Magic*.
- 4) *Touch of Death* (as Assassin, at level)

Vulnerabilities:

- 1) Un-Humans are incredibly afraid of magic, and will not attack a spellcaster unless they outnumber the mage(s) at least 3 to 1.
- 2) After they kill a victim, at least one Un-Human will attempt to rummage through the slain's pockets and pouches for a 60 count.

Garb: Ragged cloths and messy face paint, animal snouts, fangs, tusks, fur and fake ears are all indicative of these scavengers.

Description: Long ago, an evil wizard transformed an entire village into bestial subhuman servitors, stronger and heartier than normal humans, but also more ignorant. After the wizard's demise, these creatures inhabited the forests around his keep and prospered. Now, many generations later, they have become their own species, looking much like filthy humans with animalistic features (snouts, bristles, pointed ears, and clawed fingers)

Lives: 4

Levels:

- | | |
|-----|---|
| 1st | <i>Camouflage</i> (2/game)
<i>Barbarian Immunities</i> |
| 2nd | As above |
| 3rd | <i>Camouflage</i> (3/game) |
| 4th | <i>Touch of Death</i> (1/game) |
| 5th | <i>Camouflage</i> (1/life) |
| 6th | May <i>Heal Self</i> (1/life) |



Warriors of Wrath

(SW: Wyngarde)

Q/M Ratio: 3/1

Armor: Up to 4 points of armor, small or medium shield

Attacks: Any melee weapon

Abilities:

- 1) *Steal Life* (as Anti-Paladin, 1/game) Lay hands on victim and say "I take your life" x5. This robs the target of another life.
- 2) *Paralyze* (as Druid spell) (2 /life) must say "Paralyze" x5 to charge. Must wear yellow cloth to denote charged ability.
- 3) *Undead Immunities*(see Undead section)

Garb: Armor, normal Warrior garb, but walk like a Zombie and roll your eyes around in your head. Drool some, and moan as you fight.

Description: Warriors of Wrath are nearly mindless flesh automatons, created when powerful, evil Wizards or Monsters drain the life force from a human victim. Though appearances may be to the contrary, Warriors of Wrath are not Undead and are not effected by spells or abilities that specifically effect Undead.

Lives: 1

Levels: Warriors of Wrath do not gain levels, they are mindless and only follow orders.

