

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

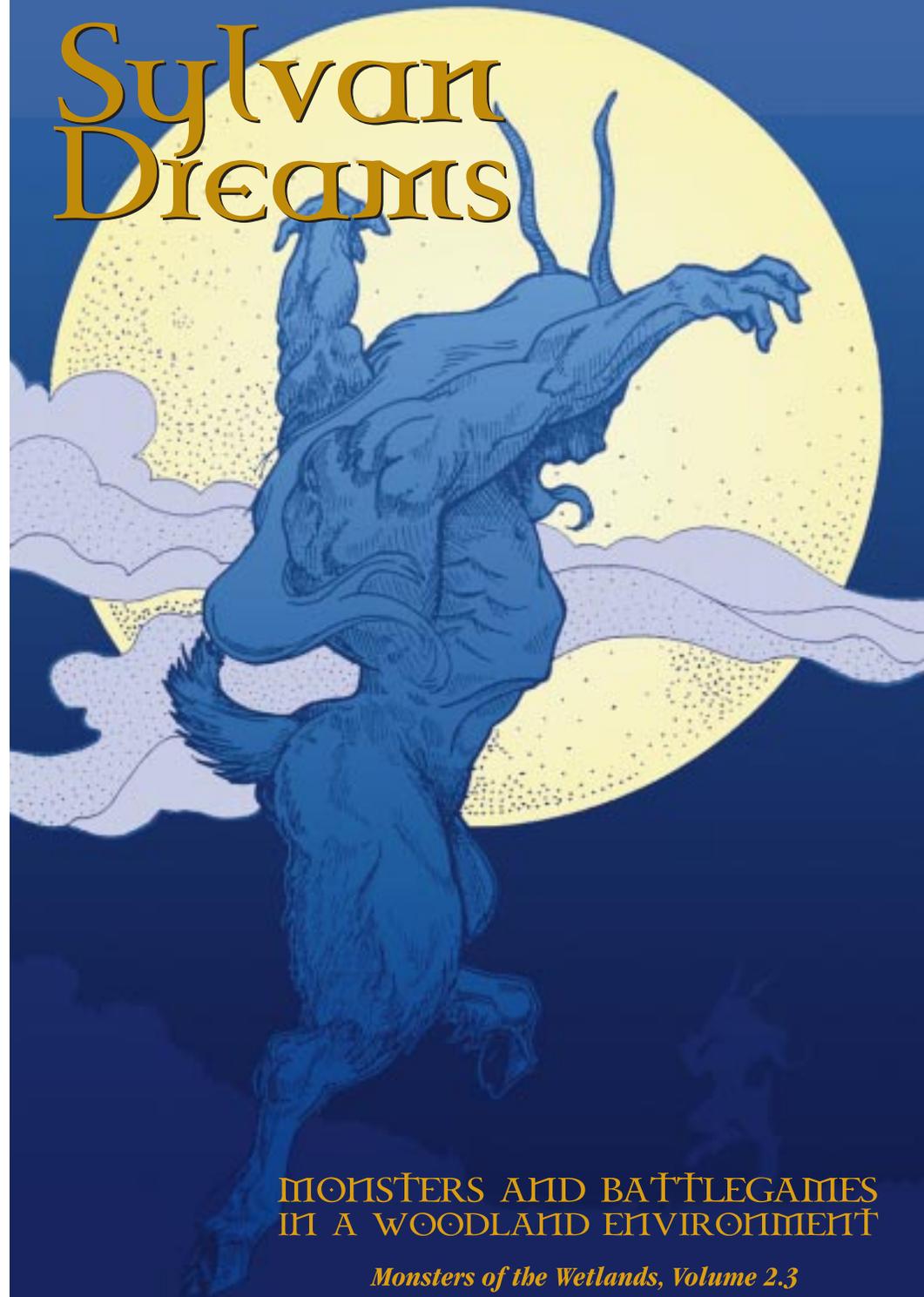
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Sylvan Dreams



**MONSTERS AND BATTLEGAMES
IN A WOODLAND ENVIRONMENT**

Monsters of the Wetlands, Volume 2.3
Edited and Compiled by Luke Wyngarde the Stargazer

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Introduction

The Dreams of Elves and Pixies are naught for Men to touch or know ...

 What started out seven years ago as an attempt to “fill in the gaps” in the Official Amtgard Monster Book (the *Dor Un Avatbar*, 7th Ed.) has completely outgrown my wildest expectations. The first volume of *Monsters of the Wetlands* was a lasting success, the original books having long since gone the way of the dinosaur, giving way to copies of copies handed down through the years.

 For a time, I thought to make a second volume, not so much a serial continuation (with all-new, all-different creatures) as a reprinting with additional material (like a dictionary being updated with modern slang). This project never quite saw the light of day, though the electronic proof continues to circulate in many Questmaster circles.

 Still, the Monsters kept presenting themselves, so much so, it became almost instantly apparent that there were more beasties than could be contained in one book.

 Thus, the creation of *Sylvan Dreams: Monsters and Battlegames in a Woodland Environment*, the third in a series of smaller, self-contained battlegaming supplements. Following a common theme (in this case, all things related to forests, trees, Fae and Elvish creatures), each of these booklets will present not only Monsters to challenge Questors of every level, but ideas for scenarios, quests and optional rules for making life miserable and interesting for the players and Monsters alike.

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

I awake, see the world, I smile. This Dream is fine, and all is well ...

 I remain,
 Sir Luke Wyngarde the Stargazer
 Sage of the Wetlands

Sylvan Scenarios

Warcraft: Orcs Vs Humans

(Modified Militia)

Materials: Red headbands for the humans, green headbands for the Orcs, several boxes to serve as Gold Mines, piles of treasure markers or fake gold coins. You will also need one Reeve for Nirvana at each base and one for each Gold Mine in play.

Set-Up: Divide the populace into two equal teams: Orcs and Humans. Send the reeves into the forest (or spread across the battlefield) with the stocked Gold Mines. Each team should be given a roll of ribbon to mark out their base (which also serves as their Nirvana). Use the rules for simple Castle construction for more information.

Object: The etemal struggle between Orcs and Humans continues unabated on Amtgardia! All players begin with 3 lives. To start the scenario, all players are armed with a single melee weapon and up to 2 points of armor. As the teams spread out, they will discover the Gold Mines. Each player may only carry one gold piece at a time and it takes a 30 count to remove each piece. Only one player at a time may “dig” for gold. Players take their gold to their respective Nirvana reeve for a credit point. Once mined, Gold may be taken from a slain player, keeping in mind the limitations for how much Gold each player can carry. Once in Nirvana, Gold may not be taken from the base. Examples of how points may be saved or spent is detailed below.

Structures:

Make a set of index cards marked with the following information, one set per team, and given to the Base Reeves. To construct the structure below, first the required Gold must be payed to the Reeve, then one person must stand still and chant “Building 1 ... building 2 ... “ up to the listed time count for each building. Once constructed, buildings may not be removed from play. These structures are not actually “built”, the Reeve should just mark off the appropriate card and make note of it’s effect on the team. The structures listed below are just examples, there are many, many other variations which couldbe used. Just be certain to make both teams have an equal chance at gaining these improvements.

- 1. Barracks: 20 Gold, 100 Count.** All players may carry shields, or fight with two melee weapons. All players on the team gain one additional life. For 5 Gold, one player may use a bow for the rest of the game. For 1 Gold, a player *Heal* himself of a wound, *Mend* a point of armor or restore a destroyed weapon or shield.
- 2. Temple: 20 Gold, 150 Count.** All players on the team gain one additional life. For an additional 5 Gold, one player may be granted unlimited use of the *Heal* spell. This Healer may use a medium shield and a short melee weapon, but may not wear armor of any kind. Taking 2 Gold to a Temple can purchase one additional life for any player.
- 3. Blacksmith Shop: 40 Gold, 200 Count.** Once constructed, any team member may trade 2 Gold Piece for an *Improved Weapon*, *Sbield* or *Armor* (one per player at a time) This improvement must be marked with blue ribbon. For 5 Gold, one player can wear up to 6 points of armor for the rest of the game. For 3 Gold, one player can use throwing weapons. Any number ofplayers may buy these improvements.
- 4. Wizard Tower: 50 Gold, 300 Count.** This potent improvement transforms one player into a 6th level Wizard with a full complement of spellpoints. This Wizard may not use any weapons, only spells. Only one Wizard is allowed per team at a time. If slain, a new Wizard is generated in a 300 count. (May be the same player is he still has lives remaining.)

Options:

1. Play until one team is shattered. Or play until the Team Captain is shattered.
2. Reeves send spent Gold back to the Mines, if the Mines start running low. Or play until all the Gold is collected.
3. New levels of complexity may be added by allowing Gold to buy other things. Examples include buying Monsters, Siege Weapons, Relics, etc.
4. Fewer Gold Mines means more fighting. More Mines for longer games, fewer to speed things up.

Sylvan Scenarios

Treehugger

(Ditch, Militia or Class)

Materials: Ribbon to mark the trees.

Set-up: Mark two trees clearly with ribbon. One Nirvana should be marked off between them.

Object: Have someone from your team reach the enemy tree, place both hands on it, and count loudly to 100. Each count is one second. The count must be heard at least to Nirvana. While counting, nothing else may be in hand. It is okay to prop up a shield, though. The counter may move about the tree as long as he or she does not let go. It is possible for each team to be counting at each other's bases simultaneously. Obviously team members not counting will try to kill people counting at their tree, and protect those counting at the enemy tree. Once this is done, score one for the team that did it. If it seemed balanced, do it again. If not, adjust, and do it again. Deaths are 50 count. Dead people go to Nirvana and count. Upon finishing 50, they come alive as soon as they depart Nirvana. No fighting (or loitering) in the immediate vicinity (20' or so) of Nirvana. There are unlimited lives. Teams begin at their own tree.

Options:

1. A night variant in which glowing circles are used to mark Nirvana and the enemy base. In the night version the circle is placed on open ground, and the count must be made within it, instead of at a tree. This permits the counter to still wield weapons.
2. Another variant involves a "keeper" for each team. Keepers are prevented from crossing over past the midway point between the two bases. They only have a 25 count death, and return to life at or near their own tree. This tends to slow the game down more, with the emphasis on defense.

Poket Fun!

Well, I won't come right out and say it, because the Copyright Police might be listening, but you all know which cartoon / card game this idea was ganked from. The object is to catch as many Poket Monsters as possible, either wild ones out in the woods or in battle against other Poket Enthusiasts. There are a couple of variations on this theme, both of which provide an really good game for a medium-sized group, regardless of the geekish nature of the concept.

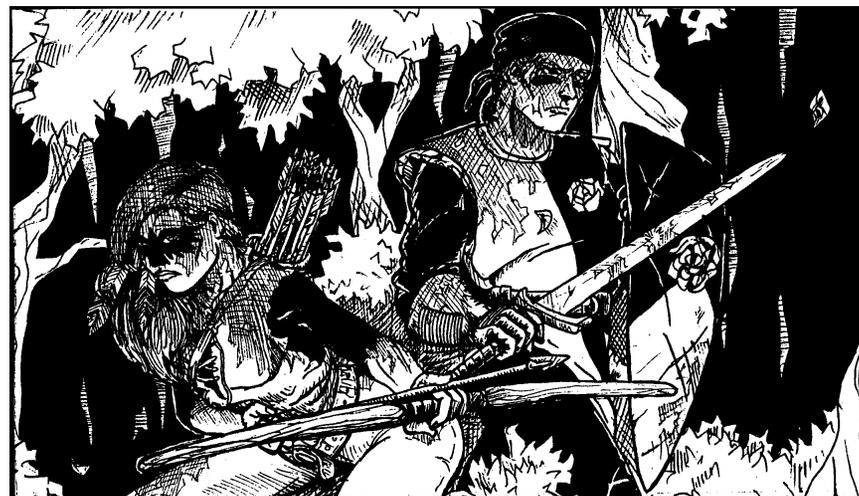
1. I Want to be the Very Best Scenario: Mark off the playing area, allowing plenty of room to maneuver. Every Player begins the game with one Poket on their team. When the battle begins, Players and Pokets fight together against the other teams, either in Tourney Style (with rounds and brackets) or Mass Pandemonium Style (where everyone just jumps in all at once!) In the Tourney version, Victors continue in the brackets and the losers are out of the game for now. Should a rival Poket be slain, the Victor has the option of trading Pokets with the vanquished foe or

retaining his original Poket. In the Pandemonium version, when a rival Poket is slain, it comes alive and fights for the one who killed it for the next life. This version ends when one Player controls all the Pokets.

2. **Wild Poket Hunt:** Send several Pokets out into the playing field, each carrying as many tokens (beads, poker chips, etc.) as their are Hunters. The Hunters work alone, and may do battle with one another. They must first seek out a Poket to subjugate in battle, then once beaten the Poket hands over a token and joins the Hunters team. Then the Hunter must track down and battle all the other Pokets (with or without Trainers of their own) in an attempt to collect tokens from all of them. Any time a Hunter or his Poket slays a rival Monster, the Hunter has the option of trading team mates or retaining his original Poket. Hunters may only ever possess one Monster at a time. Tokens may NOT be taken off rival Hunters. The winner is the first Hunter to collect tokens from all the Monsters.

The Dangers of the Sylvan World

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



Lost Woods

These rules are suited only to forest playing areas with well marked or established trail systems. The purpose is to simulate an unexplored wilderness setting, a dangerous place where wandering off the beaten path can lead to disaster.

1. Except as noted below, players may not venture more than five feet off the established path. Doing so causes the players to become instantly *Lost* (as Healer spell) and must return to Nirvana and enter the Woods again (only this time alone, or with other Lost players who are waiting in Nirvana).
2. Assassins may move singly (or with other immune classes) through the Lost Woods up to 50 feet from the path.
3. Barbarians, Druids and Scouts are immune to the effects of the Lost Woods, and may roam freely throughout the gaming area. Any of these classes can escort one additional player through the Lost Woods, though the escorted player must stay within 10 feet or suffer the usual Lost Woods effects.
4. Scouts may lead a party of adventurers through the Lost Woods, though no more at a time than the Scout has levels of ability. (i.e.: a 6th level Scout may lead up to 6 players) However, the

escorted players can not roam more than 20 feet from the Scout, or they are subjected to the usual Lost rules.

5. Most Monsters are immune to the Lost Woods, but should consult the Reeve on a case-by-case basis. (i.e.: a gang of Trolls who "live" in the Woods would certainly be immune, but an Orkish raiding party might not be from the area at all, and thus would still have to follow the trails.)

Faerie Rings

Using colorful ribbon, mark out a circle of any decent size to represent a "circle of small, white mushrooms." Anyone bold enough to enter the ring is placed into an inescapable Circle of Protection for a 300 count. To make matters worse, victims so trapped are also instantly Charmed to sing and dance around the circle for the duration. When the count expires, the victim is forcibly ejected, minus ALL Enchantments he or she might have had when they entered. No Faerie Ring will trap the same person more than once per game. As an added bonus, Fae creatures (Sprites, Pixies, Unicorns, etc.) are immune to the negative effects of Faerie Rings and may avail themselves of the Circle of Protection ability by touching the circle and reciting "Circle of Protection" x5.

The Dangers of the Sylvan World

Healing Springs

Elves are well known for their use of magical Healing Springs. Mark out the area with blue ribbon like any other water zone. Injured players who enter the spring are Healed of all wounds, disease and poison in a 50 count. Elves of all types utilize this effect in a 20 count. On the off chance the someone is slain within the confines of a Healing Spring, the players will be Resurrected in a 100 (even Elves and Monsters may be granted additional lives in this manner.

Poison Fruit and Berries

Okay, so this borders on cruelty, but it's funny as hell. Set a basket of edible goodies near a bush or tree. This could be anything from fresh fruit to hard candies, but should be very visually tempting. The nearby reeve explains to all who ask that this tree is

in full bloom with delicious-smelling berries. Should they break down and eat one (or better yet, pass the basket around to the whole team) the reeve should start a silent 100 count. At the end of the count, the reeve taps the first player who ate the berries and tells them they are dead. It won't take long before everyone who ate the berries is dead and standing in Nirvana wondering what hit them. Of course, high level Monks and Druids (and anyone else immune to Poison) are resistant to the effects, but they have no way of knowing if the treats are poison or not, until it's too late for their team.

Sacred Groves

Sacred Groves are the Holy Ground of Druids and sylvan Elves. Any Druid or Elf within a Sacred Grove gains the following benefits:

1. Gains a free *Plant Door* once per life.
2. May *Heal Self* (as Monk) once per life.

The Vegetables Strike Back

These encounters don't really qualify as Monsters *per se*, but are more of a hazard or condition of environment. In a fantastic woodland setting, many harmless forms of plant-life have been nurtured by Elves and Oaken to aid in the defense of their homelands. Other varieties of deadly vegetation have evolved in response to the great number of natural and supernatural predators in the magical sylvan world. These encounters are best played by a Reeve or other non-player participant (so long as they don't mind being smacked with a foam weapon) because, as plants, these encounters generally do not move around much.

Animated Trees: Animated Trees may not move faster than a shuffling walk, and they can not turn around very quickly at all and the concept of "dodge" is lost on them. Each Tree is armed with one long or two short melee weapons (Natural, Red) though their attacks should be made deliberately slow and stiff. To destroy a Tree, hit the trunk "torso" 10 times with a Red or Blue weapon, or one strike with a *Fireball*, *Lightning Bolt* or *Flame Arrow*. Arm shots do not count on Animated Trees (as most trees have more than two branches), though legs shots count as torso hits. Animated Trees are immune to all magic, except as noted above.

Wetlands Mantrapper Tree: This strain of Animated Tree come with 2 to 4 reusable non-magical *Entangle* balls (at the Reeve's option) and a Natural, Red pole

arm. Mantrappers can attack players trapped in their own *Entangles*, but usually only if the trapped person has tried to attack the tree or otherwise harm the nearby environment. These trees are notorious for the thick, mucous-like substance which composes their *Entangles* and renders them immune to flame.

Thornflinger: These trees are armed with a seemingly limitless supply of sharp thorns, which they use as ranged defense. Any creature foolish enough to come within 20 feet of a Thornflinger can expect a merciless barrage of dangerous spikes as a welcome. Give the Thornflinger as many throwing daggers, axes or darts as they can carry. Once spent, the Flinger should be allowed a few moments to gather up his ammo to continue fighting.

Poison Thornflinger: A poisonous variant of the standard Thornflinger. The *Poison* works in a 100 count. All weapons thrown by this plant are considered *Poisoned*.

Toxic Gob-Lobber: Another variant of the Thornflinger, only this one gets a box full of water balloons to hurl. Getting full-on splashed slays the victim instantly unless bearing Invulnerable Armor. Partial soakings can *Wound* the limb struck and/or render a weapon or shield useless (a la *Pyrotechnics*) until *Mended* or *Repaired*. *Hardened* and *Improved* weapons and shields (as well as *Enchanted* shields and all Relics) are immune to the Toxic Gob-Lobber.

Sylvan Scenarios

Neutral Archer (Modified Ditch, Militia or Class)

Materials: An archer

Set-Up: Divide the populace into 2-4 equal teams

Object: To sway an archer to fight with you to the death. The teams are set equidistant from a central location. At that location start the Neutral Archer and a reeve. The reeve calls "lay-on" and the teams fight for possession of the archer. The last team alive with possession of the archer wins the game.



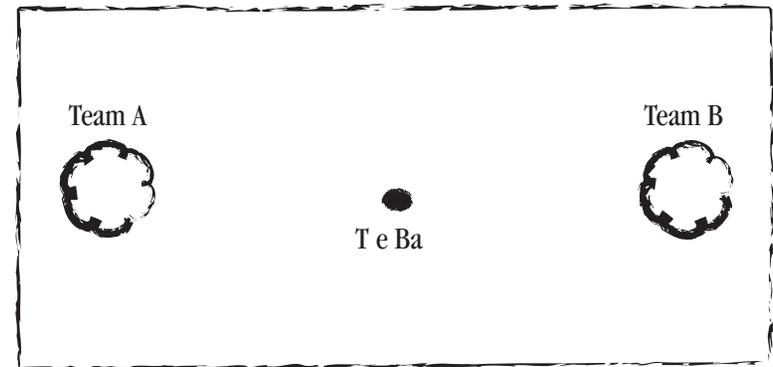
The Archer is dumb. The archer fights very loyally for whichever team possesses him or her. He fights with only his bow. His arrows only do 2 points. To posses the archer you must subdue him. The archer can only be subdued; any deathblow will subdue him. He fights for the first team he sees when he awakes. The archer fights for the team until another team subdues him. Subdual count for the Archer is 50 count.

Treeball (Class, Militia, or Ditch)

Materials: A safe Nerf-type ball, ribbons to mark goals and/or boundaries.

Set-up: Designate two trees roughly 300 feet away by tying ribbons around them. Divide the populace into two equal teams, one team near each tree. Place the ball in the center of the field.

Object: To get the ball to the opponent's tree. The first team to score 5 points wins the match. Reset teams at their trees after each scoring. Teams must scramble for the first possession of the ball, after that, the team who scores kicks-off to the other team.



Options: What you see is pretty much what you get. This is a fast, simple game. Have seen variants played where the ball has to be placed in a small circle, in a shield, in a bucket and thrown through a suspended hula-hoop.

Sylvan Scenarios

Caravan Crossing

(Class or Militia)

Materials: None

Set-up: Divide the populace into two teams. One to represent the Bandits and the other the Guards. One player should be designated a Political Figure and serve as the object of the battlegame. This game works best if there is a substantial playing area, particularly one with wooded areas.

Object: For whatever reason, the Political Figure wants to get from point A to point B in a hurry. The Figure has commissioned/recruited a team of Guards to escort him/her across the territory. Unfortunately, the way is plagued with Bandits and (possibly) other dangers. The Guards must safely transport the Figure from Point A to Point B, without losing the Figure to the Bandits, who are trying to capture the Figure for ransom.

Courts of the Fae (Modified Militia)

Materials: Lots of colored beads, lots of envelopes, colored headbands for both teams.

Set-up: This battlegame requires a little preparation before play can begin, preferably done before the day of the actual battlegame. Reeves count out enough envelopes for each player to receive one (make a few extras in case of unexpected company!) In each envelope should be placed a colored headband and a number of beads between 3 and 10. Approximately 2/3 of the envelopes should have from 3-6 beads each, the remaining 1/3 should have between 7 and 10 beads. One envelope for each team should have 15 beads. There should be an equal number of envelopes with each teams colored headbands within. These envelopes are distributed randomly to the players on the day of the battlegame, before the game begins. Envelopes may not be opened prior to beginning the game.

Object: This game represents the eternal struggle between the Seelie (Good) and Unseelie (Evil) Courts of the Faerie World. Players choose random envelopes, containing a number of beads and a headband. The headband represents what Court the player serves and the beads represent the Life-force of the individual Fae. The more beads, the more powerful the Fae becomes. Part of the intrigue of this game is that no one is certain who serves which Court, as the envelopes may not be opened until the game begins and may not be opened within 100 feet on Nirvana. Players do not have to reveal the color of their headband unless they engage in melee combat with another player. Once so engaged, the fighting players must stop and tie on their headbands. Observers do not have to reveal their headband, only those actively involved in combat. Should the pugilists wish to continue fighting (i.e.: they find they are not on the same team) anyone who is slain in combat must turn over one of their beads to the player who slew them. The slain returns to Nirvana for their life count. Should a player lose all his beads this way, they may return to Nirvana a claim a single bead with which to continue play.

Courts of the Fae Chart

Points	Title	Abilities and Powers
1	Pixie/Boggan	Any wound kills, single short melee weapon
2-5	Elf/Orc	Wounds as normal, any melee weapon or shield
6-14	High Elf/Ogre	Wounds as normal, any melee weapon, shield or projectile
15-20	Prince of Light/Darkness	One point Natural armor, weapons as above
21+	Avatar of Light/Darkness	Two points Natural armor, weapons as above, <i>Heal Self (2/life)</i>

To make matters worse, the Figure may never move faster than a walk. The game is over when a) the Guards make it to Point B with the Figure or b) the Bandits capture the Figure and hold him for a 300 count.

Options:

1. Give the Bandits one or more Monster allies, to aid their cause.
2. The Guards must never leave more than 100 feet from the Figure.
3. Place mundane hazards (quicksand, water, etc.,) in the path of the Guards or Bandits.
4. Make the teams unbalanced in favor of the Bandits, like two-to-one odds or worse. Make the Bandits all low-level non-magic classes and the Guards higher-level with spellcasters.
5. Place Neutral encounters (like Healers or Unicorns) throughout the path.

Monster 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 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).

BL	Kingdom of the Burning Lands
DS	Kingdom of Dragonspine
EH	Kingdom of Emerald Hills
GS	Granyte Spyre
MS	Mushroom Shrine
SW	Stormwall
WL	Kingdom of the Wetlands

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

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

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

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

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

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

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

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

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

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

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

Description: 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.

Beasts

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

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

Giant Insects and Arachnids (Flame Beetle, Lightning Bug and Wasp, presented here) are immune to all Charm, Control and abilities which Hold or otherwise restrict movement and the spell of *Wounding*. This is listed in their descriptions as *Insect Immunities*.

Flail Snail

(DM: Nikolai Greyswift)

Q/M: 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. 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 all over armor will regenerate in 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 the soft parts inside are safe.

Vulnerabilities:

- 1) Must never move faster than a slow walk. You're a snail for cryin' out loud, act like one.
- 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 (it really hurts)

4) Affected by *Bardic Presence* (they both like really bright colors, and are exceptionally aggravating, see the connection?)

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

Description: Once upon a time 2 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

Servants

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

Poket Monster (3)

(WL; Various)

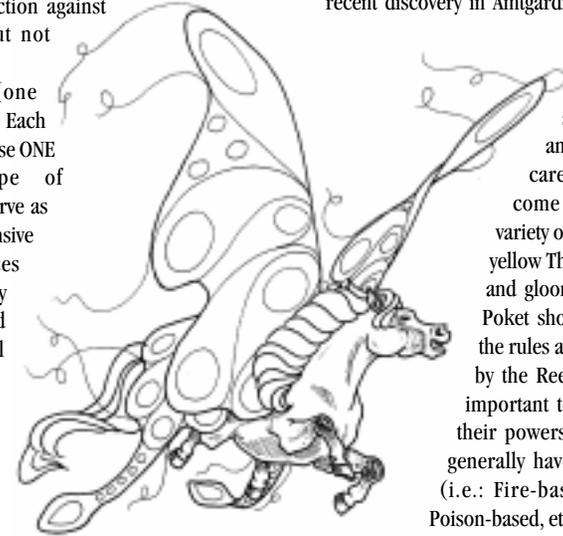
Q/M: 1/1

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 world 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 *Luck Point*
- 2nd As above
- 3rd Two *Luck Points* total
- 4th May use *Special Offensive/Defensive Power* (2/life total)
- 5th Three *Luck Points* total
- 6th May use *Movement/Concealment Power* (2/life total)



Wood Witch

(MG: Alara the Drake)

Q/M: 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 Bolts*, *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, long 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.

Flame Beetle, Giant

(MS: Orel the Red)

Q/M: 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)
- 5) *Insect Immunities*

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)

Lightning Bug, Giant

(MS: Orel the Red)

Q/M: 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*
- 6) *Insect Immunities*

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).

Wasp, Giant

(MS: Orel the Red)

Q/M: 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.

5) Insect Immunities

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.

Civilized Folke

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.

Arcane Archer

Q/M: 1/1

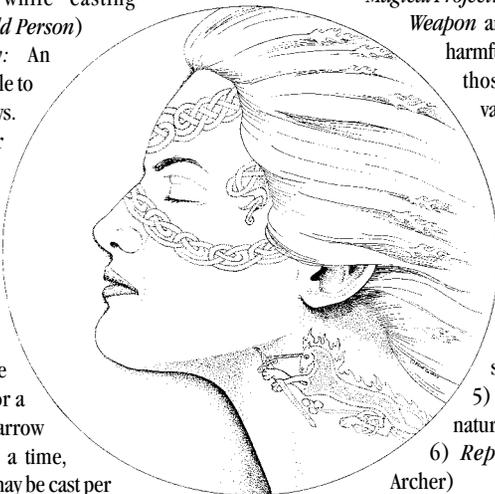
Armor: None

Attacks: Any long or short bow, melee daggers

Abilities:

1) *Magic-Caster* : Healer, Druid, Bard or Wizard
Must choose one class. Gains spellpoints as a member of that class (with several restrictions, see below) Arcane Archers must adhere to all the usual Rules of Magic except as noted above. All spells must be cast as their descriptions (yes, you can move while casting *Wounding* and *Hold Person*)

2) *Mystical Archery*: An Arcane Archer is able to cast magic via arrows. An Arcane Archer charges his arrows with his magics as if they were spellballs - he must recite the incantation with the arrow in hand, after which the arrow is charged for a 30 count. Only one arrow can be charged at a time, and only one spell may be cast per arrow. Enchantments can only be transmitted



Archer)

players. A person with one layer of *Stoneskin* struck by an arrow with a verbal magic loses one layer in the area they were struck (or the *Stoneskin* could be destroyed completely if it was a *Dispel Magic* arrow). A *Wounding* arrow need not hit the limb that is to be destroyed.

- 3) *Enchantment Arrows*: The only arrows an Arcane Archer may use to bestow an enchantment. The Arcane Archer may place an enchantment on one of these and bestow the enchantment on a target. *Enchantment Arrows* with *Touch of Death*, *Magical Projectile*, *Harden* or *Enchant Weapon* aren't indestructible or harmful — they will only give those enchantments to a valid recipient of those enchantments, or waste the enchantment on an invalid target. If the arrow strikes an invalid target, the enchantment is lost.
- 4) *Cancel* (as Wizard) No arrow shooting needed.
- 5) All Arcane Archers are naturally *Ambidextrous*.
- 6) *Repair Bow* (1/life, as

Vulnerabilities:

- 1) An Arcane Archer may not carry enchantments or use Relics.
- 2) An Arcane Archer's arrow does **no** damage by itself, even if the person or item hit by an arrow is immune to the magic it was carrying (i.e., a barbarian hit by an *Entangle* arrow). Arrows are merely vessels for the spells they carry.
- 3) May have four arrows for free (not counting *Enchantment Arrows*). After that, they may purchase additional arrows at a cost of 1 spellpoint each.
- 4) Arcane Archers count as both a “bow” and a “spellcaster of the appropriate class” when figuring teams.

Mystical Creatures

Pixie

(SW: Star)

Q/M: 2/1

Armor: None

Attacks: One dagger or short sword, short bow

Abilities:

- 1) *Invisibility* (1000 count per game) To activate this ability the Pixie must exclaim “Oh Forest, hide and protect me!” x2. While this ability is active, the Pixie may not influence a battlegame in any way, except to cast *Healing* on herself. To deactivate, the Pixie must declare “Oh Forest, release me!” x2. The 1000 count need not be used all at once, though it should be kept track of while Invisible. Left over time is transferred between lives. This power may not be dispelled, but will not function in an *Anti-Magic* zone.
- 2) Immune to Magic, *Poison*, and all forms of *Traps*. Pixies may still *Heal* themselves.
- 3) *Spells* (spellpoints gained by level). *Lost*, *Heal*, *Hold*, *Sleep*, *Mend*, *Mute*, *Truth*, *Charm*, and *Yield* (as Wizard, Healer and Bard spells) are the spells that may be purchased with the Pixie's spellpoints. The actual level of the spell is not considered, and all spells are worth one spellpoint. Each spell may be cast 1/life for each point spent on that power.
- 4) *Presence* (at 2nd level) As Bardic *Presence*, except that Monks and Barbarians may be affected by Pixie *Heal*, though they are still immune to her other spells.

Garb: Brightly colored clothing, gossamer wings, glitter, flowers in the hair.

Description: The Pixie is the smallest and most noble-natured of all the Sylvan Creatures. While Pixies are fond of duping mortals with their tricks and wit, they seldom lead their victims into real danger. Pixies are seen as tiny winged women with pointed ears and fine elfin features. All Pixies are innately magical.

Lives: 3

Levels:

- 1st *Invisibility*, 3 spellpoints total
- 2nd *Presence*, 6 spellpoints total
- 3rd 8 spellpoints total
- 4th 10 spellpoints total
- 5th Short Bow does 4 points of damage
- 6th 12 spellpoints

Satyr

(WL; Stargazer)

Q/M: 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 *Pass Plant* (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 they are 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 Satyral 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), *Pass Plant* (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

Oaken

(WL; Stargazer)

Q/M: 3/1 (QUEST)

Attacks: Two long swords or one polearm (Natural)

Armor: 4 points Natural (initially)

Abilities:

- 1) **Anti-magic Area** (unlimited) No human or humanoid 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 the Oaken achieves.
- 2) **Heal Others** (2/life) Non-magical ability
- 3) **Heal Self** (2/life)
- 4) **Entangle** and **Lore** (4/life) Reeves should supply Oaken with plenty of Lore to share with players.
- 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.

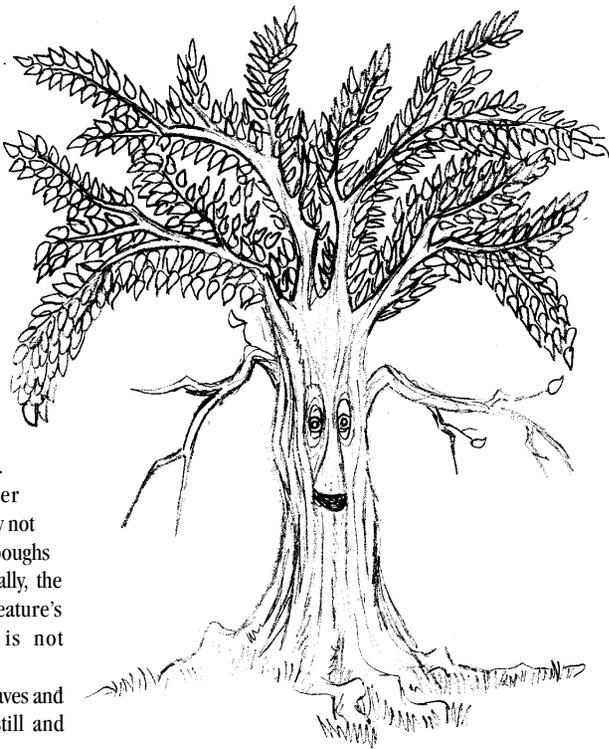
Vulnerability: A tree trunk must be chosen to represent the Oaken, attacks must strike this tree in order to be effective. However the player representing the Oaken may not move from underneath the boughs of the chosen tree. Basically, the player is acting as the creature's prehensile limbs, and is not susceptible to attack.

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

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.



Civilized Folke

5) Regardless of the class chosen, they are forbidden the use of Neutrals, Fixed Enchantments, and zero-cost spells (except *Cancel*, see above).

6) **Projectile Protection** and **Protection From Magic** will stop all Arcane Archer arrows except for *Dispel Magic*.

7) Monks may parry Arcane Archer arrows without penalty.

Garb: As a magic-using class, and a bow is required. Body paint in the form of mystical and magical symbols would look awesome.

Description: Arcane archers are spellcasters able to bind their magics to the arrows they wield. They are able to cast magics as a member of one of the four spellcasting classes. All verbal magics and spellball magics are transmitted via an arrow to the target. Because of this, all spell ranges become irrelevant, but a target's visibility is no guarantee of a successful casting.

Lives: 3

Levels:

- 1st Magic points as 1st level spellcaster. May use one *Enchantment Arrow*.
- 2nd Magic points as 2nd level spellcaster.
- 3rd Magic points as 3rd level spellcaster. +1 *Enchantment Arrow* (total 2).
- 4th Magic points as 4th level spellcaster.
- 5th Magic points as 1st level spellcaster. +1 *Enchantment Arrow* (total 3).
- 6th Magic points as 1st level spellcaster. +1 Life (total 4)

Codger, Helpful Old

(WL; Stargazer)

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

Civilized Folke

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.

Headly 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: 3/1

Armor: May wear up to 2 points

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

Abilities:

- 1) *Pass Without Trace* (as 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 *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 reusable melee weapon, as Assassin ability.
<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*

Mystical Creatures

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

Gossamyr

(SW; Star)

Q/M: 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 | <i>Stun</i> (1/life) |
| 2nd | As Above |
| 3rd | <i>Stun</i> (2/life) |
| 4th | As above |
| 5th | Gains 1 point of Natural Armor
<i>Stun</i> becomes (3/life) |
| 6th | Dagger is considered Red
<i>Stun</i> becomes (4/life) |

Leprechaun

(SW: Porthos)

Q/M: 2/1

Armor: 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* (1/game, as Monk, see Vulnerabilities)
- 6) Cancel own magic at will, including *Entangled* victims.

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 Leprechauns 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</i> (Blunt) <i>Weapon</i> (total 2/life) |

Tophat

(MS: Draxkull Zeth Anthyontopia)

Q/M: 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 (if at all possible).

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)



Elf, Tuatha Di Danann

Q/M: 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 magics that *Charm, Control, Sleep, or Lost*
- 3) *Tracking* (as per 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 *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 One additional *Pass Without Trace* (total 2/life)

of Death (1/game)

Lesser Spells: *Charm* (1/game), *Vorpal Weapon* (as Cleric, 1/game), *Teleport* (1/game), *Curse* (1/game), *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

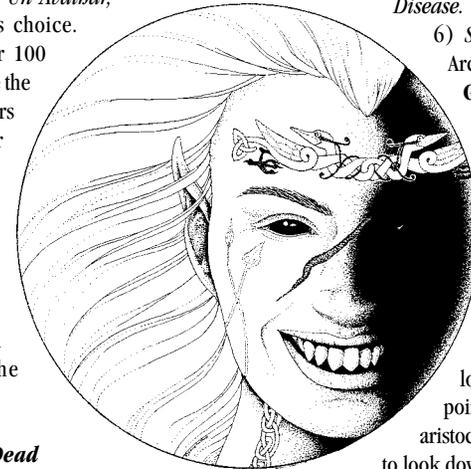
M: monster garb

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 Avatbar, 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 Zombie 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 player's allotment of lives

Civilized Folke

Elf, Common, Faire

(Various)

Q/M: 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.: no *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: Common Elves advance in ability exactly as their chosen Class. They gain one additional life at 6th level (total 4).

Lepus

(SW: Slyddur Rahbet)

Q/M: 1/1

Armor: May wear up to 2 points OR 1 point Natural

Attacks: As 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

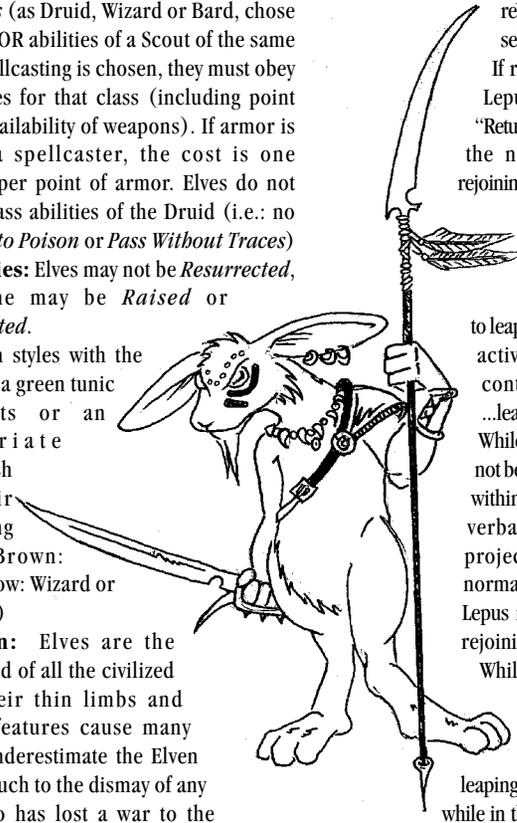
to leap into and out of battle. After activated, the *Lepus* must continue chanting "Leaping ...leaping..." for up to a 20 count. While chanting, the player may not be attacked by melee weapons within a 20-foot radius, though verbal magic and thrown / projectile weapons still work normally from any range. 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: Loses Natural armor when *Berserk* (i.e.: only *Berserk* armor counts) 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-muscled humanoid



Civilized Folke

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

Swanmaid

(SW: Cyn Ironbottom)

Q/M: 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 while flying.

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 woody. (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 *Swanmaid's* 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/ life)
- 5th As above
- 6th One additional point of Natural armor (total 2)