

Dor Un Avathar 8.1

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• Introduction •

Welcome to the first major revision of the Dor Un Avathar, 8th edition. This revision marks a major landmark in the History of the Dor Un Avathar, as this tome is now an official Amtgard Publication, taking its place beside the Rules of Play. In 2007, the Amtgard 7 Expansion Group was charged with preparing this book for the transition, by updating the information contained herein to be 100% compatible with the Rules of Play. We have strived since then to do just that, as well as make the use of monsters in quests, scenarios, and battlegames a richer and smoother experience.

From this wonderful day on, however, thanks to the Rules Revision process implemented with the 7th Edition Rules of Play, every Amtgarder worldwide will have a say in the future of monsters in Amtgard. The monsters of Amtgard now belong to you, more than ever before, and we are proud to provide this Dor Un Avathar, v8.1, to you.

- Drilillithon, May 2008

* * * * *

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• Monster Personas •

When playing a monster it is important to portray that monster as accurately as possible, by adopting a persona befitting the monster played. In Amtgard, we design for ourselves a persona to adopt while playing the game. As described in the Rules of Play, your persona describes a character based on history (prior to 1650 AD) or medieval fantasy. A monster persona is similar, but is typically considered distinct from normal persona and is often specific to the particular monster played. The monster persona takes on many permutations, based on the monster being represented, and the method by which the monster is introduced to the game.

The simplest monster personas are fairly generic, though through roleplaying and character development can still become unique and memorable in their own right. These generic monsters are those for whom little thought is given. Summoned or Conjured monsters and basic quest encounters are good examples, and such monsters are rarely around long enough to warrant a well developed personality, or even a name. Even if playing “random goblin #4”, though, a player is expected to roleplay the monster to the best of his ability.

When used as a plot important quest character, or when a player often portrays the same type of monster again and again, the monster persona should be more fully developed. In a quest, facing an undeveloped dread knight is not nearly as interesting as competing against a named villain with a more fleshed out personality and believable goals. Likewise, someone who plays a goblin often, may wish to develop a name for his goblin persona, along with motivations and a personality that distinguishes him from other goblins.

Some players may wish to develop a regular persona as a monster – a Dwarven warrior or vampiric assassin, for example. Monstrous and metahuman races are a staple of our fantasy genre and are not disallowed, but it is important to remember that describing one’s persona as a monster is not the same thing as playing the Monster Class; a player only gains the benefits of one class at a time, as described in the Rules of Play. Still, although only two credits may be received each month in monster, a player could continue to portray the same persona, alternating between regular classes and Monster – for example, playing Dwarf when allowed to do so and Warrior other times, all while retaining the same persona. Additionally, if you are considering a Monster Persona as your standard persona, keep in mind that, while it is tempting to choose a very powerful monster such as a Dragon or Extra-Planar Entity, there are two important caveats to consider. First of all, unless part of a special quest or scenario, it is highly unlikely that you would get to play these high power monsters on a regular basis, especially considering standard player monsters are restricted to ratios of 3:1 or less (see Q/M Ratio and Playing a Monster, described elsewhere). Second, remember that Amtgard combat revolves around fighting skill as much as or more so than fancy powers, so it is good advice not to try to create an image that is contrary to the level of fighting experience you have achieved. A general rule of thumb (though by no means a hard and fast rule), is to not exceed the number of Orders of the Warrior you have earned with the Q/M Ratio of a Monster you are considering for your regular persona.

Playing a monster

Monster is a special class similar to the standard classes presented in the Rules of Play. Like other fighting classes, Monster has six levels of experience and follows the same rules for advancement. However, only 2 credits may be earned in Monster per month.

Note: Sometimes a player becomes a monster after having started a game as a regular class. Since this player has now played a monster, he may be deemed eligible for a monster credit. It is up to the Prime Minister and Monarch to decide whether to allow such players to change their class credits for the day to Monster. This does not allow a player to exceed the limit of 2 Monster credits per month.

All monsters are considered the same class, so as a player advances as in Monster, his Monster level is increased for all monsters. For example, a player who has earned 2nd level in Monster may play a second level Pegasus, Goblin, or Dragon, as well as monsters listed without Levels.

There are two primary ways to play a monster, as a Quest Monster or as a Player Monster, and each has varying requirements and rules.

Quest Monsters

When a quest or special scenario is organized, the Quest-o-Crat, Monarch, or Reeve for the scenario may select players to play Monsters. Quest scenarios often have special rules laid out by the quest designer, and the Monsters used are no different. Quest Monsters used in these games are generally not part of a player team and serve as encounters, challenges, or plot points in the quest. The quest designer may include any monster and may assign those monsters' levels as needed. Generally, the Quest Monster will have its normal Natural Lives, but the quest maker can alter this as needed. Quest designers are encouraged to use the listed Q/M Ratio as a guideline to determine what monsters to include based on the size and abilities of a questing group. A quest maker typically does not require any approval to include particular monsters in his scenario (since this permission is implied when it was agreed who will be designing the quest), but may wish to consult the Monarch or Guildmaster of Monsters for advice and help in balancing a quest with the local populace.

Certain Monsters have the power to convert players into more monsters, often copies of that initial monster, using Traits or Abilities like Create Minion and Greater Create Minion. While specific rules for these abilities are found in the abilities section, a few general guidelines for players turned forcibly into Monsters are:

- a) Newly created monsters generated from these abilities are considered part of the initial monster's team and are considered under the control of that monster. They do not retain free will and obey commands given by the creating monster to the best of their ability.
- b) Players play out a single life (Create Minion) or the remainder of their lives (Greater Create Minion) as the Monster as indicated in the description of the specific ability. These lives count against the number of lives the Player has as the class he began the game as. If the player has any of their initial lives remaining after playing one of these Monsters (according to the rules of that ability), or suffers Reversion (as listed for the new Monster), he may return to the game on his original team as his original class.
- c) If a player had the Beneficent trait, the player loses it when he turns into Monster, even if the description of the newly created Monster specifies that Abilities and Traits from the Player Class are retained.
- d) Monsters created through the use of these abilities are not considered Summoned or Conjured Player Monsters, as described below.
- e) Monsters created with these abilities do not retain the Create Minion or Greater Create Minion ability, unless specifically noted that they are retained in the Monster's description.

Player Monsters

Players may be allowed to play monster in regular battlegames or in other scenarios as though they were regular class players. These are Player Monsters. In order to play a monster not specifically designated as or included in a game as a Quest Monster, the permission of the local Monarch and Prime Minister is required. This permission should be obtained either by the person playing the monster or the person wishing to Summon or Conjure a Monster as described below. In addition, the Reeve for a particular game can always disallow any specific Player Monster. Player Monsters may be included in one of two ways: a player can simply elect to play the Monster Class just like any other fighting class or could be converted into a monster during the course of the game.

Playing the Monster Class

The simplest way to play a Monster in a regular battlegame or as part of a quest team is to just play the Monster class in lieu of one of the regular classes. The player can choose any monster with a Q/M Ratio of 3:1 or less (3:1, 2:1, 1:1, or 0.5:1). When this player is chosen for a team, the ratio determines how many players or picks he is worth. In other words, if a monster with a 2:1 ratio is chosen, the other team(s) may choose 2 regular players. Monsters with a Ratio of 0.5:1 may be chosen in pairs if enough are available, otherwise count them as a single regular player. The Player's level in the Monster Class determines monster level, and players have the Monster's Natural Lives as listed. These rules assume that the rules limiting the number of bows (1 per 5 people) and Magic Users (1 of each class per 10 people) are used and enforced.

In-Game Conversion

Using one of two methods, Summoning and Conjunction, a player may convert someone into a monster. In both cases, the player selected to become a monster willingly sacrifices lives as the regular class he is playing to play a life or lives as the monster. Since the player initially begins the game as a regular player, becoming a monster in this way does not affect the choosing of teams for the game in any way, and does not affect the allowed ratio of bow or magic users.

The specific monster played is determined by the method by which a player is converted, and by the player doing the Summoning or Conjunction. These monsters are either Summoned through the use of Magic or Conjured by the sacrifice of certain aspects of the Conjuror's class. Monsters that are available for Summoning or Conjunction include additional entries in their descriptions, Player Conversion and Sacrifice Ratio. The Player Conversion entry describes the methods by which the monster can be brought into a game, either by listing Magic that can be used to Summon the monster or by including the Class, Level, and Sacrifice required for Conjunction. The Sacrifice Ratio is the amount of regular lives that must be sacrificed in order to play a single life as that monster. For example, an Assassin with 4 lives wishing to play a Monster with a Sacrifice Ratio of ratio of 3:1 would lose three lives as an Assassin to play a single life as the Monster. A ratio of 1:2 signifies that for every one regular life sacrificed, two lives as the monster may be played. This sacrifice is made after the game starts and when a player agrees to become a monster through Conjunction or Summoning.

Monsters brought into a game through Summoning or Conjunction share several characteristics and follow similar rules:

- a) Lives as any sort of Player Monster may not be sacrificed to gain lives as a Summoned or Conjured monster. For example, a Goblin may not sacrifice lives to become a Metal Golem or even another Goblin, nor can a Lich be targeted with Transform to become a Skeleton.
- b) These Monsters are played at the player's Monster Level or at the Level of the class he started the game as, whichever is lower. For example, if a Player has 2 levels in Monster and is playing a 4th level monk, he would play 2nd Level if Summoned as a Pegasus. If he had 5 levels in Monster, he would instead play a 4th Level Pegasus, because the Player's Monk level is lower.
- c) When converted into a monster, the player's regular persona is considered out of game, replaced by a monster persona. Any effects on that persona are suspended or canceled as appropriate. Generally, such effects are cancelled unless they would span more than one life, since a player most likely sacrificed his current life to play the Monster. For example, a 6th Level Scout is under the effects of a Hold Person spell and is Transformed by a Wizard into a Unicorn. The player's Scout persona is now out of the game, and the Unicorn is not under the effects of the Hold Person. Further, the Unicorn may not wear two enchantments, since the Player is no longer a Scout and may therefore not benefit from Attuned.
- d) A dead player may only sacrifice lives remaining, not the one just lost. However, the player will now be playing a Monster persona, so does not have to wait the remainder of his death count to return as the Monster (the Persona that died is now out of play). For example, a warrior with 6 lives dies and remains on the field to be targeted by a Reincarnate and is Summoned as a monster with a Sacrifice Ratio of 3:1. The player may, once the magic is completed, immediately resume play as the Monster, and has 2 lives as a Warrior remaining after playing the Monster (one life lost and three sacrificed, subtracted from six total).
- e) Monsters brought into a game through Summoning and Conjunction may not be Reanimated (treat as having Immunity), and, if Resurrected or given a life via Transfer Life, the additional life is played as the player's regular class, not as the Monster.

- f) Except in the case of Reincarnate, where the target is someone who is dead, a player may play his own Summoned or Conjured monster by sacrificing his own lives, in a practice that is referred to as Shapeshifting.
- g) The Q/M Ratio of a Monster is not used for these Monsters; They are balanced through the sacrifice of lives and the costs of Summoning (purchasing the appropriate Magic) or Conjuring (pre-game sacrifices)
- h) It is up to the player to willingly sacrifice lives towards playing a Summoned or Conjured Monster (i.e. cannot be forced to do so); the player may always opt to not sacrifice any lives. If this happens after a player has willingly accepted some form of Summoning Magic, that Magic is not considered used.
- i) Players of Summoned or Conjured Monsters do not change teams and are not forced into subservience to the player bringing such a monster into the game. While they should roleplay the new Monster persona (even roleplaying subservience if they wish), they retain free will and are not bound to obey.
- j) If a player has any regular lives remaining after playing a Monster in this way, he may return to the game as his original class.

Summoned Monsters

A Summoned Monster is a monster brought into a game via the use of Magic, usually by means of placing an Enchantment on a Player. Player wishing to Summon a Monster must purchase usage of one of the several Summoning Magics in the same way as all Magic is purchased, by spending Magic Points normally to buy Magic before the start of the game. Examples of Summoning Magic are Transform, Reincarnate, and Lich. As per the rules of play, Summoning Magic must appear on the Magic List for a player's class, and the player must be of appropriate level to choose that Magic. Summoning has several key differences from Conjuring, detailed below:

- a) In order to Summon a Monster, the Summoner must cast the Magic successfully on a valid target, following all rules of Magic in the Rules of Play and performing any required actions (such as saying an Incantation or tying a Strip on the target) as listed in the particular Magic description. When the Magic is completed, the player targeted immediately becomes a Summoned monster of the caster's choice, provided the player is willing and able to sacrifice lives as listed in that monster's Sacrifice Ratio. The type of monster chosen by the Summoner must list the appropriate Magic in its Player Conversion entry.
- b) Any monster summoned though an enchantment dies instantly if it enters an Anti-Magic zone or is targeted with a Dispel Magic, and all sacrificed lives remain lost.
- c) Players may gain only one life as a Summoned Monster, even if the player has enough lives for a second Monster life. The only exception is monsters with a Sacrifice Ratio of 1:2. In this case, the player may gain only 2 lives as the monster (by sacrificing one regular player life).
- d) Lich is a specific and unusual case of Summoning Magic. The Lich Magic takes effect automatically after the player who purchased it is shattered. Playing a Lich grants additional lives and requires no life sacrificed. Becoming a Lich is a case of Shapeshifting, as only the player who bought the Lich Magic may play the Summoned Lich.

Conjured Monsters

A player wishing to Conjure a Monster sacrifices Abilities, Magic Points, or other aspects of his class for the benefit of either having a companion monster or shapeshifted form. Conjured Monsters differ somewhat from Summoned Monsters, as noted:

- a) In order to Conjure a Monster, the Conjuring player must meet the requirements of Class and Level listed in the Monster's Player Conversion entry. Next, the listed Abilities, Magic Points, Traits, or other class aspects are sacrificed, and will not be available to the player for the entirety of the game, even if the Conjured Monster is never called into play or has been removed from play. The choice of which monster to Conjure and the Sacrifice to do so is made before the game begins, at the same time as Magic Casters prepare spell lists. If Magic Points are sacrificed, the indicated number of Magic Points are subtracted from every ten points of Magic, in the same way as the cost for weapon use described in the Rules of Play. For example, if a 3rd level Wizard chooses to Conjure an Animal Familiar using 2 Magic points, the Wizard only gets to spend 8 points per level on Magic, and does not regain those points even if he does not bring the Familiar into play.
- b) Once the game begins, the Conjurer may at any time select a Player to play the Conjured Monster. Normally this is a living player, although a Dead player may be chosen if that player has not moved since dying or is called from Nirvana using a Summon Dead spell. It is at that time that this player, if willing and able (has enough lives), sacrifices lives to play the Conjured Monster. If the player selected does not wish to play the monster, or does not have enough lives to sacrifice, the Conjurer must choose a different player.

- c) Once a Player sacrifices lives to become a Conjured Monster, he should return to Nirvana to change into the appropriate Monster Garb, then call alive as the Monster at his base. During this time, the player is considered Out of Game. Sacrificing lives is not considered a Death, so no death count is required before the Player returns to the game as the Conjured Monster.
- d) Unlike with Summoned Monsters, a player may play several lives as a Conjured Monster. After losing a monster life and waiting out his death count, he may choose whether to play an additional monster life (by sacrificing more lives, if he has enough remaining) or to return as his regular class persona. A player returning as his standard class must wait through a full death count, even if the monster he played has a reduced count (such as a Monster with the Sheer Numbers Trait). Once returning as his regular class, a player may not sacrifice any more lives towards the Conjured Monster. For example, a Warrior with 6 lives agrees to play a Rock Golem, sacrificing 2 lives to play 1 life as the Monster. If he dies, he can choose to return as a Warrior for the rest of the game, or sacrifice 2 more lives for another Rock Golem life. He can play up to 3 total lives as the monster, but if he comes back as a Warrior, he cannot go back to his Rock Golem persona.

* * * * *

• General Monster Rules •

1. Monsters are generally treated as classes, not races. Monsters may not stack a Class on top of a Monster race unless the Monster has the Player Class Trait or this is otherwise specified as allowed. (For example: You may not play a 6th level Lizardman Monk, but Vampire and Darklord have class abilities.)
2. Monsters may not unbalance a battlegame and must show a willingness to play in character.
3. Certain Traits and Abilities may be removed at the Reeve's option for regular battlegame play. If an Ability is listed with this distinction, be sure to clear it with the Reeve before the game begins.
4. The rulebook supersedes all Monster supplements and handbooks in case of disputes.
5. All rulebook spells effect Monsters in the same way they would a player class, unless specified otherwise. This is usually specified using the Altered Effect Vulnerability.
6. Creatures that require special circumstances to "take a death" may never be allowed to voluntarily take a death to speed their down time or regain per life abilities.
7. Monsters may not use Relics except in Quests or other special scenarios.
8. Monsters may not wear enchantments except the one used to Summon them (when applicable). This limitation does not apply to Humanoid and Fey Monsters or any Monster with Attuned, Spell Mastery or another listed exception. In the case of when a Monster is allowed to bear an Enchantment, Enchantments used for Summoning do not count towards that Monster's limit on Enchantments unless noted.

Monster Format

Monsters detailed in this volume follow a distinctive format, each having similar entries, as detailed below.

Factual Origin: A few notes about the real world origins of the Monster, including information from history, mythology, folklore, and modern popular culture.

Description: Herein lies a narrative regarding the Monster. This may include physical descriptions, societal behaviors, and role playing tips.

Garb: All monsters are required to carry a copy of the monster entry in addition to any listed Garb requirements, and the person playing a monster should endeavor to look as much like it as possible. The Reeve can always disallow someone from playing a monster if he feels these criteria are not met. Monsters created in game by players or other monsters should be given slightly more latitude, but must still have the minimum garb requirements (including copy of entry) and act according to their Monster Persona. Entries listed here as Suggested are optional, including gender suggestions, which merely reflect legendary or mythological forms of the creature. All facets of Amtgard are open to anyone who wishes to play the part.

Requirements: Lists any in game restrictions on who may play the Monster, such as Knights only.

If a Monster may be summoned or conjured by players, it will include the following two entries:

Player Conversion: If a monster may be Summoned, this entry will list the Magic required to do so. If a monster may be Conjured, this entry will list the Classes that may bring the monster into the game, along with the required level and sacrifice to be made. If a sacrifice of class gains of a specific level is called for ("All 5th level gains", for example), only beneficial items listed are sacrificed (Abilities, Traits, extra lives, and so on). Vulnerabilities, limitations, or other detrimental things are not sacrificed.

Sacrifice Ratio: This lists the number of regular lives that a player wishing to play this monster must sacrifice to gain a single life as the monster, once any conditions for Summoning or Conjuring the monster are met. See "Playing a Monster", above, for more details.

Type: There are a number of Monster types, each with special qualities, including certain Immunities, Vulnerabilities, and other special rules. Monsters may have several types, and the effects are cumulative unless indicated otherwise in the specific Monster entry. A Qualifier listed parenthetically here indicates that the monster itself has that quality, and all of its Abilities, Traits, and Weapons are considered to also have that Qualifier.

- *Animation:* An animation is a monster generally composed or constructed of otherwise nonliving materials, and given some semblance of life through mystical means or other process.
 - o Immunity (Control, Death, Subdual, Disease, Poison, Stench)
 - o Altered effect (Dispel Magic: Entangle) cannot be freed by Fireball, Release, or other means
 - o Altered Effect (Anti Magic: Petrify) effect lasts until removed from area
- *Beast:* Non humanoid creatures, most often animals with more than two legs.
 - o Weapons considered Natural
- *Botanical:* These monsters are composed of Plant or Fungal material
 - o Immunity (Control, Death, Subdual)
- *Extra-Planar:* These Monsters hail from another dimension or plane of existence and include Elementals, Demons, and Angels.
 - o Immunity (Death, Poison)
- *Fey:* The Fairy folk of legend and myth.
 - o Immunity (Control) except Bardic Charm
 - o Fey Monsters may bear Enchantments according to the Rules of Play, unless otherwise noted
- *Humanoid:* Monsters in this category generally have two arms, two legs, and walk upright, although there are notable exceptions.
 - o Humanoid Monsters may bear Enchantments according to the Rules of Play, unless otherwise noted
 - o Note: Although not considered monsters, players of any standard class are considered Humanoid for the purpose of game effects.
- *Multi-Player:* These Monsters are played by multiple players.
 - o They have a number of special rules, detailed in the Monster's description.
- *Mystical:* Monsters with this distinction have an innately Magical nature.
 - o Natural Weapons are considered Magical
 - o Altered Effect (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)
- *Undead:* These are the walking dead and the restless spirits of those past.
 - o Immunity (Death, Control, Poison, Disease, Stench)

Q/M Ratio: This is the Questor/Monster Ratio and is a general indicator of how powerful the monster is. It approximates the amount of regular players of the same level as the monster that should be required to defeat it, given roughly equal fighting skills. When designing quests or battlegames with monsters, this ratio is used to balance the teams and challenges presented. This assumes that the rules limiting the number of bows (1 per 5 people) and Magic Users (1 of each class per 10 people) are used and enforced. Q/M Ratio is usually not considered for Summoned or Conjured monsters, since information in the Player Conversion and Sacrifice Ratio entries serve as the balancing factors.

Armor: Indicates the number of points of Armor the monster has, and which Qualifiers apply to that armor. Armor with the Worn Qualifier must be represented with rated, approved armor constructed using the guidelines in the Rules of Play. Also listed in this entry are any Shields the monster may use. If no shield types are listed, the Monster may not use any shields.

Weapons: Lists the specific categories of weapons the monster may use, along with any Qualifiers that apply. If a weapon category is listed as Single, the monster may only wield one of that weapon type at a time, though the monster may carry more.

Immunities: Lists any Qualifiers (usually in the form of Schools and specific effects or Abilities) to which the monster enjoys complete resistance. Note that some Abilities and Traits (such as Large, Tough, and Incorporeal) grant very specific Immunities. These Immunities will not be listed here, but are treated the same in all ways as any other Immunity.

Natural Lives: While Summoned and Conjured monsters gain lives by sacrificing player lives according to the Sacrifice Ratio, other monsters have lives equal to this value, unless altered for a specific quest or scenario. Natural Lives gained through levels are not granted to Summoned and Conjured Monsters.

Abilities and Traits: A list of the various Abilities and Traits the monster has access to, regardless of Level. Abilities and Traits that are Magic are listed with the notation (M), and do not function in an Anti-Magic area. Traits are noted with the notation (T) and Abilities are listed with their usage, usually an amount of times per life or per game, or unlimited. Also noted are any Qualifiers or special notes for that Ability or Trait.

Vulnerabilities: A list of limitations, restrictions, and weaknesses the creature has. Some of these may have Qualifiers or special notes denoting altered function. This entry may be omitted if the creature has no significant vulnerabilities.

Levels: If the creature is capable of learning from experience, or becomes more powerful with age, it will gain abilities, traits, and other things based on Level. Usually, this is the Player's Monster Class Level, but may be altered for certain quests or scenarios, or limited by a player's class level if Summoned or Conjured. Base Abilities and Traits and those gained at lower levels are not lost as level increases unless noted.

Special Notes: A section included only if the monster has any unusual properties or rules that can affect game play or inclusion in battlegames, quests, or scenarios.

Qualifiers

Qualifiers convey added meaning or rules on whatever they are listed in conjunction with. Most Amtgard terms may be used as qualifiers, including Magic Schools, Magics, Abilities, Weapon categories and damage types, as well as specific qualifiers listed below. Qualifiers and anything affected by Qualifiers are not magical unless listed with the Magic Qualifier, even if a Spell or Enchantment is used as a Qualifier.

Armor Qualifiers

- **Invulnerable:** Each section (hit location) of this armor is treated as separate areas of Invulnerability. Invulnerable Armor may be mended unless noted. Magic Casters must specify which hit location on a player is targeted with a [verbal] Spell. If the caster fails to specify, or the spell is an area or mass effect like Doomsday, the target chooses the location struck. See the Rules of Play for details.
- **Invulnerability:** A skintight layer of overall (non-sectional) protection that negates one hit to a person. May not be mended (or Healed, if Natural) unless noted. See the Rules of Play for details.
- **Worn:** Armor must be an actual piece of armor worn on the body, as described in the Rules of Play. A monster's Worn armor is layered above (ie struck before) any other listed Armor. Immunities and protections do not extend to any Worn armor. If a Monster's Armor does not have this Qualifier listed, it is assumed to exist separately on every section (hit location) even if no actual armor is worn, except in the case of Invulnerability (because it is non-sectional). As described in the Rules of Play, multiple layers of Worn Armor of any sort in the same location are averaged, whereas armor without the Worn qualifier is added, even if of the same type. (For example, Natural Armor from Berserk is added to Natural Armor granted for a specific monster class and to any Worn Armor, but varying Worn armors in the same spot are averaged together.)

Weapon Damage Qualifiers

- **Swung/Swinging:** Indicates a weapon that may only be swung, dealing damage, wounds, or kills using the legal striking edge, rather than any legal tips or ends. Also used for any hits from weapons that are swung.
- **Thrust/Thrusting:** Indicates a weapon that may only be used to stab, jab, or thrust, dealing damage, wounds, or kills using any legal tips or ends, rather than striking edges. Also used for any hits from weapons used to thrust.

- **Bludgeoning:** Indicates a weapon that is listed as Bludgeoning, either in the Rules of Play or in the Monster entry, and hits from those weapons. According to the Rules of Play, Staves, Hinged Weapons, and Rocks are always Bludgeoning, and Polearms may never be Bludgeoning. A Weapon falling into a Category that may be may be Bludgeoning (Dagger, Short, Long, Reach) should generally be unambiguous as to its designation or be declared to Reeves as Bludgeoning prior to the start of any game with Monsters, since this could affect Monster Immunities or Vulnerabilities. Weapons not so declared should be considered Bladed.
- **Bladed:** Any weapon listed as Piercing or Slashing is also Bladed. Any weapon listed as one of these three in the Rules of Play or in a Monster entry is Bladed, as are any hits from those weapons.
- **Piercing:** Any weapons specifically listed as Piercing and any Thrusting Hits from a Bladed weapon. All Projectiles except Rocks are Piercing.
- **Slashing:** Any weapon listed as Slashing, and any Swinging hits from a Bladed Weapon.

Material and Energy Qualifiers

- **Breath Weapon:** Represents an effect used to simulate something projected from a monster's mouth, such as a Dragon's Breath Weapon.
- **Cold:** Simulates any snow, ice, cold or freezing effect or quality. The Spell Iceball is considered Cold.
- **Forest:** Any area that is no more than 50ft from an actual tree or is designated as forest terrain in a scenario or quest.
- **Lightning:** Simulates any electrical, lightning, or shocking effect or quality. The spells Lightning Bolt and Call Lightning are considered Lightning.
- **Metal:** Simulates something made of any metal or any metallic effect or quality. Improved Shields and any Weapon Categories not described as Wooden or Stone are considered Metal.
- **Natural:** Armor or weapons that are considered a physical part of a monster. Used to simulate thick hides, claws, horns, and so on. Cannot be separately Enchanted nor targeted with Magic (Pyrotechnics, Warp Wood, Heat Weapon) or Abilities except for Heal (and equivalents like Regeneration and Energy Heal), which restores a single point of Natural Armor (including Natural Invulnerable, but not Natural Invulnerability unless noted). Effects that destroy everything they touch (fireball, Lightning Bolt, Sphere of Annihilation) that strike an object considered Natural are treated as having hit the creature in the location covered by or attached to the object (an arm if the item was held). Touch effects may be extended through Natural weapons and items (both ways) if declared within one second after the weapon or item is touched or touches the intended victim. A player using a touch effect on a Monster's Natural Weapon is only damaged, wounded, or killed if contact was made as a result of a melee attack made by the monster (such as an Assassin blocking a strike with his hand and declaring Touch of Death upon contact). Immunities and protections of a monster extend to anything that is Natural.
- **Normal:** Anything without any other Qualifier and not currently under the effect of an Ability, Trait, or Magic, is normal, and is not particularly affected by any Immunities, protections, or other effects, unless noted. The Normal Qualifier is seldom actually noted.
- **Stone:** Simulates anything made of rock, stone, mud, sand, earth, or dirt. Rocks (projectile weapons) and the Spell Petrify are considered Stone. The Enchantment Stoneskin is not considered Stone unless specifically specified.
- **Shadow:** Any area lying in actual shade, shadow, or darkness, as well as any area designated as Darkness in a scenario or quest. Also, simulates shadow or darkness as a material, effect, or quality.
- **Stench:** Simulates any effect, material, or quality that is putrid or foul smelling. Any effect with the words Stench, Stink, Stinking, Putrid, Foul, or Putrescence in it can be considered a Stench effect.
- **Web:** Represents an effect used to simulate webs or webbing. Includes the Webs ability.
- **Wooden:** Simulates anything made of wood. Includes unimproved Shields, Arrows (and Bolts) and any Weapon Category described as Wooden. The Enchantment Barkskin is not considered Wooden unless specifically specified.

Effect Qualifiers

- **Armor-Piercing:** This effect or weapon will destroy any armor that is not Invulnerable or Invulnerability and wound or kill the target struck, as appropriate.
- **Holy:** Considered Red, Magic, indestructible, and may be used to break shields even if they are under the effects of Improve Shield, Imbue Shield, or Harden.
- **Life Draining:** Anyone killed by an effect or weapon with this Qualifier is affected automatically as per Server Spirit.

- **Magic:** Considered Magical for all purposes, including Immunities and protections. Anything with this qualifier ceases to function in Anti-Magic areas. Any Qualifiers on weapons considered Magic are stopped by Immunity (Magic) and Protection from Magic, but the weapons can still damage armor, wound, or kill, as appropriate. Magic Abilities and Traits are listed with the designation (M).
- **Poison:** Poison contacting a player in an area without armor will cause that player to die after a 100 count, unless cured.
- **Powerful:** Although non-magical, weapons or effects with this Qualifier will affect creatures normally only affected by Magical Weapons or effects.
- **Red:** Indicates a weapon capable of dealing 2 points of damage to armor and that destroys a shield in three hits, but only when Swung. The melee weapons of Strong monsters are Red or Siege, as indicated.
- **Red Thrusting:** Indicates a weapon capable of dealing 2 points of damage to armor and that destroys a shield in three hits, but only when used to Thrust.
- **Siege:** Indicates a weapon that is a Black or Instant Kill weapon. Such a weapon is Engulfing and destroys any object it touches, regardless of armor or shield. Stops Fight After Death and counts as one hit to any form of Invulnerability.

Other Common Qualifiers include Enchantments (Harden, Imbue Weapon), Abilities (Improve Weapon), Terrain Effects (Water, Darkness), and Schools (Flame, Death, Subdual).

Note: Generally, Qualifiers are listed parenthetically after whatever they affect. When listed, commas separate individual Qualifiers. Qualifiers listed without commas separating them function together. For example, a monster with Immunity (Flame, Death) is immune to both Flame and Death effects, whereas a Monster with Susceptibility (Wooden Piercing) is vulnerable to weapons that are both Wooden and Piercing, not weapons that are only one or the other.

Abilities and Traits

Monsters often have special attributes and powers, much like the standard classes described in the Rules of Play. Monsters typically have more varied Abilities and Traits than regular classes.

Traits and Abilities are designated as either Magic, noted with an (M), or Extraordinary, designated with (Ex). These designations are effectively Qualifiers, and affect Traits and Abilities as follows:

Magic (M) Abilities and Traits:

- a) Cease to function in and cannot be activated in an Anti-Magic Zone.
- b) Abilities are subject to Dispel Magic just as any other Magical Effects.
- c) Do not cost Magic Points or limit weapon use.
- d) Are stopped by Protection from Magic and Immunity (Magic) if used against another player.
- e) Abilities that mimic Enchantments or produce Enchantment-like effects count against the number of Enchantments that may be carried.
- f) Considered to have the Magic Qualifier, even if others are noted.

Extraordinary (Ex) Abilities and Traits:

- a) Are non-magical in nature and are unaffected by Dispel Magic, Anti-Magic, Protection from Magic, and Immunity (Magic).
- b) Do not cost Magic Points or limit Weapon use.
- c) Do not count against the amount of Enchantments that may be carried unless noted.
- d) Considered to have the Normal qualifier, unless another is noted.

A Trait, annotated with the designation (T) in the individual Monster entries, represents a quality or feature of a monster that does not require activation and is considered always functional and on, and cannot be shut off. Traits often represent natural features like horns or wings or permanent characteristics like a Player Class.

Abilities are the creatures' instinctual or learned skills and powers. These must be activated each time they are used, and often can only be used a limited amount of times. They are designated in Monster entries by having an indicated Usage rather than a (T). Unless otherwise noted in the individual entry or in the specific description below, a Monster must stand still when activating an Ability, as though casting Magic as described in the Rules of Play, and Abilities are subject to Immunities based on School, Qualifier, and so on. The descriptions of Abilities below generally follow the same format as Abilities in the Rules of Play.

Traits as Abilities: In some cases, an effect generally considered to be a Trait is limited to a certain number of uses for a specific Monster, such as a monster that may only be used as a Mount once per game. In such a case, that effect is considered an Ability for that monster, rather than a Trait. If no Incantation or other method of Activation is listed in the Monster entry or in the description below, the Ability must be announced out loud by name when activated. Generally a Trait-like Ability lasts until its immediate effect is resolved, unless otherwise noted. For example, a Monster using Aquatic as an Ability could activate it upon entering Water terrain, and would remain Aquatic until it exits the terrain.

Ability usage will be in one of the following formats:

X/Life – The Monster may use this Ability the indicated (X) number of times each life.

X/Game – The Monster may use this Ability the indicated (X) number of times during the course of the entire Game or Quest.

Unlimited – The Monster may use the Ability as much as it wants, but must successfully activate it each time, unlike a Trait, which is always on.

X Bolts/U – Reserved to Magic Ball effects, the monster may have the indicated number (x) of Magic Balls charged, active, or in effect at a time. Ball based Abilities must follow all rules for Magic Balls in the Rules of Play, including rules for Simulcasting and for maximum number of balls carried, even if they are not considered Magic (M).

Unlimited Bolts – Also reserved to Magic Ball based Abilities, the Monster may have any number of these carried, charged, active, or in effect, but is still subject to the rules for Magic Balls in terms of Simulcasting (if charged at the same time, they must be thrown at the same time). Magic Balls of this type carried by the Monster are not counted toward the maximum amount of Magic Balls that may be carried.

Ability Format

Name (Qualifiers) – any Qualifiers listed apply to that Ability all the time unless noted in the specific Monster entry. These will normally be a Magic School.

M: Any Materials needed to use the abilities.

I: The incantation that must be stated along with any other actions that must be performed.

R: Range (if any)

E: The actual effect of the Ability

L: Any limitations or restrictions

N: Notes

Abilities and Traits Descriptions

Note: Monsters may have Abilities or Traits that are listed in the Rules of Play. These follow the same rules as printed there unless otherwise noted. Likewise, a Monster may have an Ability or Trait that mimics the function of Magic listed in the ROP. Again, these follow the rules in the Rules of Play except as noted, though they are not considered Magic unless listed as (M) in the individual Monster's entry.

Aerial Superiority – Allows a creature with Natural Flight to take flight while moving, though they must remain stationary to land. Additionally, if throwing weapons or projectiles are available to the Monster, they may be used while in flight

Amorphous – Lost Points of Natural Invulnerability are treated as Wounds for the purposes of Heal, Regeneration, and similar effects. Once all Natural Invulnerability is removed, this creature dies from any limb wound, as though it possessed the Weak Vulnerability.

Animal Rights Activism

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

R: 20 foot radius

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

Aquatic – Monster may move freely through water. This does not allow the monster to use Magic or Projectiles in the water, even if the Monster has them available.

Aquatic Superiority – This Trait allows an Aquatic creature to use Magic or Projectiles in the Water, if such are available to the Monster. Additionally, those with this Trait are immune to most underwater Terrain Effects unless the Reeve decides otherwise

As One – Allows the Mount ability to effect a player at a range of 5 feet instead of touch. The player who is riding the creature must denote this by stating “riding” every 2 seconds if not touching the mount. If the rider goes more than 5 feet from the steed, he must remount normally. This ability also allows the rider to use both hands freely.

Avalanche (Subdual)

I: “Avalanche”x5 while stomping on ground with one foot

R: 20 ft Radius

E: All players within range are affected as though hit with Entangle.

N: Creatures are immune to the effects of their own Avalanche, but not the Avalanche of others, unless otherwise immune.

Blend

I: Enter area or touch item or ongoing effect designated by listed Qualifier and repeat “(Qualifier) hide and protect me” x10 to blend, “(Qualifier) Release Me” x2 to end effect

E: Creature is considered Out of Game as long as it remains within the designated area or in contact with the designated item or ongoing effect.

N: Tracking may be used within 20 feet of a creature using Blend to dispel the effect.

Burning Body – Whenever this Monster is struck, the weapon striking the creature is affected as per Heat Weapon. Weapons with Flameblade, Protection Form Flame, or Harden and the Sword of Flame are immune to this ability.

Corroding Touch – Any Metal item (includes Improved shields and weapons not described as Wooden or Rock) that touches or is touched by the creature is destroyed. The creature’s touch causes one point of damage to Metal armors (including bonuses from Metal Scales, Rings, or Studs) in the hit location touched and counts as a Powerful weapon hit to any Metal creature. Corroding Touch does not negate hits from weapons, even if the weapon is destroyed.

Corrosion

I: “I rust that (metal object)” x5

R: 20 feet

E: One metal item or metal weapon is considered unusable for a 100 count. Mend will repair corroded items.

Normal armor constructed with metal parts (including rings and studs) is rendered useless in one location per use of this ability

Create Minion

M: Copy of the converted monster and appropriate garb, Dead Player

I: State “Conversion”

E: Player rises immediately (death is not negated) and plays one of his original lives as the indicated Monster. This player becomes part of the creating Monster’s team and obeys its commands. Once this Monster life is finished, the player returns to his original team and resumes playing his original Class.

L: The Monster may only use Create Minion on Players it has slain or those slain by its other Created Minions. This includes anyone who dies as a result of the Monster’s abilities.

N: Create Minion should be removed if this monster is a Player Monster or for certain scenarios (Reeve’s discretion). If removed, reduce the Monster’s Q/M Ratio by 2.

Create Minion, Greater – As Create Minion, except that the targeted Player remains a Monster for the remainder of his lives.

Cuteness

I: "You wouldn't hurt a cute little thing like me, would you?" x3

R: 20 feet

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

Death Cloud (Death, Poison)

I: "Death Cloud" x5

R: 10 ft Radius

E: All players within range (except caster) instantly die

Energy Heal (Qualifiers) – Abilities, attacks, and other effects utilizing the listed Qualifiers affect the creature as though it were a Heal spell, removing one wound or restoring a single point of Natural armor. If the qualifier listed describes an area, as in a Terrain effect or Fixed Enchantment, the creature gains the benefits of Regeneration as long as it remains there. The creature is Immune to any detrimental effects of the listed Qualifier. The creature's own abilities, attacks, and other effects may not be used to gain the benefits of Energy Heal

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

Extinguish

I: "Extinguish" x5

R: 20 foot radius

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

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

Home Tree – Monster must designate a specific tree to the Reeve before the start of the game or scenario. Until this tree is destroyed, it is considered the creature's base for purposes of returning to life, and the creature suffers no loss of life when killed (it still must wait through its death count, though). A Home Tree may be destroyed by 10 damage from a Slashing weapon or by one hit from a Sphere of Annihilation, a weapon considered Siege, or any Flame effect.

Improved Rocks – Rocks thrown by this creature are considered Red when thrown with one hand and Red and Improved (total of three damage to Armor) when thrown with two hands.

Immortality

E: Creature regenerates from death in a 100 count without a loss of life, fully healed with all armor and/or weapons replaced. Wounds may not be regenerated independently unless Regeneration is also possessed.

Some immortal monsters have special vulnerabilities which may cause them to lose a life, see individual entries for details.

N: A Creature with both Immortality and a form of Regeneration will return from Death even if killed by Flame, Magic, or Sphere of Annihilation, unless the Creature also has a Susceptibility one of these particular effects.

Incorporeal – Creature has Immunity to all attacks and harmful effects except while casting Magic, using Abilities, attacking, or physically interacting with any Player or Object, and for a three count thereafter. The creature may not attack or engage in combat except with Abilities or Magic unless otherwise noted. Creatures with Incorporeal treat each other as though they did not possess this trait.

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

Large – Creature has Immunity to any movement restricting effects of Water terrain and may ignore any restrictions on engaging Flying creatures or players in combat.

Level Drain

I: Touch target and declare “Level Drain” x1

E: Victim is immediately reduced by one class level for the remainder of this life. Any Abilities, Traits, and other class aspects gained at that level are lost. Magic is treated as one level lower, and the player may not cast any Magic from the level lost for the remainder of this life. The Magic user’s purchased list of Magic is not altered. Any Magic or Ability already activated, cast, or in effect (i.e.: a person who is already Petrified, enchantments which have already been cast) is not affected. If a life was gained at the level lost, and the Player is currently on his last life, the Player is Shattered. (For example, if a 2nd Level Druid currently on his 4th life is Level Drained, he is Shattered.)

N: May not be used on the same Player more than once per game

L: Anyone playing a class at 1st level, or playing a class with no Levels (Peasants, Raiders, and some Monsters) is considered to have Immunity.

Magic Caster – Monster casts spells as a member of the listed Player Class, using that particular list of Magic. Level and amount of Magic Points is indicated. Any weapons and shields that are not Natural must be purchased as normal with Magic Points, and the Monster has access only to weapons and shields listed in its weapons and armor entries. If any of these weapons or shields are not normally allowed to the listed class, the cost in Magic Points is 5. Unless otherwise noted, these creatures must obey all the rules of magic. No additional class abilities are gained, only the use of Magic. See individual entries for further details and limitations.

Magical Horn – One short melee weapon carried by this creature is designated the Magical Horn by tying it with a silver ribbon. This weapon is considered Natural, Magical, and Hardened. Once the creature is shattered, it may be removed from the corpse (if the player does not want to share his or her weapon, place the ribbon on another short weapon). Once removed, the Magical Horn has the following qualities:

- a. Weapon is considered Hardened and Magical.
- b. May not be further enhanced or Enchanted by any means
- c. Magical Horn may grant the bearer extra abilities or traits. These will be listed along with their usage in parenthesis after Magical Horn in the creature’s description. These abilities and traits are considered Magical. This effect is not bestowed on the creature that owns the horn, only the one that loots it.
- d. Not considered a Relic, and therefore may only be used in the game it’s provided in.
- e. Usually not considered a Game Item, but may be designated as such by a Reeve for a quest.

Many Legged – The monster receives the listed amount of Invulnerability (Natural), which applies only to Magic Ball and weapon strikes that hit a leg, and to Wounding if against a leg. Once all of this Invulnerability is lost, the creature is considered Slow. This Invulnerability may be restored by Heal (and similar effects) as though each point were a separate Wound.

Mass Shove

I: “I shove thee all away” x3

R: 20 foot radius

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

Mount

I: Rider touches creature with Mount and states “Mounted” x1 to activate and “Dismounted”x1 to deactivate

E: As long as the Rider keeps one free hand on the creature with Mount, the Rider and Mount share all movement based Abilities, Traits and effects (such as Pass Without Trace, Flight, Teleport, Slow, Shove, and so on). Further, a Rider who takes a leg wound does not have to drop to his knees while mounted, though a second leg wound will still kill as normal.

N: In order to activate or cast any effect that requires the person not to move his feet, both the Rider and Mount must stand still. Mount is activated by Rider, not the creature with Mount, although the Mount must be willing to accept the Rider. The Rider may use a Wounded arm to maintain contact with a mount, but not one with a weapon or shield.

Natural Flight

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

E: Creature is considered Flying as long as it either flaps its arms or chants "Flying" every 2 seconds. While in this state:

a. The Creature may only engage in and be engaged in Melee with Large creatures and other Flying creatures.
b. Creature may not use projectiles but may use Spells (not Magic Balls) and verbal Abilities (range remains actual range).

c. Creature has Immunity to projectiles and Magic Balls used by creatures that are not Large or Flying within 20 feet.

N: A Flying creature gains no abilities, immunities, or vulnerabilities not mentioned above nor does flying negate any condition not mentioned above. For example, a flying creature that takes a Leg wound must still drop to the knees if and a creature may continue to Fly as long as it can continue to flap its arms or chant "Flying". A Flying creature must still stand still to activate Magic and Abilities, as well as to take off and land.

Player Class – The Monster has all abilities, traits, and limitations of the listed Player Class as presented in the Amtgard Rules of Play with further notes and limitations as listed in the Monster's individual entry

Possession

I: Repeat x3 "I dominate your will"

R: 20 feet

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

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

N: If the possessing Monster has the Incorporeal Trait, the Monster is assumed to be "inside" the victim. Also, such a creature using this ability may still use the full range of its own abilities, though it may not engage or be affected by melee and is immune to all non-magical attacks during possession. Killing the victim does not kill the Monster, but does "eject" it within 10 feet of where the victim died.

Reflect (Qualifier) – Creature is considered to have Immunity to the specified Qualifier. Any single target Spell or verbal effect prevented by this Immunity instead affects the caster or attacker, regardless of distance.

Regeneration – The creature will Heal a wound or point of Natural Armor (but not Natural Invulnerability, unless otherwise noted) in one location, one at a time, after a 50 count. If killed, the creature will return to life without loss of life in a 50 count and then resume Healing of wounds and Natural Armor. Wounds, Damage, and Death caused by Magic, Flame effects, Sphere of Annihilation, or by anything to which the creature has a Susceptibility to may not be healed with Regeneration. Wounds and Damage that can not be Regenerated will not heal even if the creature is killed and returns to life.

Regeneration, Greater – As Regeneration except all required counts are reduced to 25. Additionally, Wounds and Armor that would normally not be Regenerated will begin to heal if the creature is killed and Regenerates back to life.

Sheer Numbers – The creature's normal death count is reduced to 50. Unless otherwise dictated by the scenario rules or the Reeve, the creature may always count its death and call alive at the spot it died, rather than return to its Nirvana or Base. Each individual with sheer numbers usually represents a small horde of similar creatures.

Sneak

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

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

Spell Mastery – Even if bearing Enchantments it placed on itself, this monster may continue to cast Magic. Any weapons used by the creature cost no Magic Points. Spell Mastery allows a Monster of any Type to wear a single Enchantment (beyond the one used to Summon it, if applicable), even if not normally allowed to do so.

Stinkball (Stench)

M: Padded purple "Stinkball" with streamers

I: "Stinkball" x5

E: For a 100 count, anyone struck may not approach within 50 feet of another player and no other players may approach within 50 feet of the player struck.

N: Creatures with Immunity (Stench) are not only immune to hits from a Stinkball, but may also approach anyone else who has been hit.

Stink Cloud (Stench)

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

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

Strong – Melee weapons used by this creature are considered Red or Siege as indicated in the Monster's Weapons entry. Any melee weapons already considered Red do an additional point of damage to Armor when used by this monster (if otherwise allowed). Further, because of its immense strength, the creature may move any scenario or quest specific objects designated as too heavy for other creatures by the reeves.

Touch of the Plague (Disease)

Touch of the Plague" x5

R: Touch

E: Touched creature dies of a plague after a 100 count.

N: A Cure Disease cast on a creature affected by Touch of the Plague before the end of the 100 count removes this effect, curing the afflicted.

Tough – Creature has Immunity to all weapons except those that are Magical, Powerful, or Siege, Red, Improved or fired with Accuracy. Immunity (Magic) and Protection from Magic do not prevent Magical Weapons from damaging this creature, though they otherwise function normally. For example, if a Tough creature with Immunity (Magic) is struck in an unarmored limb with a weapon bearing Imbue Weapon, the creature is wounded, but not killed.

Tunneling

"Tunneling" x5 to activate; "Arriving" x5 once destination is reached

R: Self Only

E: As Teleport except may only be used to reach a destination within 100 feet. May delay arrival chant for up to a 100 count after reaching specified destination. May not arrive within 50 ft of a base or Nirvana, and may not carry game items.

N: Reeves may decide that specific scenario conditions or terrain effects may prevent Tunneling through a specified area.

Vermin Horde

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

R: 20 feet

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

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

Webs

M: 10 ft white cloth

I: Tie cloth between two points

E: Any person crossing or touching the strip is treated as though hit with Entangle (Web).

N: Webs is cancelled if both ends of the cloth are struck with Lightning Bolt, Fireball, or a Weapon considered Magic. If Webs is destroyed, anyone currently affected is immediately freed.

Vulnerabilities

Altered Effect [initial effect: altered effect] – Describes an effect, attack, Ability, or Magic that functions in an irregular and generally harmful manner. This Vulnerability lists the initial effect, Ability, or Magic, followed by the Altered Effect. These effects bypass all remaining non-Worn Armor (including Invulnerabilities), protections, and Immunities to affect the target. See entries for complete details.

Aversion – The creature will not approach within 20 feet of the listed object of its aversion. Affected creatures will not attack, nor attempt to provoke attack from any such aversion, though they may defend themselves if necessary. See entries for more details.

Beneficent – The Creature may only attack if provoked. This generally means that the creature may not attack unless attacked first with harmful or detrimental spell ability or effect, attacked with any weapon, or approached to within 10 feet with a drawn weapon or charged Magic ball. The creature may not use any lame excuse to join combat. If a particular class, monster, or type of player is listed, the monster is only Beneficent towards that group, and may attack others freely.

Bound – Creatures may not leave the designated area or radius around a specific object. At the start of each life, the Monster may choose a new location within 100 ft of the last location unless otherwise dictated by the scenario. This new location may not be within 100 ft of an opposing base and must still meet the requirements listed in the Monster's Bound entry.

Reversion – The listed effect forces this Monster to play out the remainder of its current life as a Peasant. If a Player was converted into this Monster, he may instead play the remainder of this life as his original class.

Slow – This creature may not run or jump and may only walk, keeping one foot in contact with the ground at all times.

Susceptibility – Attacks, Abilities, and other effects of the listed Qualifier will harm or affect the Monster despite any Immunities. These effects bypass all Non-Worn Armor (including Invulnerabilities). The Monster cannot Regenerate Wounds or from Death caused by these effects. These effects will stop Immortality and Fight After Death. Monsters that enter an Area to which they have Susceptibility lose all Immunities and forms of Regeneration, and all Invulnerabilities are considered Normal, until they exit the area. Effects that would normally not cause damage or wounds (Control effects, for example) do one point of damage to a location of the Monster's Choice in addition to other effects; the Monster can be wounded and may die from these effects.

Weak – These sad critters are either so pathetic or so fragile that they die after receiving a wound to any limb.

Terrain Effects

During the course of a battlegame or Quest, certain environmental and terrain conditions can be simulated by clearly marking the area with colored ribbon. Announce to the players what each area represents, and place Reeves near these areas to better police the action. Players should be rewarded with short death counts and even extra lives for role-playing well in such conditions.

Anti-Magic Zone – All forms of magical energy cease to function within this zone, denoted by yellow ribbon placed around the area.

1. No Magic of any kind will work in the area, though enchantments and Relics will function again once removed from the affected area.
2. Elementals may not enter Anti-Magic areas
3. Summoned Monsters die instantly if they enter an Anti-Magic zone, and all sacrificed lives remain lost.
4. Monsters with the Animation type have **Altered Effect** (Anti-Magic: Petrify) effect lasts until removed from area
5. An Anti-Magic Zone is similar to the Anti-Magic Fixed Enchantment, but may not be Dispelled.

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

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

Eternal Stench – Mark out areas of foul putrescence with purple (and it better be really ugly purple) ribbons. Only creature with Immunity (Stench) may enter, unless one hand covers the players nose and mouth at all times. Players who remove their hand are immediately *Stunned* (per Healer spell) until removed from the area. Merely replacing a hand has no effect, the player *must* be removed from the area to continue.

Holy Ground – Areas marked with white ribbons represent land or places dedicated to Goodness and White Light. Paladins stationed within Holy Ground gain unlimited use of the *Heal* spell and all players gain Immunity (Drain, Possession) while within the boundaries of such an area.

Graveyards – Places where the dead are buried serve to enhance the Legions of the Undead. Areas marked with gray ribbon, or perhaps even foam tombstones or similar signs, can be assigned as a *Graveyard*. Any Undead based at a Graveyard (or other place of interment such as a Mausoleum or Crypt) gain +1 Natural Life. The exceptions to this are Undead with a *Steal Life* Ability, such as Vampires. These creatures do not gain an additional life, but they do gain one additional use of the Steal Life ability per game if it is used within the boundaries of the graveyard. (So, if they want an extra life, they have to go *hunt* for one!)

Lava – An area marked with an orange ribbon. Effects are identical to those of Immolation, except that it is non-magical and cannot be dispelled.

Sacred Groves – These wild places are holy ground to Fey Creatures and are marked with bright green ribbon. All Fey creatures (except Deep Dweller Elves) who enter a Sacred Grove Gain **Camouflage** (Ex) (1/life), so long as they remain within the grove.

Water – Denoted with silver tarp on ground or silver tape placed around the area. All creatures entering this area must drop to their knees while moving through it, unless they are Aquatic, Large or flying. A Reeve can declare Water to be too deep to engage in missile combat or spellcasting, but this must be announced before the game begins. These rules can also be used to simulate wading through muck and mud, dense foliage, or any other condition that might force players to move slowly.

• Monster Entries •

Angelic Hero

Factual Origin: The word Angel derives from the Latin *angelus* and the Greek *ángelos*, both meaning “messenger”. In Hebrew, the term is Malach Elohim, or “Messenger of God”. The traditional Judeo-Christian concept of the Angel originated in Zoroastrianist beliefs, and was refined through the doctrines and writings of each culture that embraced them. Oft described is the Angelic Host, a holy army of Angels, whose divine soldiers might be what we picture when we think of an Angelic Hero. Such militant angels are ascribed the ability to annihilate whole armies of men. In earlier texts, Angels appear as beatific humans, wingless, and often indistinguishable from men, or, perhaps, wreathed in or composed of fire. Associated with both fire and air, as well as holy light, the popular winged Angel is a product of Christian iconography, where the winged form denoted Angels as a form of spirit. Tennin (female Tenny) from Japanese Buddhism and the Deva from Hinduism represent similar beings as western Angels – both are celestial spirits described as near perfect figures with feathered wings and as hailing from Heaven.

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

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

Requirement: May only be played by a Knight

Type: Mystical Extra-Planar

Q/M Ratio: 5:1

Armor: 2 (Natural, Invulnerable), 4 (Worn, Invulnerable); Any Shield

Weapons: Single Dagger, Short, or Long (All Holy), Javelin

Immunities: Magic, Subdual, Death, Poison, Disease

Natural Lives: 2

Abilities & Traits:

· **Extend Immunities to Equipment** (Ex) (T)

Vulnerabilities:

· **Beneficent**

· **Altered Effect** (Sever Spirit: Lost)

Levels:

2nd Gains **Heal** (M) (1/life); Gains Vulnerability: **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

3rd Gains **Extend Immunities** (Ex) (unlimited)

4th *Heal* becomes (2/life)

5th Gains **Resurrect** (M) (1/life)

6th +1 Natural Lives (total 3)

Animal Familiar

Factual Origin: The concept of the Witch's Familiar originates in Western Europe, spreading from England to elsewhere in the British Isles, to France, and towards Eastern Europe. The Familiar was a spirit or imp (or even the Devil himself!) called by a witch, or less often another dabbler in the occult, that would take the form of a small animal. Earliest examples are weasels, dogs, and toads, but other small animals, including the prototypical black cat, later became as popular. There are even examples of wholly spirit familiars and even those taking the form of humans. It is said that a familiar feeds off the blood of the witch that called it, suckling from the witch's third nipple. Familiars would aid a spell caster not only in divinations and magic, but in mundane tasks as well, including farm and housework

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

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

Player Conversion: Conjured: Any Magic User (Any Level) for 1, 2, or 3 Magic Points, see Special Notes, below.
Sacrifice Ratio: 1:2

Type: Mystical Beast

Q/M Ratio: 0.5:1

Armor: None

Weapons: Single Short (Natural)

Immunities: None

Natural Lives: 2

Abilities & Traits:

- **Sheer Numbers** (Ex) (T)
- **Messenger** (M) Self Only. If Conjured, this ability is activated by the Conjurer (unlimited).
- **Pass Without Trace** (M) (1/life)

Vulnerabilities:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)
- **Weak**
- A Conjured Animal Familiar always returns to life at the Conjurer, and may *not* come alive if the Conjurer is dead (they have to wait and come alive together) or shattered (Familiar is removed from play if the Conjurer is Shattered).

Levels:

2nd +1 Natural Lives (Total 3)

3rd +1 Natural Lives (Total 4); The Familiar may wear an Enchantment – If the Familiar was Conjured, the Conjurer must cast and place any Enchantments received.

4th +1 Natural Lives (Total 5)

5th +1 Natural Lives (Total 6)

6th Gains **Lend** (M) This ability works in reverse – A Magic User may Lend a single spell to the Familiar as though that Magic User had purchased the Lend Neutral and the Animal Familiar were a Magic User of the same Class. The Animal Familiar may gain the use of only one Spell at a time. If the Animal Familiar was Conjured, this spell must come from the Conjurer, rather than any Magic User. (Unlimited)

Special Note: Unlike most Conjured Monsters, a Conjured Animal Familiar plays a level indicated by the number of Magic Points sacrificed by the Conjurer: 1 Magic Point for 1st Level, 2 Magic Points For 3rd Level, and 3 Magic Points for 6th Level. A Player's actual level in any class is not used for Conjured Animal Familiars.

Banshee

Factual Origin: The Banshee originates in Gaelic tradition, both from the Irish *Bean Sidhe* and the Scottish *Bean Nighe*. The Irish *Bean Sidhe*, or “woman of the Sidhe” originally referred to a type of faerie or elf that lived within mystical mounds called Sidhe, as did many other of the fairie folk of the area. In old Irish tradition, women of a village would mourn a local death by Keening, or singing a lament. Appearing as a woman dressed in white or grey with long, fair hair, the *Bean Sidhe* would for tell an upcoming death by keening *before* the death takes place. Hearing the *Bean Sidhe*’s lament would predict a death in the family or area, whereas seeing her spelled doom for oneself. The Scottish *Bean Nighe*, or “washer woman” was a similar creature, who instead of wailing would herald a death by washing the bloody clothes of a doomed individual on the night before his death.

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

Garb: Soiled and torn finery. Suggested: female

Type: Mystical Undead

Q/M Ratio: 3:1

Armor: None

Weapons: None

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

Natural Lives: 2

Abilities & Traits:

- **Incorporeal** (Ex) (T)
- **Fear** (M) (2/life)
- **Teleport** (M) Self Only (1/life)
- **Finger of Death** (M) (1/life)
- **Touch of Death** (M) Self Only (1/life)
- **Doomsday** (M) Only requires a 100 count chant (1/life)

Vulnerability:

- **Altered Effect** (Dispel Magic: Causes immediate Death)

Levels:

2nd *Fear* becomes (4/life)

3rd +1 Natural Lives (total 3)

4th *Finger of Death* becomes (2/life)

5th *Touch of Death* becomes (unlimited)

6th *Doomsday* becomes (2/life)

Basilisk

Factual Origin: Said to be the king of serpents, the Basilisk, from the Greek Basiliskos, or “little king”, was described by Heroditus, Pliney the Elder, and even Leonardo da Vinci in their Bestiaries. It appears as a huge lizard, a giant snake, or (in later accounts) a cockerel with serpentine features. Because of these three sharp differences in form, the Basilisk is sometimes divided into three species, the Basilisk, Kinglet and the Sibilus. It is said to have a crown shaped crest and to have been hatched by a cockerel or hen from a serpent egg (note the reversal from the related cockatrice, which was a hen’s egg hatched in a serpent’s nest). Although popularly ascribed the ability to petrify with its gaze, the legendary basilisk is ascribed various abilities at different periods in history, including poisonous or fiery breath, killing with a touch, a death inducing voice, withering plants in the vicinity, and leaving a wide trail of venom wherever it goes. According to such lore, a basilisk can be killed by seeing itself in a mirror or if it hears the crow of a rooster. Additionally, the weasel is immune to any powers of the Basilisk, and can kill it. Also, spiders are kept at bay by the hung image or corpse of the Basilisk

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

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

Type: Mystical Beast

Q/M Ratio: 3:1

Armor: 1 (Natural)

Weapons: Single Short (Poison, Natural), Single Hinged (Natural)

Immunities: Poison

Natural Lives: 2

Abilities & Traits:

- **Fear** (EX) (1/life)
- **Petrify** (M) (Unlimited Bolts)

Vulnerability:

- **Altered Effect** (Dispel Magic: Loses Petrify for the remainder of the current life in addition to the normal effects)

Levels:

2nd Gains **Immunity (Subdual)**

3rd +1 Armor (Natural) (total 2); +1 Natural Lives (total 3)

4th Weapons Considered Red; Gains **Strong** (Ex) (T)

5th +1 Armor (Natural) (total 3); +1 Natural Lives (total 4)

6th +1 Armor (Natural) (total 4); Gains **Tough** (Ex) (T)

Bear

Factual Origin: The modern word bear originates from a Proto-Germanic word meaning “brown one”. Bears are members of the family Ursidae, which derived from the Latin for bear, *Ursus*. As evidenced by the continuing use of the bear as a national and state symbol (Russia, Germany, Korea, and California), the bear was worshipped and revered by primitive people throughout the world, from the Americas, to old Norse areas, to Russia, to China and Korea, and it is often identified with strength and one’s ancestors. The Bear’s fondness for honey was recognized in ancient times (in Welsh, the word for bear literally means “honey pig” and the Slavic word means “honey eater”) and has left it with an association with healing just as that amber liquid. Ancient and Medieval scholars believed the Bear’s breath was foul enough to putrefy food and water, and that other animals would avoid anything breathed upon by a bear. Further, it was thought that bear cubs were born unformed, as shapeless lumps of fur that were then licked into a bear shape by their mother. A drink made from the liquid found in bear’s brains is said to bring on a berserker rage, a state referred to as Bear-Mad.

Description: These giant, furry omnivores can be found in nearly any climate or environment where food and fresh water are plentiful. The claws of a full grown bear can shred a tree or a man with equal ease. Fortunately, bears are not usually aggressive unless hunting, hungry or near their lair. Woe be unto any creature foolish enough to come between a bear and its next meal or who so much as come close to its cubs. Bears who befriend a Druid serve as a fearless and powerful guardian and combatant

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

Player Conversion: Conjured: Druid (3rd Level), for 4 Magic Points

Sacrifice Ratio: 2:1

Type: Beast

Q/M Ratio: 2:1

Armor: 4 (Natural)

Weapons: Long (Natural, Red)

Immunities: Control, Subdual

Natural Lives: 3

Abilities & Traits:

- **Strong** (Ex) (T)
- **Hard To Kill** (Ex) (T)

Levels: None

Brownie

Factual Origin: Originating from lowland Scotland, the Brownie, or Urisk, was an elflike faerie creature (or perhaps a form of Elemental spirit) that lived unseen among humans, particularly in the home or manor. Brownies were small creatures that generally appeared human, though were sometimes depicted with pointed ears or without noses. Brownies were nocturnal, and would often do tasks about the house and farm with unusual speed while the masters of the house were sound asleep. Often, a family with brownies would leave small gifts, often milk or cream scattered along the corners of a house or alcoholic beverages placed in a hollowed out brownie stone, as a thank you for the work and to keep the small people content, for brownies are also known for their mischievous streak. Families were often careful as to the gifts left for brownies, for if offered clothing, or if there was talk of the gifts as payment, they would run away forever. It was also common to leave, by the kitchen fire, a small seat, which was always left unoccupied for the household brownie. The Slavic Domovoi, the Norse Tomte, and the German Hienzelmannchen are similar creatures, all being small faerie people or house spirits that act in a similar way to the Brownie.

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

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

Player Conversion: Summoned: *Reincarnate*

Sacrifice Ratio: 2:1

Type: Mystical Fey

Q/M Ratio: 1:1

Armor: 1 (Natural), 3 (Worn)

Weapons: Single Dagger or Single Short

Immunities: Control (except *Charm*)

Natural Lives: 3

Abilities & Traits:

- **Camouflage** (Ex) (Unlimited)
- **Blend** (Forest) (Ex) (1/life)
- **Flight** (M) (1/life)
- **Lost** (M) (1/life)
- **Teleport** (M) (1/life)

Vulnerability:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

2nd *Blend* becomes (2/life)

3rd *Lost* becomes (2/life)

4th *Flight* becomes (2/life)

5th *Lost* becomes (3/life)

6th *Flight* becomes (unlimited)

Calimarin

Factual Origin: The name of the Calimarin is derived from the Greek and Italian words for squid, *Calimari*. The Calimarin are most directly influenced by the Mind Flayer, or Illithids, created by Gary Gygax for the Dungeons and Dragons role playing game, and like those creatures, the Calimarin feed off the brains of their victims and have great psionic powers. However, the tradition of humanoid cephalopods extends further into the history of modern fantasy science fiction and horror literature. The octopus headed fictional evil entity known as Cthulu, and its similar spawn, are perhaps the ultimate source for this type of creature, but also relevant are a race of tentacle faced, cyclopean aliens called the Thrint, from Larry Niven's Known Space. These creatures are also attributed with tremendous psychic might, and boast a similar appearance.

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

Garb: Brown robes and a purple headband.

Type: Humanoid

Q/M: 4:1

Armor: None

Weapons: Single Short

Immunities: Control

Natural Lives: 3

Abilities & Traits:

- **Hold Person** (Ex) (2/life)
- **Charm** (Ex) Chant is "By the power of my mind, I dominate your will" x2 (2/life)
- **Teleport** (Ex) Self Only (1/life)
- **Finger of Death** (Ex) (1/game)
- **Lightning Bolt** (Ex) Simulates bolts of raw mental energy (2 bolts/U)
- **Heat Weapon** (Ex) (2/life)

Levels:

2nd *Heat Weapon* becomes (4/life)

3rd Gains 1 point Armor (Natural)

4th Gains **Immunity** (Magic)

5th *Hold Person* becomes (4/life)

6th *Finger of Death* becomes (1/life); Gains **Possession** (Ex) (1/life)

Catperson

Factual Origin: The Amtgard Catperson is most directly related to modern fantasy and fictional ideas of feline humanoid races. Examples abound but these can generally be categorized as Western and Eastern cat people. The Western Cat person, typified by the Catfolk of Dungeons and Dragons, is humanoid but retains many cat-like features – its head is almost entirely feline, it retains full body fur, and has coloration like any number of the great cats. Western cat people usually retain more of the wild cat-like attitudes, and tend to be stealthy, lithe, wilderness-oriented, and distasteful of an encumbered lifestyle. Eastern cat people are often based more on household cats, and are usually far more human in appearance, retaining few feline features, usually cat-like ears and sometimes eyes, teeth, and tail. Exemplified by the typical Cat Girl persona of Japanese manga and anime, the Eastern cat person is often easily excitable, somewhat vain, with a mischievous streak – a personification of the domestic cat. The Cat is also a symbol for writers in Japan, and many Eastern cat people retain a penchant for writing or for drawing comics. The tradition of humanoid cats extends further back, however, than recent fantasy. Earlier examples of cat-like humanoids include those from literature, such as the 16th century anthropomorphized “Le Chat Botte” (the famous Puss in Boots), ancient Egyptian deities associated with cats and lions, such as Bastet, Sekmet, and Maas, and with Ailuranthropes. Ailuranthropy, a 19th century term named after the Greek name for Bastet, Ailuros, is the feline form of Lycanthropy, and is found in legends from around the globe. In Asia these creatures, often based on Tigers, are basically the same as European werewolves, evil creatures with little control over their animal nature. In Africa and the Americas, Jaguar, Cougar, and Panther people were noble hunters and thought of as descended from gods. In Europe, Ailuranthropy was legally a specialized form of Witchcraft, although these cat people had complete control of their forms and were more often related to domestic felines rather than large cats.

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

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

Type: Humanoid

Q/M Ratio: 1:1

Armor: 3 (Worn); Small Shield

Weapons: Dagger (Natural), Short, Long

Immunities: None

Natural Lives: 3

Abilities & Traits:

· **Tracking** (Ex) (1/life)

· **Sneak** (Ex) (1/game)

Levels:

2nd Type becomes **Fey**; Gains **Immunity** (Control) Except Bardic Charm

3rd *Sneak* becomes (2/game)

4th Gains **Immunity** (Subdual)

5th Weapons considered Red; Gains **Strong** (Ex) (T)

6th *Sneak* becomes (unlimited)

Centaur

Factual Origin: Centaurs originate in Greek mythology, perhaps as a symbol of contrast between barbaric and civilized nature, and perhaps as an ancient misinterpretation of the first human horse riding cultures. The Centaurs as a race were most prominently featured in the story of their war with the Lapiths, a semi historical race of people attributed by Greek scholars as the first horse riders. In this battle the Centaurs were all ran off or killed. The stories of the archetypical Greek hero Heracles (remembered to today more by his Romanized name, Hercules) included several individual Centaurs, where they continued to be portrayed as a contrasting people – some were boisterous barbarians prone to heavy drinking while others were wise and civilized, thought of as teachers and philosophers.

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

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

Player Conversion: Summoned: *Reincarnate*

Sacrifice Ratio: 3:1

Type: Fey

Q/M Ratio: 2:1

Armor: 4 (Worn); Any Shield

Weapons: Any Melee, Short Bow, Long Bow

Immunities: Control (except Bardic *Charm*)

Natural Lives: 4

Abilities & Traits:

- **Many Legged** (1) (Ex) (T)
- **Attuned** (Ex) The Enchantment used to summon a Centaur does not count toward those permitted by Attuned (2/game)
- **Tracking** (Ex) (1/life)
- **Bowyer** (Ex) (1/life)
- **Stun Arrow** (Ex) (1/unlimited)
- **Flame Arrow** (Ex) (1/unlimited)

Levels:

2nd Gains **Accuracy** (Ex) (T)

3rd Gains **Armor Piercing Arrow** (M) (1/unlimited)

4th Gains **Penetration Arrow** (M) (1/unlimited)

5th *Tracking* becomes (2/life); *Flame* and *Stun Arrow* each become (2/unlimited)

6th *Armor Piercing Arrow* becomes (2/unlimited)

Corrosion Beast

Factual Origin: The Corrosion Beast is directly related to the Rust Monster created by Gary Gygax for the tabletop role playing game Dungeons and Dragons. The inspiration for this creature apparently came from an unusual plastic figure found in a set of toy dinosaurs made in China.

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

Garb: A rust colored tunic and hood.

Type: Beast

Q/M Ratio: 3:1

Armor: 2 (Natural)

Weapons: Short (Natural)

Immunities: Subdual, Poison

Natural Lives: 4

Abilities & Traits:

- **Corroding Touch** (Ex) (T)
- **Acid Bolt** (Ex) (Unlimited bolts)
- **Corrosion** (Ex) (Unlimited)
- **Tunneling** (Ex) (Unlimited)

Levels: None

Darklord

Factual Origin: The Darklord is a composite of typical modern fantasy villains, consummating in the stereotypical necromantic warrior. While a single modern fantasy source would be difficult to truly pinpoint, such villains have their roots in legends and mythology that have feature the raising of the dead to combat the living. This theme, more common in modern stories than those of old, does occur. In Norse Mythology, the half-elven princess Skuld was treacherous and scheming, eventually rising to brief rule over Denmark. Her knowledge in witchcraft reportedly made her fearsome on the battlefield, as she would raise fallen warriors to continue fighting on her behalf.

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

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

Type: Extra-Planar Humanoid

Q/M Ratio: 4:1

Armor: As Player Class

Weapons: As Player Class

Immunities: As Player Class

Natural Lives: Unlimited (see below)

Abilities & Traits:

- **Greater Create Minion** (Spirit Effect, Undead Minion) (M) May only be used in Lair. May also target living victims by touch (Unlimited)
- **Lair** (Ex) (T)
- **Immortality** (Ex) (T)
- **Player Class** (Any Class) (Ex) Darklords were once normal humans, and as such, retain all class abilities they had before being corrupted by evil. Darklords choose a class and play it at a level they have attained unless dictated otherwise by the scenario. (T)
- **Legend** (Ex) Simulates a villain's monologue, where the Darklord must go on at length praising his virtually-divine self, the invincibility of his vast army of minions, the flawlessness of his evil plans, and so on (1/game)

Levels: Per Player Class

Special Note: The Darklord is designed for use with the Darklord scenario, detailed below, and should not be allowed as a Player Monster.

Deadly Slime

Factual Origin: In biology, a slime mold is a peculiar creature sharing traits of animals, amoebas, and fungi, and has a stage of life wherein many one celled amoeboid creatures literally fuse together into a single, gigantic, mobile blob capable of engulfing food. Modern fantasy, perhaps more inspired by the 1958 sci-fi horror movie *The Blob* (and its remakes and sequels) than by actual biology, includes many examples of large, amorphous, things capable of overtaking and consuming anything in its path. The penultimate source of fantasy gaming, Dungeons and Dragons, included a multitude of oozes, slimes, and <sigh> puddings to terrorize the adventurer, and is the most likely source of all modern fantasy ideas concerning slimes and similar creatures.

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

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

Type: Botanical

Q/M Ratio: 3:1

Armor: 4 (Natural, Invulnerability)

Weapons: Hinged (Natural, Red)

Immunities: Control, Subdual, Disease, Poison

Natural Lives: 3

Abilities & Traits:

- **Amorphous** (Ex) (T)
- **Strong** (Ex) (T)
- **Tough** (Ex) (T)

Levels:

2nd Gains **Acid Bolt** (Ex) (2 bolts/U)

3rd +1 Invulnerability (5 total)

4th +1 Invulnerability (6 total); Gains **Regeneration** (Ex) (T)

5th +1 Invulnerability (7 total)

6th +1 Invulnerability (8 total)

Deva

Factual Origin: The word Deva is a direct transliteration of the Sanskrit word for deity or god. Devas are supernatural creatures found in both Hinduism and Buddhism. The Hindu Devas are creatures akin to western Angels, having a similar appearance, and who are directly opposed to Asuras, the Hindu Demons. (It is interesting to note that in Zoroastrianism, Ahuras are divine and Daevas are demonic.) Hindu Devas individually represent forces of nature or moral values and, like Angels, are set to carry out tasks to aid higher deities within their areas of influence. The Buddhist Diva, also called Iha (Tibetan), Tian (Chinese), Cheon (Korean) or Ten (Japanese) differs further from the Hindu Diva and western Angel. Invisible to the normal eye, Buddhist Divas retain free will and do not represent a specific god or gods, but are individuals. They dwell on higher planes and are generally considered more enlightened than humans, but not as transcendent as the Buddha. Such Devas rarely effect the material realms, but may do so by constructing illusionary extensions of themselves which can be seen and experienced by humans. There are many types of Buddhist Devas, and only the lowest type, the Kamadhatu, have forms similar to (although larger and more attractive) than humans. It is these Devas that are most likely to interact with our plane of existence.

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

Garb: Feathered wings and angelic white robes.

Type: Extra-Planar

Q/M Ratio: 3:1

Armor: 2 (Worn); Any Shield

Weapons: Single Short or Long (Holy)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- **Natural Flight** (Ex) (Unlimited)
- **Heal** (M) May not be used on self (1/life)
- **Mend** (M) May not be used on self or own equipment (1/life)
- **Awe** (M) (1/life)
- **Teleport** (M) Self Only (1/life)

Vulnerability

- **Beneficent**

Levels:

2nd *Teleport* becomes (2/life)

3rd Gains **Immunity** (Subdual)

4th *Mend* becomes (2/life); Gains **Tough** (Ex) (T)

5th *Heal* becomes (unlimited); Gains **Immunity** (Death)

6th *Awe* becomes (3/life); *Heal* may be used on self (1/game)

Dragons

Factual Origin: While the word Dragon originates with the Latin *Draco* and the earlier Greek *Drakon*, Dragons as we think of them derive from two very different traditions, the western and the eastern. Western Dragons were historically a form of Serpent, albeit a very large and powerful one. Early western accounts describe a winged snake whose natural prey included Elephants and Doves, and who was deathly afraid of the roar of the Panther. Such dragons were no more intelligent than other beasts, and did not have any special powers or the stereotypical breath weapon. In fact, even the bite of the western Dragon was not particularly strong; it relied on crushing prey within its coils. It is said that Elephants gave birth in the water so as to prevent the Dragon from snatching the newborns. Dragons could also not approach the Peridexion Tree. Powerful western Dragons like those described in modern fantasy were rare, and usually only became so powerful when associated with other, more powerful beings. For example, the Babylonian Queen of Darkness, Tiamat was often represented as a multi headed Dragon of great power and Christians associated this powerful Serpent with Satan and the temptations in the Garden of Eden. This later association with the Devil, and by extension the fiery pits of Hell, is most likely where the fiery breath originates and caused many early Christian and Coptic saints to become Dragon Slayers, most notably the Coptic saint George. Another type of western dragon comes from ancient Persian myth. This Azi Dahaka (literally either "Huge Snake" or "Stinging Snake") is prominent in dragon slaying stories of ancient Persia, but otherwise differs little from the standard western type. The Eastern Dragon, on the contrary, has always been associated with great power, particularly with the weather, and is often thought of as a benevolent creature associated with good luck. Both the Chinese and Vietnamese people claim to have descended from these Dragons, which, unlike the Western variety, are wingless, but can still fly due to their great magical power.

The Great Dragon

Description: One of the most intensely beautiful yet terrifying creatures in existence, a dragon is usually only encountered by the foolish or unlucky. These huge beasts are found in all climates gathering their huge piles of treasure to sleep upon or out hunting. They have a tendency to eliminate anyone who enters their territory, whether it was knowingly or accidental, so it is considered prudent not to attack them. These beasts are so huge and ferocious that it is considered quite an achievement to slay one. They are cunning and cruel creatures of reason and magic. Nothing pleases a Dragon more than to sack a kingdom, hoard all of its treasures in one place and nest on the pile for a century or two

Garb: Garb or armor with the suggestion of scales.

Type: Mystical Beast

Q/M Ratio: 10:1

Armor: 5 (Natural, Invulnerable)

Weapons: Short (Natural, Siege)

Immunities: None

Natural Lives: 1

Abilities & Traits:

- **Natural Flight** (Ex) (Unlimited)
- **Large** (Ex) (T)
- **Strong** (Ex) (T)
- **Fireball** (Breath Weapon) (M) (unlimited bolts)
- **Shove** (Ex) as a wing buffet (Unlimited)
- **Magic Caster** (Wizard) (Ex) Cast Magic at Monster Level (T)

Vulnerability:

- **Altered Effect** (Dispel Magic: Loses Fireball for the remainder of the current life in addition to the normal effects)

Levels:

- 2nd +1 Armor (Natural, Invulnerable) (total 6)
- 3rd +1 Natural Lives (total 2)
- 4th +1 Armor (Natural, Invulnerable) (total 7)
- 5th +1 Natural Lives (total 3)
- 6th +1 Armor (Natural, Invulnerable) (total 8)

Special Notes: Remember, going into melee against a Monster with Natural Siege Weapons is not a really good idea. As a scenario option, a Dragon may serve as a Mount; see the Abilities and Traits section for more details.

Themed Dragons, or Specific Dragon Species

Description: Dragons may be divided into species based on certain personality types, environments, and abilities. These species are generally not as powerful as the Great Dragon, but provide specific challenges of their own. Each species is generally the same as the others, but has a different color of scales, a different Breath Weapon, and gains a different set of Immunities as it increases in Level.

Garb: Scales and armor in the color indicated below

Type: Mystical Beast

Q/M Ratio: By Species

Armor: 4 (Natural, Invulnerable)

Weapons: Short (Natural, Siege)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- **Natural Flight** (Ex) (Unlimited)
- **Large** (Ex) (T)
- **Strong** (Ex) (T)
- *Magic Ball (Breath Weapon)* (M) use Magic Ball listed (unlimited bolts)
- **Shove** (Ex) as a wing buffet (1/life)

Vulnerability:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

2nd Gains **Dispel Magic** (M) (1/life)

3rd *Dispel Magic* becomes (2/life); +1 Armor (Natural, Invulnerable) (total 5)

4th +1 Armor (Natural, Invulnerable) (total 6); *Shove* becomes (unlimited); Gains **Immunity** as listed

5th *Dispel Magic* becomes (3/life); +1 Armor (Natural, Invulnerable) (total 7); Gains **Mend** (M) (2/life)

6th *Dispel Magic* becomes (4/life); +1 Armor (Natural, Invulnerable) (total 8)

Dragon, Azure

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

Garb Color: Blue.

Q/M Ratio: 8:1

Breath Weapon: Lightning Bolt

Level 4 Immunities: Flame

Dragon, Crimson

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

Garb Color: Red

Q/M Ratio: 8:1

Breath Weapon: Fireball

Level 4 Immunities: Flame

Dragon, Emerald

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

Garb Color: Green

Q/M Ratio: 6:1

Breath Weapon: Acid Bolt

Level 4 Immunities: Poison, Disease

Themed Dragons / Specific Dragon Species, continued

Dragon, Opal

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

Garb Color: White

Q/M Ratio: 6:1

Breath Weapon: Iceball

Level 4 Immunities: Cold

Dragon, Sable

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

Garb Color: Black

Q/M Ratio: 9:1

Breath Weapon: Sphere of Annihilation

Level 4 Immunities: Death

Dragon, Slate

Description: Stubborn and often blunt when dealing with others, the Slate Dragons deliberate and often overly straightforward approach to life belies its great powers of reasoning and logic. These dragons decide what they want, formulate a plan, and then ruthlessly and unwaveringly pursue it to its conclusion, and woe to anyone who gets in their way.

Garb Color: Grey

Q/M Ratio: 8:1

Breath Weapon: Petrify

Level 4 Immunities: Subdual

Dread Knight

Factual Origin: The Dread Knight, as a fallen hero condemned to undeath after committing some horrible act of evil, is most directly related to the concept of the similar Death Knight, created by British science fiction writer Charles Stross and later used with permission in the Fiend Folio, a 1979 book of monsters for the Dungeons and Dragons role playing game. However, as a creature who was once a champion of good, but is now doomed to live forever as a punishment for a misdeed, there is some earlier precedent. The legend of the Flying Dutchman, and similar, older, European tales, tell of ship captains whose own hubris in facing a terrible storm resulted in being cursed to sail on until the end of the world. Stories from the Bible include that of Cain, the first murderer, doomed to live on in the Land of Nod, never settling down and scavenging, rather than harvesting from the earth, for all eternity, and that of the Wandering Jew, who was cursed to wander endlessly until the Judgment in retribution for taunting Jesus just before his Crucifixion. In Russian folklore, Koshchei the Deathless is a warrior wizard who kidnaps women to entertain him in his self inflicted immortality (he kept his soul in an egg inside a duck inside a hare inside a chest, buried under a green oak tree, far on the Island of Buyan, in the ocean). The closest mythological tale, however, is probably the ancient Hindu story of Ashwatthama, who was a great and revered warrior and was cursed with immortality after murdering warriors in their sleep after the end of the war they were fighting.

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

Garb: Armor and a skull mask.

Requirement: May only be played by a Knight

Type: Mystical Undead

Q/M Ratio: 5:1

Armor: 2 (Natural), 4 (Worn, Invulnerable); Any Shield

Weapons: Any Melee, Javelin

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

Natural Lives: 2

Abilities & Traits:

- **Heat Weapon** (M) (1/life)
- **Pyrotechnics** (M) (1/life)
- **Sleep** (M) (1/life)
- **Stun** (M) (1/life)
- **Finger of Death** (M) (1/life)
- **Reanimate** (M) (1/life)
- **Honor Duel** (M) (2/life)
- **Fear** (M) (1/life)
- **Touch of Paralyzation** (M) (1/life)

Vulnerability:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

2nd *Heat Weapon* and *Sleep* become (2/life); +1 Natural Lives (total 2)

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

4th *Finger of Death* and *Stun* become (2/life); +1 Natural Lives (total 3)

5th *Honor Duel* becomes (unlimited); *Reanimate* and *Fear* become (2/life)

6th *Heat Weapon*, *Sleep* and *Touch of Paralyzation* become (4/life); +1 Natural Lives (total 4)

Dryad

Factual Origin: Dryad, coming from the Greek *Drys*, for Oak, signifies a specific type of Nymph, or female nature spirit, associated with Oak trees and forests. Dryads in myth were not bound to a specific tree, unless they were a more specific type of Dryad called a Hamadryad, a creature that died if the tree to which it was bound died. Dryads, like all Nymphs, were exceedingly beautiful, and were often pursued with lusty intent by Satyrs. Further, other trees had Nymphs as well, such as the Meliae (Ash), Leuce (White Poplar), and Epimeliad (Apple). As nature spirits, Dryads and Nymphs have equivalents in the folklore of other areas of the world, such as the Kami of Japan, the Ra (and particularly the forest dwelling Huldra) of Norse realms, and totemic nature spirits of many tribal cultures.

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

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

Player Conversion: Summoned: *Reincarnate, Transform*

Sacrifice Ratio: 2:1

Type: Mystical Fey

Q/M Ratio: 1:1

Armor: None

Weapons: Single Dagger

Immunities: Control (except Bardic *Charm*)

Natural Lives: 3

Abilities & Traits:

- **Home Tree** (Ex) (T)
- **Commune** (M) (Unlimited)
- **Heal** (M) (Unlimited)
- **Yield** (M) (3/life)

Vulnerability:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

2nd Gains 1 point Armor (Natural, Invulnerable)

3rd Gains **Heat Weapon** (M) (1/life); Gains **Warp Wood** (M) (1/life)

4th No additional abilities

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

6th +1 Armor (Natural, Invulnerable) (total 2)

Dwarf

Factual Origin: The word dwarf derives from the old English *dweorg* or *dweorth* and the Old High German *twer*. Dwarves, or more properly Dwarfs in pre-Tolkien sources, originate in Norse mythology as the Dvergar, where the Gods decided to transform maggots that had infested the corpse of the giant Ymir, which became the Earth, by giving them the appearance and intelligence of men. Described as short, ugly, and bald headed, the Dvergar were turned to stone if exposed to sunlight. They are known for the creation of several powerful artifacts used by the Norse gods, including Thor's hammer Mjornir, Sif's golden hair, Odin's golden ring Draupnir, and the tether used to bind Fenrir the wolf. Norse Dvergar lived underground in Midgard, in a Realm called Nidavellir. The Dvergar of Norse Myth are thought to be the same as another Norse race, the "black elves" or Svartalfar. Dwarfs or similar creatures, however, are common in all parts of the world, although usually individually. The Ancient Egyptian god Bes was depicted as a Dwarf, as was the evil Vedic god Kubera; both were thought of as ugly and deformed. In Chile, a type of dwarf called a Trauco lives in the woods, in a tree. It could cause sickness and was so fertile as to cause pregnancy in young women with just a look. In Arthurian legend, whole kingdoms of Dwarfs are mentioned. On the Japanese island of Hokkaido, the Ainu people describe a race of small people who live underground, called the Koro-pok-guru, or as they are known in modern fantasy, the Korobokuru.

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

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

Type: Humanoid

Q/M Ratio: 1:1

Armor: 4 (Worn); Small or Medium Shield

Weapons: Short

Immunities: Subdual, Poison, Disease

Natural Lives: 3

Abilities & Traits:

- **Improve Weapon** (Ex) May be used on own or another's equipment. Takes a 100 count to place. May be combined with a Warrior *Improve Weapon* (1/life)
- **Fight After Death** (Ex) last life only (T)

Levels:

2nd *Improve Weapon* becomes (2/life); Gains **Improve Shield** (Ex) May be used on own or another's equipment. Takes a 100 count to place (1/life)

3rd May use Throwing Weapons; Gains **Mend** (Ex) May only be used on Metal equipment (2/life)

4th *Improve Shield* becomes (2/life); Gains **Armor of Quality** (Ex) May be used on own or another's equipment. Takes a 100 count to place (1/life)

5th Melee Weapons gain Harden (Ex); +1 Natural Lives (total 4)

6th May *Fight After Death* on last two lives; Gains **Immunity** (Magic) (Ex) May be used in immediate response to a Magic effect (1/Life)

Special Note: Only a single Dwarf placed Ability (Improve Weapon, Improve Shield, and Armor of Quality) may be carried by any specific Player at a time, although these may be worn by any class. This restriction does not apply to Dwarves, who may carry any number, even if placed by another Dwarf.

Elementals

Factual Origin: Although the four classical elements date back to the ancient time of the great Greek Philosophers, Elementals as we picture them today did not begin to enter our lore until the late 15th and early 16th century, when alchemists, mystics, and philosophers began to conceive the idea of associated spirits. European alchemist and physician Paracelsus codified these ideas by assigning spirits to each of the four elements: the Gnome from Germanic folklore for Earth, the mythical Salamander for Fire, the Undine of Homeric texts for Water, and the Sylph, which he simply made up, for Air. These spirits were representative of and attuned with the four elements, but were not always described as composed of the element. They could, however, be called forth if one learned from a Grimoire the proper method of summoning. Prior to this time, pretty much any fae creature or nature spirit could properly be referred to as an Elemental.

Description: Elementals are creatures spawned from the elemental planes. Once called into this plane, Elementals are fierce combatants who remain loyal to their master until slain or banished back to their plane of origin (see individual entries).

Special Note: Elementals may not enter Anti-Magic areas.

Elemental, Air

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

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

Player Conversion: Conjured: Druid or Wizard (6th Level) for 3 Magic Points

Sacrifice Ratio: 3:1

Type: Mystical Extra-Planar Animation

Q/M Ratio: 3:1

Armor: 2 (Natural)

Weapons: Short (Natural)

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

Natural Lives: 3

Abilities & Traits:

- **Energy Heal (Lightning)** (Ex) (T)
- **Natural Flight** (Ex) (Unlimited)
- **Tough** (Ex) (T)
- **Teleport** (M) (2/life)
- **Lightning Bolt** (M) (1 bolt/U)
- **Shove** (Ex) May be used while moving, simulates pushing with a gust of wind (unlimited)

Vulnerabilities

- **Altered Effect** (Wind: Immediately Shattered, Sever Spirit) Simulates Banishment back to plane or origin. Players of Conjured Elementals may still play any remaining unsacrificed lives as their regular class.
- **Altered Effect** (Dispel Magic: Entangle and loses all Magical Abilities for the remainder of the current life in addition to the normal effects) cannot be freed from Entangle effect by Fireball, Release, or other means
- **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area

Levels: None

Elemental, Earth

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

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

Player Conversion: Conjured: Druid or Wizard (6th Level) for 3 Magic Points

Sacrifice Ratio: 3:1

Type: Mystical Extra-Planar Animation (Stone)

Q/M Ratio: 3:1

Armor: 2 (Natural)

Weapons: Short (Bludgeoning, Natural, Red)

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

Natural Lives: 3

Abilities & Traits:

- **Energy Heal** (Stone) (Ex) (T)
- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Tunneling** (Ex) (unlimited)
- **Mount** (Ex) If Conjured, the Earth Elemental may carry its Conjuror. This ability may only be used in conjunction with Tunneling (1/life)
- **Petrify** (Ex) (1 bolt/U)

Vulnerabilities

- **Altered Effect** (3 Release Spells: Immediately Shattered, Sever Spirit) Simulates Banishment back to plane or origin. Players of Conjured Elementals may still play any remaining unsacrificed lives as their regular class.
- **Altered Effect** (Dispel Magic: Entangle) cannot be freed by Fireball, Release, or other means
- **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area
- **Slow**

Levels: None

Elemental, Fire

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

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

Player Conversion: Conjured: Druid or Wizard (6th Level) for 3 Magic Points

Sacrifice Ratio: 3:1

Type: Mystical Extra-Planar Animation (Flame)

Q/M Ratio 3:1

Armor: 2 (Natural)

Weapons: Single Short (Natural, Flameblade), Short Bow (Natural)

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

Natural Lives: 3

Abilities & Traits:

- **Burning Body** (Ex) (T)
- **Energy Heal** (Flame) (Ex) (T)
- **Tough** (Ex) (T)
- **Flame Arrows** (Ex) (unlimited)
- **Pyrotechnics** (M) (2/life)

Vulnerabilities:

- **Altered Effect** (Iceball: Banish)
- **Altered Effect** (3 Iceball Spells: Immediately Shattered, Sever Spirit) Simulates Banishment back to plane or origin. Players of Conjured Elementals may still play any remaining unsacrificed lives as their regular class.
- **Altered Effect** (Dispel Magic: Entangle and loses Pyrotechnics for the remainder of the current life in addition to the normal effects) cannot be freed from Entangle effect by Fireball, Release, or other means
- **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area

Levels: None

Elemental, Water

Description: Although rare in other kingdoms, Water Elementals are in abundance in the Wetlands and in Black Spire. Massive, living waves, the elementals are as changeable as the substance of which they are formed.

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

Player Conversion: Conjured: Druid or Wizard (6th Level) for 3 Magic Points

Sacrifice Ratio: 3:1

Type: Mystical Extra-Planar Animation

Q/M Ratio: 3:1

Armor: 4 (Natural, Invulnerability)

Weapons: Hinged (Natural, Red)

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

Natural Lives: 3

Abilities & Traits:

- **Amorphous** (Ex) (T)
- **Aquatic** (Ex) (T)
- **Aquatic Superiority** (Ex) (T)
- **Energy Heal** (Cold) (Ex) (T)
- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Shove** (Ex) Incant to activate is "Wave" x 3 (unlimited)
- **Touch of Death** (Ex) Place on Self only. Does not need to be charged, but the Water Elemental must say "Drown" x1 when target is touched. May be extended through Natural weapons. (1/life)
- **Extinguish** (Ex) (unlimited)
- **Teleport** (M) Self Only (2/life)

Vulnerabilities

- **Altered Effect** (Fireball: Banish)
- **Altered Effect** (3 Fireball Spells: Immediately Shattered, Sever Spirit) Simulates Banishment back to plane or origin. Players of Conjured Elementals may still play any remaining unsacrificed lives as their regular class.
- **Altered Effect** (Dispel Magic: Entangle and loses Teleport for the remainder of the current life in addition to the normal effects) cannot be freed from Entangle effect by Fireball, Release, or other means
- **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area

Levels: None

Elf, Sylvan

Factual Origin: The word Elf, and its Nordic/Scandinavian equivalent Alf, is thought by most scholars to have derived from a much older word from a Proto-Endo-European word, albh, meaning white, which is representative of the Eves found in most cultures having originated as a kind of spirit or fairy associated with light, nature, and fertility. Found throughout Northern and Western European mythology, elves, or elfs, were originally invisible creatures, and were near godlike in power. Later, as various regional mythologies developed, elves gained the appearance of ever young and ever beautiful human-like people, often possessed of great supernatural power. In Norse Mythology, elves were called the Alfar, and lived above Midgard in a land called Alfheimr. The Alfar were essentially lesser deities who were servants of the old Norse and Scandinavian nature gods called the Vanir. Freyer, a Vanir god of light and fertility, was the lord of the Alfar, although Alfheimr had its own local line of Kings, beginning with King Alf, for whom the Alfar are named, and ending, interestingly, with King Galdalf. It is perhaps this tradition of elven kings that later gave us the figure of Oberon, the king of elves and fairies most popularized in William Shakespeare's *A Midsummer's Night Dream*, who in turn originates from the French Alberon and the German Alberich, or "elf sovereign". Another tradition of elves comes from Celtic myth, where descendants of the Celtic gods, the Tuatha Dé Danann, came to live under the earthen mounds called Sidhe, a term later used for these inhabitants themselves. The Sidhe (Sith in Scottish Gaelic), like the Alfar, were known for their supernatural power, beatific humanoid appearance, and great wealth. As northern and western Europe became increasingly Christianized, the man-sized elves of the old, pagan ways began to shrink, and, by Victorian times, elves became indistinguishable from the insect sized and winged creatures we think of today as fairies and sprites - the small, mischievous nature spirits known for fickle attitudes, prankish behavior, the causing of (usually minor) afflictions, and leading mankind astray from more moral pursuits. Elves became known for causing rashes (Alvablast, or "Elven Blow"), nightmares (Abhtaum, "Elf Dream", or Albdruk, "Elf Pressure"), and, most importantly, Elf-Shot, which was originally a sharp, shooting pain. Elf-Shot was later ascribed by Medieval folk to Neolithic arrowheads, birthing the Modern Fantasy notion of an Elf's legendary skill with the bow.

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

Garb: Elegant human styles in woodland colors like green and brown. Suggested: pointed elf ears.

Type: Mystical Fey

Q/M Ratio: 3:1

Armor: 2 (Worn); Small or Medium Shield

Weapons: Short, Long, Any Bow

Immunities: Control (Except Bardic Charm)

Natural Lives: 3

Abilities & Traits:

- **Spell Mastery** (Ex) (T)
- **Accuracy** (Ex) (T)
- **Magic Caster** (Druid) (Ex) 5 Magic Points total on 1st and 2nd Level Magic, may not buy Neutral Magic. (T)

Levels

2nd Gains **Improve Weapon** (Ex) (1/game); Gains **Bowyer** (Ex) (1/life)

3rd Gains **Pass Without Trace** (Ex) (1/life); +5 Magic Points (10 Total); May purchase up to 4th level Magic

4th *Improve Weapon* becomes (1/life); Gains **Camouflage** (M) (Unlimited); Gains Vulnerability: **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

5th Gains **Armor of Quality** (Ex) (1/life); +5 Magic Points (15 Total); May purchase up to 6th level Magic.

6th Gains **Magical Projectile** (M) May not be simulcast (unlimited)

Elf, Deep Dweller

Factual Origin: As the opposite of normal elves, deep dwelling elves, often referred to as Dark Elves or Black Elves, are found in as many cultures as their surface dwelling counterparts. In almost all cases, underground dwelling elves are essentially the same thing as Dwarves and are often also associated with Trolls. In Norse Mythology, they are known as the Svartálfar (“Black Elves”) or Dökkálfar (“Dark Elves”) and they dwell in the underground realm of Svartálfheim. The black and dark part of their names is more likely a reference to their underground homes instead of any connotation of appearance, but they certainly were described as greedy and troublesome creatures. Because the Svartálfar are often used interchangeably with the Dvergar (Dwarfs), they have a similar appearance, being short, stocky, bald, and ugly, rather than tall and pretty like the regular Alfar (“elves”). In Celtic Mythology, references exist to Daoi-Sidhe (“Dark Elves”) or Du-Sith (“Black Elves”), and, although a good description of these elves is lacking in surviving tales, later mythology from the British Isles include the most famous of all deep dwelling elves, the Trow (Black Elves) and Drow (Dark Elves) of Scottish folklore. Described in much the same way as other deep dwelling elves, the Trow and Drow were very Dwarf and Troll like, lived underground, and were known for their mining and metal working skills. The Trow could be friendly and helpful as well as mean spirited, but the Drow were universally vicious and malicious.

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

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

Type: Mystical Fey

Q/M Ratio: 3:1

Armor: 3 (Worn)

Weapons: Any Melee (Harden), Short Bow

Immunities: Control (Except Bardic Charm)

Natural Lives: 3

Abilities & Traits:

· **Flame Arrow** (M) (1/unlimited)

Vulnerability:

· **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

2nd Gains **Poison Weapon** (Ex) (1/life)

3rd May use a Small Shield

4th Gains **Armor Piercing Arrow** (M) (1/unlimited); Gains **Blend** (Shadow) (M) (1/life)

5th All weapons except specialty Arrows considered Poison

6th Gains **Magic Caster** (Wizard) (Ex) 5 Magic Points total on levels 1 through 4 (T); Gains **Spell Mastery** (Ex) (T)

Entangling Mass

Factual Origin: The shambling, amorphous, mass of carnivorous plant-life is not something that is all that common in the legends and folklore of the world, instead it is mainly an invention of modern fantasy. However, various plants, both real and mythical, are known for their dangerous appetites. The yew tree, a popular wood used for bows in the British Isles, was ascribed the ability to drain the life from anyone who slept under it. The Ya-Te-Veo of Central American Indian myth was a tree which could see and hear you, and used its vine like branches to capture and eat people. Similar trees are described in the myths of Madagascar. These plants, however, remained rooted to a single spot. Among the only plants to achieve some form of mobility are various plant/animal hybrids described by medieval scholars. Two notable examples are the Planta Tartarica Barometz, or "Vegetable Lamb", and the Barnacle Goose. The Vegetable Lamb would grow small lambs on the ends of its branches or vines. The plant would bend its branches down to the ground to allow the small sheep to graze, and when no grass remained below the plant, the lambs would drop off and run away, and the host plant would die. The now free roaming Vegetable Lambs were then be herded by shepherds in the Far East (specifically by the Tartars of present day Siberia and Mongolia), and their highly coveted wool was very like modern cotton. The Barnacle Goose is similar, and is a tree that grows over water. Instead of fruit, it sprouts small geese which hang from the tree by their beaks. When ripe, the geese fall into the water and swim away, and will eventually sprout new Barnacle Goose trees.

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

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

Type: Botanical

Q/M Ratio: 3:1

Armor: 4 (Natural, Invulnerability)

Weapons: Short (Natural, Red)

Immunities: Control, Death, Flame, Subdual

Natural Lives: 3

Abilities & Traits:

- **Amorphous** (Ex) (T)
- **Energy Heal** (Lightning) (Ex) (T)
- **Strong** (Ex) (T)
- **Regeneration** (Ex) (T)
- **Entangle** (Ex) (2 bolts/U)

Levels:

2nd *Entangle* becomes (4 bolts/U)

3rd *Entangle* becomes (unlimited bolts)

4th +1 Invulnerability (total 5)

5th Gains **Commune** (Ex) (unlimited)

6th *Regeneration* becomes *Greater Regeneration*; +1 Invulnerability (total 6)

Extra-Planar Entity

Factual Origin: The Extra-Planar entity as described below is almost certainly based around a traditional, but genericized, Christian Demon. Often described as a powerful humanoid, with wings, horns, and other fearsome features, the Christian demon is actually seldom seen, and corrupts mankind mainly through the use of dark pacts, temptation, and possession. The most prominent group of Christian Demons, also known as the Fallen Angels, are those led in revolt against God by Lucifer, and then cast into Hell, a prison like area of the Abyss, a lower plane, when defeated by the Archangel Michael. There are, in fact, two other groups of Christian demons, both just as evil, but who do not dwell in Hell. During the reign of King Solomon, another group of 200 angels, led by Semyazza and Azazel also rebelled against God, became Demons, and came to Earth. The oldest group of Christian Demons, though, arose when God first created the Angels. These Angels, it is said, were given the same choice as humans: whether or not to serve God. Those who chose not to follow God choose the path of Evil, becoming Demons. Islamic belief contains a similar story to that of the Christian Fallen Angels, that of the Jinns. These are creatures made from smokeless fire, led by a Jinn called Iblis, who rebelled against Allah. Jinns live among and tempt man, but are not universally evil like Christian demons. Hindu demons, called Asuras, exist in constant warfare with Hindu Devas (angels) and are very evil in nature. Asuras do not influence our plane as much as Christian Demons, though, the ignorance of one's true self does that. In early Judaic belief, Demons are less otherworldly, and were beings more similar to nature spirits. These demons are often, but not always evil, and basically fall into two types, the satyr like demons of the wilderness called Se'irim, and the Shedim, an often benevolent Demon summoned in Kabbalistic ceremonies. Shedim were probably related to the Chaldean storm demons, called Shedu, which appeared as a winged bull. The word Demon comes directly from the Latin Daemon or Daimon, which in turn originates in Greek. Daemons were extra-planar spirits that existed between gods and men, and were no more inclined to good or evil than anyone else. One type of Daemons, the Eudaemons, in fact served a similar purpose as today's concept of a guardian Angel or conscience, and served to warn people of potential mistakes and protect individuals. Even Socrates claimed to have a Eudaemon that whispered to him.

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

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

Type: Extra-Planar

Q/M Ratio: 7:1

Armor: 4 (Natural, Invulnerable)

Weapons: Short (Natural, Red), Any Melee (Red)

Immunities: Magic, Death, Poison

Natural Lives: 1

Vulnerability

- **Susceptibility** (Any single, common Qualifier, such as a School, energy type, or type of Weapon Damage, must be chosen and approved by the Reeves or Quest master)

Abilities & Traits:

- **Natural Flight** (Ex) (T)
- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Fear** (M) (1/life)
- **Finger of Death** (M) (1/life)
- **Confusion** (M) (1/life)
- **Dispel Magic** (M) (3/life)

Levels

2nd Gains **Pyrotechnics** (M) (2/life) or **Steal Life** (Ex) (1/life)

3rd *Confusion* becomes (2/life); *Fear* becomes (2/life)

4th Gains **Immunity** (Projectiles) or **Yield** (M) (1/life) or **Regeneration** (Ex) (T)

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

6th Weapons considered Siege or Gains **Sphere of Annihilation** (M) (1 Bolt/U) or Gains **Feeblemind** (M) (3/life)

Fairy

Factual Origin: The modern depiction of the Fairy, that of a beautiful young woman or child with gossamer or butterfly like wings, became clarified in the Victorian era, with like depiction in stage and in art, particularly in painting. The terms Fairy, Faerie, and Fae derive from old French and the Latin Fata, or Fate, meaning that the first Fairies were the three Fates, old crones whose responsibility it was to sew and cut the threads of destiny. Since then, the various terms for Fairies have come to properly include all kind of spirits and mystical creatures, some of which were tiny, but almost none winged (many could fly without wings, though, perhaps by riding a ragwort stem). Like the similar Sprite, from the Latin Spiritus, or Spirit, Fairies primarily consisted of full sized humanoid creatures such as Elves and the Sidhe, but the term expanded to include Brownies, Boggarts, Dwarfs, Will O' Whisps, Elementals, even ghosts and things like goblins, giants, and trolls. Probably the closest of the many different kinds of Fae to our modern notion of a Fairy is the Celtic Pixie. Pixies were small, insect sized humanoids who flew without wings and were known for their (often harmless) mischief and pranks. Pixies often dressed in green and had pointed ears and hats. Later folklore associated the smaller Fairies with flowers and trees, and emphasized their characteristic playful nature. Because fairies were often seen as a nuisance, later literature on fairies generally described how to avoid them or quell their ire. One was to avoid digging in their rings or mounds. Never eat or drink anything offered by a Fairy, or risk being enchanted or drawn into their unending fairy dance. A fairy avoids cold iron and salt, and sprinkling salt over windowsills and across doorways could keep them out of your home. Wearing a four leaf clover or turning your clothes inside keeps fairies magic from effecting you. According to Scottish folklore, Fairies were also organized into to courts, the Seelie and the Unseelie. The Seelie are often considered the "good" fairies, who, although playful and mischievous, are unlikely to harm humans and may perform beneficial services, like aiding chores and changing the colors of leaves in Autumn. The Unseelie, by contrast, could be dangerous, beating people, throwing things, and often ensorcelling mortals to perform fiendish pranks. Another distinction is made between solitary and trooping fae. Solitary fairies lived alone, or among mortals, and were, with some exceptions (like the helpful Brownie), usually mean spirited. Trooping Fairies lived in complex groups ranging from flocks to intricate models of human society, with kingdoms and baronies. Trooping fairies would often march about in long processions. It was considered foolish to interrupt a trooping fairy procession – so much so that medieval and later houses were sometimes built with corners missing or doors on opposite walls in line with each other, so as not to block known fairy roads.

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

Garb: Translucent wings, brightly-colored garb.

Player Conversion: Conjured: Bard or Druid (Any Level) For 3 Magic Points

Sacrifice Ratio: 1:1

Type: Mystical Fey

Q/M Ratio: 0.5:1

Armor: None

Weapons: Single Short

Immunities: Control (Except Bardic Charm), Projectiles

Natural Lives: 3

Abilities & Traits:

- **Natural Flight** (Ex) (T)
- **Visit** (M) No count required to activate, Conjured Fairies treat the Conjuror as Nirvana (1/life)
- **Messenger** (M) If Conjured, this ability must be activated by the Conjuror (unlimited)
- **Charm** (M) (2/life)

Vulnerabilities:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)
- **Weak**

Levels: None

Gargoyle

Factual Origin: The idea of using carved waterspouts, rather than gutters, to drain water from the roofs of buildings dates to the very earliest civilizations, including Egypt and China. These waterspouts were often carved to resemble mythical beasts, real world animals, and even people. These waterspouts came to be known in Europe as Gargoyles. Similar carved ornamentations without the waterspout function were also made, called Chimera or Grotesques. Gargoyles and Grotesques were never meant to be actual creatures, but instead served a function similar to scarecrows. It was thought the hideous appearance of these ornaments would scare away evil spirits and demons. The name Gargoyle, and the later tradition of frightening away malicious fiends, supposedly comes from the Story of Saint Romaine, the Archbishop of Rouen. When the Seine River in France became inhabited by Gargouille, a serpentine dragon so fearsome that it scared away even other foul beasts, Saint Romaine charmed the beast by making the symbol of the cross with his fingers. He then led the entranced dragon back to town, where the villagers were easily able to slay the beast. Inspired by the creature's hideous appearance, the townspeople carved new waterspouts in the likeness of the dragon in order to scare away future monsters. The story of Saint Romaine bears great resemblance to many other stories, most notably that of Saint Martha and the Terasque, another dragon like creature that terrorized the French countryside. This one, tamed by Saint Martha's singing of psalms and hymns, was killed by the villagers in Nerloc. In this case, however, the townsfolk were admonished by Saint Martha, since the dragon had now been tamed and was no longer a threat. In memory of the beast, the people renamed their city Tarascon and to this day hold a festival in the monster's honor.

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

Garb: Dark grays and bat-like wings.

Type: Mystical Beast (Stone)

Q/M Ratio: 3:1

Armor: 2 (Natural, Invulnerable)

Weapons: Short (Natural, Red), Rock

Immunities: Control, Subdual, Death, Poison, Disease

Natural Lives: 2

Abilities & Traits:

- **Lair** (Ex) (T)
- **Energy Heal** (Mend)
- **Natural Flight** (Ex) May carry one dead victim at a time (Unlimited)
- **Strong** (Ex) (T)
- **Sever Spirit** (Ex) May only be used in *Lair*, Simulates devouring the victim, Incant changed to "Devouring" *5 (2/life)

Levels:

2nd Gains **Camouflage** (Ex) Incant changed to "Become one with the stone" x2 (1/life)

3rd No additional abilities

4th +1 Natural Lives (total 3); +1 Armor (Natural, Invulnerable) (total 3)

5th *Camouflage* becomes (2/life); +1 Natural Lives (total 4)

6th *Sever Spirit* becomes (unlimited)

Ghost

Factual Origin: Known by innumerable names, such as geist, phantom, apparition, and specter, the concept of the restless spirit of the dead is as old as the human psyche. Every culture in the world has at least some concept of the spirit or the soul, and has stories of the spirits of the dead returning to haunt the living. In most cases, a ghost is the spirit of someone who has died, and who, for one reason or another has remained in the realm of the living. Ghosts have influenced the living in a myriad of ways, often referred to (especially by modern parapsychologists) as Hauntings. One of the common hauntings is location based and involves the ghostly manifestations on a periodic basis – either on specific times or days, or when certain conditions are met, such as a full moon, or in the presence of certain individuals. The manifestations can involve a multitude of unusual occurrences, such as odors, sounds, shadows, mists, chills, and distorted time and space, as well as the popular apparition, the appearance of the ghost itself. When appearing in this manner, ghosts often do nothing but repeat a series of specific actions, such as walking up stairs or gesturing. In some cases, the ghost will act out the last moments of life, lead observers to a specific place (often the spot where the ghost's physical remains lay improperly buried), or even more rarely, speaks and interact with the living. Other types of hauntings have been described as well. Sometimes a ghost continues (seen or unseen) going about as though it were still alive, apparently unaware of its death. Such ghosts may need to finish some task before leaving the realm of the living, perhaps to avenge a crime, or commit one. These ghosts often seem entirely alive, but usually have some telltale marker of their otherworldly state, such as leaving wet footprints wherever they tread, casting no shadow or reflection, being cold to the touch, having backwards facing feet, or never breathing. Still other ghosts are similar to medieval ghouls, ghouls, revenants, and even vampires, and are the spirits of criminals, unbaptized infants, unwed mothers, or murderers who have returned to terrorize the living, sometimes by dragging them into graves or underwater, or by draining blood or stealing one's soul. A variation of these evil minded spirits are common legends of spirits who have died lonely or because of a betrayal (in many legends by drowning), and seek to pull others into their embrace. Such a ghost may not realize that this kills the victim. Poltergeists, literally "noisy ghost" (German), are known for throwing small objects, snuffing candles, and so forth – a series of pranks which can escalate to dangerous activities, causing injury or worse if unchecked. Still another common haunting is that of the ghostly vehicle. While in modern times the ghostly vehicle is often a train, plane, or automobile, older legends include ships and carriages, and as a slight variation, a horseman. These phantoms are known for several actions. The simplest ghost vehicles just repeat actions like more typical specters, either reenacting its final, fatal events (like a ship sinking in a storm or among rocks, or a carriage driving off a cliff), or traveling intermittently and aimlessly along the same stretch of road or across the same ocean channel. Still other ghost vehicles interact more fully with the living, asking for aid or directions (they appear lost or in distress), or actively trying to attack the living, ghost ships that engage in piracy and the famous Legend of Sleepy Hollow, where the headless horseman cuts the heads of travelers, are examples. Sometimes a vehicle itself is not the ghost, but the new owners of a carriage or ship involved in some grisly death (or that was beloved by its previous owners) will find the vehicle haunted by ghosts, some who simply appear to ride along, some who are murderous toward the new owners, and even benevolent ghosts that will protect passengers. A final form of haunting is that of channeling. Channeling takes many forms, as ghost may try to communicate by appearing in a flame, a reflection, the cresting of waves, or by writing messages on fogged glass or in the dust. Sometimes a ghost will speak through a medium, a person who willingly or unwillingly enters a trance state, allowing the spirit to speak through him or perhaps scrawl out some writing. Ghosts have also been known for the direct possession of the living. Generally, a ghost appears much as it did in life, though often nearly transparent, and sometimes dressed in burial robes or bloody clothing, and sometimes appearing pale, gaunt, as rotting corpses, or even without eyes or with uncharacteristically elongated limbs. Regional variations occur as well – Chinese ghosts may have a strip of paper attached to their foreheads, containing the inscribed burial spells.

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

Ghost, continued

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

Type: Mystical Undead

Q/M Ratio: 3:1

Armor: None

Weapons: None

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

Natural Lives: 2

Abilities & Traits:

- **Incorporeal** (Ex) (T)
- **Forcewall** (M) May have up to 2 active at a time (unlimited)
- **Extinguish** (M) (5/life)
- **Sleep** (M) (unlimited)
- **Dispel Magic** (M) (2/life).

Vulnerability:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

2nd +1 Natural Lives (total 3)

3rd *Extinguish* becomes (unlimited)

4th *Dispel Magic* becomes (3/life)

5th +1 Natural Lives (total 4)

6th *Dispel Magic* becomes (unlimited)

Ghoul

Factual Origin: Originating in Arabic folklore, the Ghoul, or more properly, *ghul*, was type shapeshifting Jinn (or Arabic Demon) that lived in secluded areas, particularly graveyards and deserts. Both male Ghouls and female Ghoulah, plurally called Ghilan, preyed on the living and the dead, devouring travelers and children as well as robbing graves to eat the corpses. Ghilan could assume the form of various animals, most often hyenas. In Iranian myth, the Ghul was not as evil, and was in fact a race of large, strong human-like creatures of limited intelligence. Another monster from Middle Eastern myths, the Qutrub, was essentially the same as the Ghoul, a type of Jinn said to eat corpses scavenged from graves.

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

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

Type: Undead

Q/M Ratio: 3:1

Armor: 1 (Natural)

Weapons: Short (Natural), Dagger, Long

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

Natural Lives: 3

Abilities & Traits:

· **Create Minion (Disease Effect, Ghoul)** (M) (1/life)

· **Touch of Paralyzation** (Ex) (2/life)

Vulnerability

· **Aversion** (Paladins, Holy Ground)

Levels:

2nd May use Small or Medium Shields

3rd *Touch of Paralyzation* becomes (4/life)

4th +1 Armor (Natural) (total 2)

5th *Touch of Paralyzation* becomes (unlimited)

6th *Create Minion* becomes (2/life)

Giants

Factual Origin: Giants have been popular figures in the legends, tales, and myths from cultures throughout the world. Such stories may have grounding in fact: human skeletons measuring 12 feet tall have been unearthed in various North American locations. Giants often find themselves at odds with and sometimes at war with the gods or their servants, but are as often god like in power as well. While giants of one form or another are found in Native American (the red haired Si-Te-Cahs), Hindu (relatives of the angelic Devas, the Daityas), Irish, and other mythologies, it is the tales from the Greek (the Gigantes, Titans, and Cyclopes), Norse (Jotuns), and Biblical (such as Goliath) sources that much of our modern fantasy is based on. In Norse mythology, the Jotun, also called Ettins and Bergrisar, figure very prominently in both the creation (the Giant Ymir's corpse is used to forge the earth) and destruction (the Jotun will storm and destroy the home of the gods, Asgard, at Ragnarok) of the world, and were a race at odds with the gods. Jotun generally lived in Jotunheim, and were of a dualistic nature: they are wild, ugly, stupid and deformed under most circumstances, and need not be humanoid (Fenrir the wolf is considered a giant) yet were keepers of ancient lore and knowledge, and could be smart, civilized, and beautiful as well, especially those who wed or became lovers of the gods. Most of the Greek giants were the children of the Titans Uranos and Gaea. The Gigantes (source of the word Giant) once rebelled against the gods, and were slaughtered or buried alive for it. Living giants buried under the earth were thought by the Greeks to cause earthquakes and volcanic eruptions. The Titans, the first of the greek deities and oft portrayed as giants, were the progenitors of the gods. Also from Greek myth are the Cyclopes, which were giants with only a single eye. The Bible describes several peoples thought of as giants, including the Emim, Rephaim, and Anakim, who were descendants of the Nephilim, children of humans and angels (perhaps fallen angels). The most famous biblical giant was of course Goliath, the champion of the Philistines. Standing over 9 feet tall, Goliath was slain by young David, who would later become King of the Israelites. The middle ages saw the giant evolve into the large, brutish creature often pictured today, such as the child eating giant from Jack and the Beanstalk. However, medieval tales also explained the ancient monolithic ruins of past civilizations as the destroyed constructions of giants, and include kind and benevolent giants as well, such as Rübzahl, a German mountain giant described as a wise teacher, knowledgeable in medicine. Still, as areas became more Christianized, Giants inevitably gained a weakness common to many old monsters – they cannot stand the sound of church bells.

Giant, Fire

Factual Origin: In Norse mythology, a specific race of giants was the Eldjötnar, the Fire Giants. One of several types of Norse Giants, the Eldjötnar do not feature as prominently in most stories as other Jotans, but do have a special role to play at Ragnarok. On the day of that final battle, the Fire Giants will emerge from their home in Muspelheim (literally "Flameland", the realm of fire) and light fire to the world tree Yggdrasil, destroying all the worlds. The fire giant Sutr ("The Black One"), often thought of as a kind of Demon, is the king of the Eldjötnar, and Sinmore their Queen. Norse myth is not the only place fire giants can be found, though. Greek myths include stories of a giant who could breathe fire, named Cacus. A giant called Flaming Teeth, whose teeth appeared like burning logs, terrorized the people of Fiji, until they smashed his head with a rock and used his teeth to start the first man made fires.

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

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

Type: Humanoid

Q/M Ratio: 4:1

Armor: 3 (Natural), 4 (Worn)

Weapons: Any Melee (Red), Rock

Immunities: Flame

Natural Lives: 2

Abilities & Traits:

- **Large** (Ex) (T)
- **Strong** (Ex) (T)
- **Fireball** (M) (1/bolt/U)

Levels:

2nd *Fireball* becomes (2 bolts/U)

3rd Gains **Flameblade** (Ex) (1/life)

4th *Fireball* becomes (3 bolts/U)

5th Gains **Flamewall** (Ex) (1/life)

6th *Fireball* becomes (4 bolts/U)

Giant, Frost

Factual Origin: The Hrímpursar are the Norse Frost Giants, and are native to Niflheim, the realm of cold and ice. They were the first race of giants, and unlike the Eldjötnar, who survive to the end of times, the Hrímpursar are wiped out relatively early in Norse Mythology. The Hrímpursar spawned directly from the sleeping form of the cosmic giant Ymir, but were soon drowned when that giant was slain to create the world, and his blood flooded Niflhiem. The only survivors were Bergelmir and his wife, who climbed into a hollow tree trunk to survive. These two remaining Frost Giants spawned all of the newer giants. In general, many of the later Jotunar are also considered frost giants, and these became the Norse god Thor's bitter enemies.

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

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

Type: Humanoid

Q/M Ratio: 4:1

Armor: 3 (Natural), 3 (Worn)

Weapons: Any Melee (Red), Rock

Immunities: Subdual

Natural Lives: 2

Abilities & Traits:

- **Large** (Ex) (T)
- **Strong** (Ex) (T)
- **Iceball** (M) (1 bolt/U)

Levels:

2nd *Iceball* becomes (2 bolts/U)

3rd Gains **Avalanche** (Cold) (Ex) (1/life)

4th *Iceball* becomes (3 bolts/U)

5th Gains **Mass Shove** (Ex) (1/life)

6th *Iceball* becomes (4 bolts/U)

Giant, Hill

Factual Origin: The concept of the Hill giant is largely a product of modern fantasy, but the Norse Bergrisar are among their most direct ancestors. These were Mountain Giants, described as a brutish, stupid, and ugly humanlike race. Bergrisar often carried a single, heavy hammer and were hunted by the god Thor. The Cyclopes of Homeric Greek Legend resemble the typical Hill Giant as well. These were a race of one eyed giants living on an island once visited by the mythical hero Odysseus. The Cyclopes were slow witted and easily angered, but otherwise were peaceful sheep herders. These Cyclopes differ from other Cyclopes in Greek Myth, which were far more powerful beings similar to the Titans, who could wield lightning bolts. Giants found in medieval stories, typically characterized giants as pagan, primitive, and stupid beings, related to Trolls and Ogres. These more violent giants could very well be considered Hill Giants as well.

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

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

Player Conversion: Summoned: *Reincarnate*

Sacrifice Ratio: 2:1

Type: Humanoid

Q/M Ratio: 1:1

Armor: 2 (Natural), 2 (Worn)

Weapons: Any Melee (Red), Rock

Immunities: None

Natural Lives: 2

Abilities & Traits:

- **Large** (Ex) (T)
- **Strong** (Ex) (T)

Levels: None

Giant, Sea

Factual Origin: The prime example of a giant of the sea again comes from Norse Mythology. The giant Hymir lived at the edge of heaven along the sea and became involved in many of the adventures of the god Thor. Thor once stole a huge cauldron from the giant, used for brewing and to hold copious amounts of mead. He also went fishing with Thor, and in that instance prevented Thor from killing Jormungand, the world serpent, which would have prematurely brought on Ragnarok, the end of the world. When that final battle does come, Hymir will captain the terrible ship Nagflar, made from the finger and toe nails of the dead, and sail it into battle against the gods.

Description:

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

Garb: White sash, trident

Type: Humanoid

Q/M Ratio: 5:1

Armor: 3 (Natural, Invulnerable)

Weapons: Polearm (Siege)

Immunities: Subdual, Control

Natural Lives: 3

Abilities & Traits:

- **Aquatic** (Ex) (T)
- **Greater Create Minion (Spirit effect, Zombie)** (M) Simulates the ability to summon the bodies of long-dead sailors and pirates to do its bidding, May only be used once on any given player, Zombies created through this Ability gain *Aquatic* (Ex) (T) and lose the *Slow Vulnerability* while in water areas. (1/life)
- **Large** (Ex) (T)
- **Strong** (Ex) (T)

Vulnerability

- **Slow** Sea Giants lose this Vulnerability while in Water

Levels:

2nd May use Rocks

3rd +1 Armor (Natural, Invulnerable) (total 4)

4th Gains **Improved Rocks** (Ex) (T)

5th *Greater Create Minion* becomes (2/life)

6th Rocks considered Siege

Giant, Thunder

Factual Origin: As lords of thunder and sky, modern Thunder Giants are most similar to the original three Cyclopes of Greek Mythology. These brothers, Brontes, Steropes, and Arges, were, like the Gigantes and the Titans, the children of Uranus and Gaia, the earth and the sky. Known for making especially well crafted weapons, for their power over thunder, storms, and lightning, and for their stubborn and emotional nature, these three Cyclopes appear unrelated to the later Cyclopes from Homer's epic Odyssey. The Cyclopes are probably best known for the creation of several storm and thunder related weapons; Zues' thunderbolts, Poseidon's trident, and Artemis' bow and arrows were all created by these single eyed giants.

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

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

Type: Mystical Humanoid

Q/M Ratio: 6:1

Armor: 3 (Natural, Invulnerable)

Weapons: Single Short or Long (Red)

Immunities: Flame, Subdual, Projectiles

Natural Lives: 3

Abilities & Traits:

- **Large** (Ex) (T)
- **Spell Mastery** (Ex) (T)
- **Strong** (Ex) (T)
- **Lightning Bolt** (M) (2 bolts/U)
- **Iceball** (M) (2 bolts/U)
- **Call Lightning** (M) (1/life)
- **Mass Shove** (M) (2/life)

Vulnerability:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

2nd *Lightning Bolt* becomes (3 bolts/U); Gains **Magic Caster** (Wizard) (Ex) Cast Magic at 1st Level (T)

3rd Gains **Wind** (M) Incant is reduced to one recitation (1/game)

4th *Lightning Bolt* becomes (4 bolts/U); May cast Magic at 2nd Level

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

6th *Call Lightning* becomes (2/life); May cast Magic at 3rd Level

Giant, Titan

Factual Origin: The Twelve Titans were the first gods of the Greeks, and were children of the Earth and the Sky, Uranus and Gaia. They were the third set of children of the earth and sky, after the ancient Hundred Handed and the original Cyclopes. While they were indeed powerful, the Greek Titans may not have been giants; legends of their “titanic” size appear to stem from confusion with their siblings the Gigantes. Led by Cronus, father of Zues, these powerful giants represented primordial concepts, such as the sun, the moon, and the ocean. The Titans were eventually overthrown by their children, the Olympian Gods, in a war known as the Titanomachy, and imprisoned deep in Tartarus. Male Titans were called Titanes, and females Titanides. The original twelve Titans were Oceanus (the Ocean, later the Atlantic Ocean), Coeus (Intelligence), Crius, Hyperion (Observation, sometimes the Sun), Iapetus, Theia (sight, or simply goddess), Rhea (moon), Themis (law of nature), Mnemosyne (memory), Phoebe (shining, also the moon), Tethys (sea), and Cronus (harvest and crops – he is not Chronos, god of time). In addition to birthing the Olympian Gods, the original Titans also had many children who were also considered Titans. Some of the more famous of these are Atlas, who forever holds up the earth, Prometheus, who was punished for teaching man to use fire, Helios, the sun, Eos, titanide of Dawn, and Selene, who is the moon (her Roman name is Luna). The popular fantasy image of the Titan as a heroic giant of great power, however, might also have roots in the god-like, benevolent giants of Irish mythology, some of whom had heroic exploits that made their way into later Breton and Arthurian literature.

Description: These Giants are akin to gods. They stand over 30 feet tall. The Norse hold that our world was created by the gods from the body of the Frost Titan Ymir, and the world will be destroyed by the Fire Titan Surtr. The Greeks hold that the Titans are as cousins to the gods and that it is the Titan Atlas who holds the world on his shoulders and the Titan Prometheus who introduced humans to the use of fire.

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

Type: Humanoid

Q/M Ratio: 7:1

Armor: 4 (Natural, Invulnerable); Any Shield

Weapons: Any Melee (Siege), Rock

Immunities: Flame, Subdual, Projectiles

Natural Lives: 3

Abilities & Traits:

· **Large** (Ex) (T)

· **Strong** (Ex) (T)

Levels:

2nd Gains Magic Ball (M) Choose **Iceball**, **Fireball**, **Petrify**, or **Lightning Bolt** (1 bolt/U)

3rd +1 Armor (Natural, Invulnerable) (total 5)

4th *Magic Ball* becomes (2 bolts/U)

5th +1 Armor (Natural, Invulnerable) (total 6)

6th *Magic Ball* becomes (4 bolts/U)

Goblin

Factual Origin: Goblins are a type of unseelie (the evil court) fairy spirit. The word Goblin derives from one of two sources. Ghob was the mythical king of the gnomes, and gnomes, as his servants, could be referred to as Ghob-Lings. Alternatively, Goblin could be the Anglo-French form of the Latin Gobelinus, which is also the route for the very similar Germanic Kobold, meaning “evil spirit”. Goblins of European folklore are fairly similar to their modern counterparts, being mischievous and malicious creatures prone to highly emotional states and who often have more “primitive” speech patterns, referring to themselves in the third person. However, medieval goblins could vary in size, ranging from the more modern vision of about 3 feet in height to as much as six. They were also known for the ability to become at least partially invisible. Goblins were ugly creatures, and often looked like haggard old men or women, but also were said to be very wise despite their chaotic nature. Female goblins were known as Hags or Crones. Goblins formed societies analogous to humans, but their civilizations emphasized the worst aspects of man’s, including greed, miserliness, crime, and filth. Goblins were known for pranks pulled on humans, including riding horses at night, leaving them too tired to be ridden or used for work in the morning. Further, Goblins, like many faeries, left Changelings – this is the practice of abducting human babies and children (often as food) and replacing them with their own children, ugly goblin babies later in life referred to as Oafs (actually derives from the old Norse Alf, for Elf, another Faerie creature) or Crimbals. Goblin males were also very lecherous, and would abduct pretty young human women to make their wives. On occasion, goblins could actually become friendly and helpful, assisting with chores much like their cousins, the Brownies, but if thanked, they would fly into a rage. Aside from the aforementioned Kobold (the Germanic Goblin), goblins are found throughout northern and western Europe, and have been given many names. The Irish Leprechaun and Clurichaun are often thought of as Goblins, sharing many traits, including physical description, greedy and prankish nature, and some habits (instead of riding horses, these would ride Sheep Dogs, with similar results). The Leprechaun of folklore wore red, rather than green, and the Clurichaun was essentially a drunken, surly Leprichaun. In England, goblins known as Red Caps would try to crush travelers with rocks. They got their name from how they would use the blood of their victims to stain their caps. In fact, a Red Cap would die if his cap dried out. The Hobgoblin, was, in fact, the Devil, Hoblgoblin was a shortened form of Robin Goblin, also known as Robin Goodfellow, the name the devil used when in disguise. Bugbears, or Boogeymen, were also forms of Goblin, who would take away and eat disobedient children, especially those that refused to go to bed on time.

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

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

Player Conversion: Summoned: *Transform*

Sacrifice Ratio: 1:2

Type: Humanoid

Q/M Ratio: 0.5:1

Armor: 1 (Worn)

Weapons: Single Short

Immunities: None

Natural Lives: 8

Levels:

2nd +2 Natural Lives (10 lives total)

3rd May use Short Bow or a Small or Medium Shield

4th +2 Natural Lives (12 lives total)

5th +3 Natural Lives (15 lives total)

6th +2 Armor (Worn) (2 Total)

Abilities & Traits:

· **Sheer Numbers** (Ex) (T)

Vulnerability

· **Weak**

Golems

Factual Origin: The word golem comes from the Hebrew (*gal'mi*), and refers to an unshaped or incomplete form. While this can be used to describe a clumsy, oafish, or uneducated person, it is more importantly used to describe the Jewish Golem, a living thing created by man. It is said that the Biblical Adam created the first Golem from the mud, just as he was created from the Earth by God. Later Golems were exclusively made from clay. A Golem could look especially realistic, but could be discovered due to its inability to speak, or by the inscription Emet, meaning "Truth", or of one of the names of God on its forehead. A Golem could be deactivated by erasing the name of God or by erasing the "E" from Emet, converting the word to Met, or "dead". A deactivated Golem could be stored, and reactivated by redrawing the letter or word if needed again. A Rabbi could create a golem from clay using rituals gleaned from a tome on Jewish mysticism, such as the *Sefer Yetzirah*, for the purpose of protection or to guard an area. For example, the Rabbi Judah Loew, a Rabbi of the late 16th century, reportedly created a Golem to protect Josefov, a ghetto in Prague, from attacks by anti-Semites. Golems had several powers to help it in its tasks. They had a heated touch and could turn invisible. Rabbi Loew's Golem could use his walking stick to summon the dead, who were then allowed to testify in the medieval courts of Prague. Golems had several shortcomings, however. Golems had no soul, and obeyed commands literally, with no interpretation or creative thinking. Usually, a Golem is incapable of disobedience, but in later tales golems grew both more powerful and less controlled the longer they were activated, due to them being imperfect creations of life, and could go berserk, killing innocent people. Artificial beings created for war, defense, or other purposes (such as to duplicate life) are not exclusive to the Jewish Golem stories. Ancient burial rites of the Chinese, Egyptians, Etruscans and other peoples often included entombment with statues said to come to life to serve the dead person or protect his tomb. This includes the Shbti and Ushabti statues found in Egyptian pyramids and crypts and the nearly 9,000 Terracotta Soldiers buried around the tomb of Emperor Qin Shi Huangdi of China. In Greek Myth, the god of Blacksmithing, Hephaestus, created for Zeus a man of Bronze, called Talos, with aid from the three Cyclopes. Later tales such as Mary Shelly's *Frankenstein* depict similar creatures to Golems, although these were not created by Jewish mysticism from clay, but from other materials, such as dead flesh in the case of Dr Frankenstein's monster. A Persian alchemist named Abu Musa Jabir ibn Hayyan pursued the alchemical goal of creating life, writing recipes for artificial men, snakes and other creatures in his *Book of Stones*. A real historical parallel is the effort by many scholars to create artificial life using clockwork. As early as the time of ancient Greece, clockwork and other methods were used to create moving statues and lifelike clockwork automata. Leonardo da Vinci drew plans (later constructed by historians) for a clockwork knight, today known as da Vinci's Robot. From then on, various mechanists, scholars, and mathematicians, have built clockwork, magnetically powered, and other automata, such as tea serving dolls in Japan, a 16th century mechanical monk that walked about and made religious movements, and even a duck that could eat and defecate.

Description: Golems are the creations of an ancient spell known only to the most powerful spell casters.

Golem, Flesh

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

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

Player Conversion: Conjured: Druid, Healer, Wizard (6th Level) for 2 Magic Points

Sacrifice Ratio: 1:1

Type: Mystical Animation

Q/M Ratio: 1:1

Armor: 2 (Natural)

Weapons: Short (Bludgeoning, Red, Natural)

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

Natural Lives: 3

Abilities & Traits:

- **Energy Heal** (Lightning) (Ex) (T)
- **Strong** (Ex) (T)
- **Steal Life** (M) (1/game)

Vulnerabilities

- **Aversion** (Flame)
- **Altered Effect** (Dispel Magic: Entangle and loses Steal Life for the remainder of the current life in addition to the normal effects) cannot be freed from Entangle effect by Fireball, Release, or other means"
- **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area

Levels: None

Golem, Metal

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

Garb: Silver and gray metallic garb.

Player Conversion: Conjured: Druid, Healer, Wizard (6th Level) for 4 Magic Points

Sacrifice Ratio: 3:1

Type: Mystical Animation (Metal)

Q/M Ratio: 3:1

Armor: 4 (Natural, Invulnerable)

Weapons: Short (Natural, Red) or Single Long (Red)

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

Natural Lives: 3

Abilities & Traits:

- **Energy Heal** (Flame) (Ex) (T)
- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Death Cloud** (M) (1/life)

Vulnerabilities:

- **Altered Effect** (Lightning: *Hold Person*)
- **Altered Effect** (Dispel Magic: Entangle and loses Death Cloud for the remainder of the current life in addition to the normal effects) cannot be freed from Entangle effect by Fireball, Release, or other means
- **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area
- **Slow**

Levels: None

Golem, Mud

Description: These creatures are massive frames of wood, covered in mud, and then animated with magic. The Healer version of this golem is often constructed of clay rather than regular mud, as clay is considered a more pure expression of divine creation. Clay Golems are identical to regular Mud Golems in all respects.

Garb: Earth tones and brown make-up

Player Conversion: Conjured: Druid, Healer, Wizard (6th Level) for 3 Magic Points

Sacrifice Ratio: 2:1

Type: Mystical Animation (Stone)

Q/M Ratio: 2:1

Armor: 4 (Invulnerability)

Weapons: Short (Natural, Bludgeoning, Red)

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

Natural Lives: 3

Abilities & Traits:

- **Amorphous** (Ex) (T)
- **Energy Heal** (Mend) (Ex) (T)
- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Entangle** (Ex) (1 bolt/U)

Vulnerabilities

- **Altered Effect** (Pyrotechnics: Causes immediate Death)
- **Altered Effect** (Dispel Magic: Entangle) cannot be freed by Fireball, Release, or other means
- **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area
- **Slow**

Levels: None

Golem, Rag

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

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

Player Conversion: Conjured: Bard, Wizard (6th Level) for 3 Magic Points

Sacrifice Ratio: 2

Type: Mystical Animation

Q/M Ratio: 2:1

Armor: 1 (Natural, Invulnerable)

Weapons: Single Dagger (Red)

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

Natural Lives: 1

Abilities & Traits:

- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Charm** (Ex) (4/life)
- **Legend** (M) Must tell bedtime stories (1/life)
- **Visit** (M) (1/game)

Vulnerabilities

- **Altered Effect** (Flame: Causes immediate Death)
- **Altered Effect** (Dispel Magic: Entangle and loses all Magical Abilities for the remainder of the current life in addition to the normal effects) cannot be freed from Entangle effect by Fireball, Release, or other means"
- **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area

Levels: None

Golem, Rock

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

Garb: Grays and stone like colors and patterns.

Player Conversion: Conjured: Druid, Healer, Wizard (6th Level) for 4 Magic Points

Sacrifice Ratio: 2:1

Type: Mystical Animation (Stone)

Q/M Ratio: 3:1

Armor: 3 (Natural, Invulnerable)

Weapons: Short (Red, Natural, Bludgeoning) or Single Long (Red)

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

Natural Lives: 3

Abilities & Traits:

· **Energy Heal** (Stone) (Ex) (T)

· **Strong** (Ex) (T)

· **Tough** (Ex) (T)

· **Hold Person** (M) (4/life)

Vulnerabilities

· **Altered Effect** (Dispel Magic: Entangle and loses Hold Person for the remainder of the current life in addition to the normal effects) cannot be freed from Entangle effect by Fireball, Release, or other means”

· **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area

· **Slow**

Levels: None

Golem, Rope

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

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

Player Conversion: Conjured: Druid, Wizard (6th Level) for 2 Magic Points

Sacrifice Ratio: 1:1

Type: Mystical Animation

Q/M Ratio: 1:1

Armor: 4 (Natural, Invulnerability)

Weapons: Hinged (Natural, Red)

Immunities: Control, Subdual, Death, Projectiles, Poison, Disease, Stench

Natural Lives: 3

Abilities & Traits:

- **Amorphous** (Ex) (T)
- **Strong** (Ex) (T)
- **Earthbind** (Ex) (4/life)
- **Camouflage** (Ex) (unlimited)
- **Entangle** (Ex) (4 bolts/U)

Vulnerabilities:

- **Altered Effect** (Dispel Magic: Entangle) cannot be freed by Fireball, Release, or other means
- **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area

Levels: None

Special Notes: The Rope Golems melee attacks are considered Subduals, as per the Rules of Play (See Subduals and Prisoners).

Golem, Scarecrow

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

Garb: Tattered shirt and mask with hay sticking out.

Player Conversion: Conjured: Druid, Wizard (6th Level) for 3 Magic Points

Sacrifice Ratio: 2:1

Type: Mystical Animation

Q/M Ratio: 3:1

Armor: 2 (Natural)

Weapons: Short or Single Long or Single Reach (All Natural)

Immunities: Control, Subdual, Death, Projectiles (except *Flame Arrows* and Siege weapons), Stench, Poison, Disease

Natural Lives: 3

Abilities & Traits:

- **Energy Heal** (Mend) (Ex) (T)
- **Tough** (Ex) (T)
- **Fear** (M) (4/life)
- **Vermin Horde** (Crows) (M) (1/life)
- **Teleport** (M) Self Only (1/life)

Vulnerabilities:

- **Altered Effect** (Dispel Magic: Entangle and loses all Magical Abilities for the remainder of the current life in addition to the normal effects) cannot be freed from Entangle effect by Fireball, Release, or other means"
- **Altered Effect** (Anti Magic: Petrify) effect lasts until removed from area

Levels: None

Great Bird

Factual Origin: The Great Bird of Native American myth and legend is the Thunderbird. Although varying tribes and nations had different takes on the thunderbird, it is universally a large, flying, predatory bird. This bird was so large (with a wingspan as much as 3 miles!) that the flapping of its enormous wings caused the thunder and formed clouds. Thunderbirds would snatch bison to eat and were described at varying times in history as giant vultures, condors, and eagles, or as more reptilian creatures. Pictographs and cave drawings often show them as the later, with bat-like wings, lizard like heads, and horns or bony crests. This description matches European Dragons quite well, and has been pointed to by modern cryptozoologists as evidence of continued existence of pteradons. More interestingly, very large birds capable of flight called Teratorns did exist in North and South America in prehistory and up through about 10,000 years ago. These real birds match the more birdlike descriptions of Thunderbirds and had wingspans as large as 28 feet. Reported encounters with Thunderbirds (or Pteradons or Teratorns) have been reported as late as the 19th, 20th, and 21st centuries. The Native American Thunderbird, though, is not the only great bird described in antiquity. In the old world, the European and Middle Eastern Roc (or Rukh) and the Persian Simurgh are similar to the Thunderbird, described as birds large enough to carry off elephants. In China, the Peng was a bird large enough to fly three thousand Li (Chinese miles) in a single flap of its gigantic wings. A similar bird found in the folklore of Fiji is the Kanivatu.

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

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

Player Conversion: Conjured: Druid (3rd Level) for 4 Magic Points, or 3 Magic Points if the Mount trait is lost
Sacrifice Ratio: 2:1

Type: Beast

Q/M Ratio: 2:1

Armor: None

Weapons: Short (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- **Missile Block** (Ex) Only while in flight, Simulates the ability to dodge missile weapons while airborne (T)
- **Mount** (Ex) If conjured, only the Conjuror may serve as rider (T)
- **Natural Flight** (Ex) (Unlimited)
- **Aerial Superiority** (Ex) (1/Life)

Levels: None

Gremlin

Factual Origin: The gremlin is almost entirely a creation of modern lore. Gremlins are related to goblins and trolls, but unlike these creatures, they did not become part of our culture until the early to mid 20th century. Gremlins were first documented in an article of the *Royal Air Force Journal* in 1942, but may have originated earlier, perhaps with the British aviators of World War I. Gremlins are a type of faerie spirit, and, like their cousins the goblins, are mischievous little sprites prone to prankish and malicious behavior. Gremlins have always had a penchant for sabotage and for playing with mechanical and electronic devices, particularly aircraft. They would also tickle pilots and gunners in an effort to cause carefully lined up shots to miss. Initially thought of as allied with the enemy, Gremlins proved to be impartial in their actions, attacking German and Japanese air forces in WWII as much as the RAF and its allies. Gremlins originated in one of two ways. Either they began as creatures not unlike helpful Brownies, and helped invent numerous aeronautics technologies, but grew sinister and vengeful when human inventors took all the credit, or were curious mountain dwelling goblins and trolls who leaped onto passing aircraft as they roared past their homes. Early gremlins were depicted as diminutive humans, only a few inches in height, sometimes with horns and wings, who usually dressed in aviator style clothing, complete with flight goggles and jackets. In the Novel *Gremlins*, author Roald Dahl described the names of male and female Gremlins, called Widgets (after the product manufactured in the 1924 play *Beggar on Horseback*) and Fifnellas respectively. Gremlins increased steadily in the popular mindset through cartoons, books, television, and comics. In the 1984 movie *Gremlins*, they were combined with a somewhat similar creature, the Chinese Mogwai, an evil faerie creature with many supernatural powers. Mogwai comes from two Cantonese words, Mo, meaning "Evil Spirit", and Gui, a spirit of the dead, and the creature in some areas is portrayed as just that, a ghost of the once living returned to wreak havoc upon the still living. Christianized accounts of the Mogwai translate the word directly as Devil, and only much later did this oriental creature become associated with and synonymous with Gremlin, acquiring the western monster's penchant for mechanical and electronically based mayhem. Association of the Gremlin and Mogwai with water comes directly from legends of the Mogwai as well, who reproduced sexually (rather than by budding as in the movie *Gremlins*), but only during rainstorms.

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

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

Type: Mystical Humanoid

Q/M Ratio: 1:1

Armor: None

Weapons: Dagger (Natural), Single Short

Immunities: None

Natural Lives: 2

Abilities & Traits:

- **Teleport** (M) (4/life)
- **Heat Weapon** (M) (4/life)
- **Warp Wood** (M) (4/life)
- **Pyrotechnics** (M) (1/life)
- **Dispel Magic** (M) (4/life)

Vulnerability

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)
- **Weak**

Levels:

2nd *Heat Weapon* becomes (5/life)

3rd *Warp Wood* becomes (5/life); Gains 1 Armor (Worn)

4th +1 Natural Lives (total 3)

5th *Dispel Magic* becomes (unlimited)

6th Gains **Camouflage** (M) (1/life); +1 Natural Lives (total 4)

Griffin

Factual Origin: The Griffin appears to be one of the oldest of mythological monsters, appearing in the sculptures, paintings, and other artwork of the ancient Assyrians, Sumerians, Babylonians, and Persians. The Persians called the beast Shirdal, meaning "lion-eagle". This is an apt term, as the Griffin is described as having a lion's body, with the head, forelimbs, and talons of an eagle. Occasionally, the creature's tail appears as a serpent, or like the stinging tail of a scorpion. Only female Griffins had wings; male griffons, referred to in one later English medieval manuscript as Keythongs, were flightless. According to Greek mythology, Griffins lived in a myriad of far away and inaccessible places, from the Indian deserts to the frigid mountains of the mythical Hyperborea. They were consecrated to the sun, and many ancient cultures described the chariot of the sun as pulled by Griffons. Griffons were also vicious predators, hunting and carrying off oxen, men, and their favorite prey and natural enemy, horses. The griffin also was known for its treasures: they were thought to collect gold, both from natural deposits and from men they killed, and griffin eggs were said to resemble Agate, a mineral prized by the Persian Magi for its mystical properties, such as healing and weather control. The Griffin became very popular in heraldry throughout the medieval period, partly because of its strength and ferociousness, but also because of several links to Christian ideals. For one, the Griffin became associated with the sanctity of marriage, due to the belief that not only did the Griffin mate for life, but would not seek a new mate even if its companion died. Further, the creature was a blend of two noble beasts, the Lion (King of Beasts) and the Eagle (King of the Sky), making it a perfect representation for royalty, and as a creature of both the land (the human) and the sky (the divine), also became a symbol for Jesus Christ.

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

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

Type: Beast

Q/M Ratio: 3:1

Armor: 2 (Natural)

Weapons: Short (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- **Natural Flight** (Ex) (Unlimited)
- **Shove** (Ex) (1/life)

Levels:

2nd Gains **Mount** (Ex) (T)

3rd Gains **Regeneration** (Ex) (T); +1 Armor (Natural) (total 3)

5th Gains **Strong** (Ex) (T); Weapons considered Red

5th *Shove* becomes (2/life)

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

Harpy

Factual Origin: The original Greek Harpies, Aello (“storm swift”), Celaeno (“the dark”), and Ocypete (“the swift wing”), were depicted not as the hideous bird women we know today, but were instead winged goddesses, sisters to the Goddess of Rainbows, Iris, and daughters of Typhon and Echidna. The Harpies were set by Zeus to punish a king of Thrace, Phineas, who had sinned by using his gift of Prophecy to reveal too much of the god’s plans to his people. Phineas was set on an island surrounded by a great banquet, but doomed to never eat because the Harpies, also referred to as the “robbers” would steal the food each time he brought it to his lips. Phineas was finally freed from this fate by Jason and the Argonauts, who employed the winged Boreads to chase the Harpies away to the islands called the Strophades, where they live on. As Greek myth evolved, the Harpies became more grotesque, taking on more avian features, with sharp talons and withered, crone-like faces. They became personifications of the destructive nature of the wind, cruel and violent. In later depictions, particularly towards medieval times, Harpies again became beautiful, though they retained their many bird like features. It is this more pleasing Harpy that has been used in heraldry, as the “virgin eagle”.

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

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

Type: Humanoid

Q/M Ratio: 1:1

Armor: None

Weapons: Short (Natural), Javelin (while flying only)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- **Natural Flight** (Ex) (Unlimited)
- **Aerial Superiority** (Ex) (T)
- **Fear** (U) (1/life)
- **Poison Weapon** (Ex) (1/life)

Levels:

2nd Gains 1 Armor (Natural)

3rd *Fear* becomes (2/life)

4th *Poison Weapon* becomes (2/life)

5th +1 Armor (Normal) (total 2)

6th Gains **Charm** (M) (unlimited)

Hydra

Factual Origin: One of the many monsters spawned by Typhon and Echidna, the Hydra was a great serpent with many heads (as few as five or as many as one hundred). It is said the Hydra had breath foul enough to kill, or alternatively a venomous bite. Although the Hydra's abilities vary from telling to telling, one thing remains constant – it's phenomenal powers of regrowth and regeneration. Should the Hydra lose any of its many heads, another (in some versions of the story, two) would grow quickly from the stump, and one head could not be cut with any weapon. In Greek myth, there was only one Hydra, who laired within the swamps near Lake Lerna, and who would emerge periodically to slay local villagers and gorge itself on herds of cattle. The task to slay this Lernaean Hydra became the second of Herakles' Twelve Labors. Once engaged with the creature, Herakles found it impossible to kill it, due to its powerful regenerative ability. However, Herakles' nephew, Iolaus, aided him by using a torch to cauterize each wound he inflicted, keeping the Hydra's many heads from regrowing. Upon reaching the final head, which could not be cut with any weapon, Herakles smashed it with his mighty club, and then ripped the head off with his bare hands. After killing the creature, Herakles dipped his arrows in its blood, for the blood of the Hydra was a most potent poison.

Description: Hydras are huge, usually reptilian, monsters invariably equipped with two or more heads. They are always vicious, hungry creatures, wreaking havoc upon their surroundings.

Garb: Scales and metallic fabrics.

Type: Mystical Multi-Player Beast

Q/M Ratio: 2:1 per Player

Armor: 4 (Natural, Invulnerability) per Player

Weapons: Heads: Long (Natural, Red), Tail: Hinged (Natural, Red)

Immunities: None

Natural Lives: 1 (Per Player)

Abilities & Traits:

- **Amorphous** (Ex) Has a definite form, but each Player represents only a part of the whole, each without limbs of its own (T)
- **Large** (Ex) (T)
- **Strong** (Ex) (T)
- **Fight After Death** (Ex) Tail only (1/life)
- **Magic Ball (Breath Weapon)** (M) Choose **Iceball**, **Entangle**, or **Acid Bolt**. A number of Heads equal to Hydra's level gains this ability (1 bolt/U)
- **Fear** (M) One Head only (2/life)

Vulnerabilities:

- If all Heads are slain, the Tail immediately dies (but may use *Fight After Death*)
- **Bound (20 ft radius from Tail Player)** Heads Only
- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

2nd +1 Invulnerability (Natural) (total 5 per player)

3rd May choose **Lightning Bolt** (Breath Weapon) (M) instead of *Iceball*, *Entangle*, or *Acid Bolt*

4th +1 Invulnerability (Natural) (total 6 per player)

5th May choose **Fireball** (Breath Weapon) (M) instead of *Iceball*, *Lightning Bolt*, *Entangle*, or *Acid Bolt*

6th Gains **Regeneration** (Ex) (T)

Special Notes: There should be from two to eight heads and a single tail.

Kraken

Factual Origin: The Kraken is a product of Scandinavian folklore, particularly Norwegian and Icelandic tales. Deriving from the Scandinavian word Krake, the creature's name literally means "twisted or unhealthy animal", although the same word simply translates to octopus from German. While the Kraken is often depicted as some form of cephalopod, usually an Octopus, but more recently Squids and Cuttlefish, the creature originally shared traits with crabs as well. Krakens spent most of their time near the bottom of the ocean, alternating in three month cycles between gorging itself on multitudes of small fish and deeply resting. It is said fishermen could haul great loads of fish from around the sleeping Kraken, because fish would come to feed from anything left over from the beast's feeding cycle. When roused to come closer to the surface, though, either to feed when food is scarce or when prematurely awoken, the gigantic Kraken could cause great devastation and destruction. Aside from crushing or pulling down ships in its massive tentacles and claws, the movements of the islet-sized monster could cause great waves and whirlpools. The Kraken most likely originated in tales of similar Norse sea monsters, such as the Hafgufa and Lyngbakr, but tales of enormous cephalopods are not exclusive to the Scandinavian region. A giant octopus is said to defend the reef around Kandavu (a large Fijian Island) and to have once driven away Dakuwanga, the evil shark god. South American legends tell of Cuero, another giant octopus, but this one with huge ears, covered in eyes.

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

Garb: Dark green tunic or robes.

Type: Multi-Player Beast

Q/M Ratio: 2:1 per Player

Armor: 6 (Natural, Invulnerability) Per Player

Weapons: Tentacle: Hinged (Natural, Red), Beak: Polearm, Staff, or Single Reach (All Natural, Siege)

Immunities: Flame, Control, Subdual

Natural Lives: 1 per Player

Abilities & Traits:

- **Aquatic** (Ex) (T)
- **Amorphous** (Ex) Has a definite form, but each Player represents only a part of the whole, each without limbs of its own (T)
- **Strong** (Ex) (T)
- **Fear** (Ex) Beak Only, range is 50 ft (2/game)
- **Fight After Death** (Ex) Tentacles only (1/life)
- **Sever Spirit** (Ex) Beak Only, simulates consumption by the Kraken, Incant changed to "Devouring" *5 (unlimited)

Vulnerabilities

- **Bound (5 ft radius circle located in Water Terrain)** Beak only
- **Bound (20 ft Radius from Beak Player)** Tentacles only

Levels:

2nd One Tentacle may use Rocks (Siege); or one Tentacle gains **Yield** (Ex) Simulates grabbing a person and pulling him in (1/life)

3rd One Tentacle's Weapons are considered Siege

4th Gains **Mass Shove** (Ex) Beak Only (1/life)

5th The Bound radius of 2 Tentacles is changed to 100 ft

6th *Mass Shove* becomes (2/life)

Lepus

Factual Origin: There is little historical or mythological basis for anything resembling the Lepus. The word Lepus, though, is Greek, meaning Hare. The Lepus was the favorite game of Orion, and one was placed in the heavens to be forever pursued across the sky by that great hunter. Perhaps the only anthropomorphic rabbits in antiquity come from Aztec mythology, which features the “400 hundred rabbit gods of drunkenness”, led by Ometochtli. More often, the Rabbit is a spiritual figure in naturalistic and shamanistic cultures, but rather than our druidic and barbarian Lepus, these were portrayed mostly as helpful tricksters, such as Nanbozbo, the great rabbit spirit of Ojibwe Indian myth, who was sent to teach the Ojibwe people, and the heroic rabbit in the Japanese tale Kachikachi Yama, where the rabbit uses various vicious pranks on a villainous tanuki to avenge the death of a human friend. As a man sized, more violent creature, one must instead turn to popular culture, such as the 1972 B-Movie horror picture entitled Night of the Lepus, the plot of which revolved around giant, mutant, carnivorous rabbits let loose in the Southwestern United States, or, perhaps more closely resembling our Lepus, Stan Sakai’s Miyamoto Usagi, the anthropomorphic rabbit samurai character from the comic book series Usagi Yojimbo.

Description: Imagine a hugely-muscled humanoid rabbit standing over six feet tall, dressed in a loincloth and wielding a blood-stained two-handed sword. Then imagine a whole ARMY of them, leaping into battle with a howling cry and snatching incoming arrows out of the air with their feet. Scary? In truth, the Lepus are a peace-loving and life affirming people, content to live in touch with nature far from the grasp of mankind. Their leaders are wise and have perfected spiritual harmony and balance. The remainder of the populace is semi-barbaric, nomadic forest-dwellers, living in thatch-roofed burrows on the fringes of civilized nations. The Lepus as a race is known to despise the Undead, and go out of their way to destroy such creatures of darkness. All Lepus venerate the legendary White Rabbit (q.v.) as a holy creature and will give their lives to protect it from harm. Some of the more spiritual tribes worship the White Rabbit as an avatar of one of their many sacred animal spirits, which include the Phoenix, Feathered Serpent, and Unicorn.

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

Type: Humanoid

Q/M Ratio: 1:1

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

Weapons: Any melee weapons, javelins, short bow

Immunities: Subdual

Natural Lives: 4

Abilities & Traits:

- **Pass Without Trace** (Ex) May be used while moving (1/life)
- **Berserk** (Ex) (1/Game)

Levels:

2nd Gains **Tunneling** (Ex) May be used while moving (1/game); +1 Natural Lives (total 5)

3rd Gains **Missile Block** (Ex) (T); *Berserk* becomes (2/Game)

4th Gains **Accuracy** (Ex) (T); *Tunneling* becomes (1/life) or Lose *Berserk* and *Tunneling* to Gain **Magic Caster**

(Druid) (Ex) Cast Magic at 3rd Level (T)

5th Gains **Greater Missile Block** (Ex) (T); +1 Natural Lives (total 6)

6th Gains **Fight After Death** (Ex) (While Berserk) or Lose *Berserk* and *Tunneling* to Gain **Magic Caster** (Druid)

(Ex) Cast Magic at 6th Level (T)

Lich

Factual Origin: The concept of the lich is one that has appeared in folklore from many locations, and essentially involves the concept of artificially extending one's life or cheating death by sealing ones soul away or rejuvenating oneself using black magic. The concept is embodied in two prominent figures of Russian Folklore – the witch Baba Yaga and the warrior known as Koschei the Deathless. Baba Yaga is able to cheat death by drinking a magical tea made from blue roses (or, in some tales, a black sunflower), while Koschei has sealed his soul away in the eye of a magical needle, which is then placed inside an egg, inside a duck, inside a hare, and locked in an iron chest, buried under the roots of an oak tree on the Island of Buyan. Hiding the soul away in a fortress or other inaccessible location is a common way to protect it, and similar Middle Eastern tales tell of necromancers and alchemists who have done the same. The modern Lich, though, as a truly undead creature, stems from other origins. Roman Catholic and Church of England cemeteries often have a Lychgate, where a casket and corpse are placed before proper burial. "Lych" in fact, is simply an Old English word for corpse. Modern fantasy author Clark Ashton Smith used the term Lich in his works to define any form of animated corpse. The word was later borrowed by the author of Dungeons and Dragons to describe what we now think of as a Lich.

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

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

Player Conversion: Summoned: *Lich*

Summoned Ratio: Unlike most Summoned Monsters, the Lich requires no Life Sacrifice, instead, for each use of the Magic, the Player gains one life as a Lich

Type: Undead

Q/M Ratio: 2:1

Armor: None

Weapons: Dagger, Short, Long, Spear, Staff

Immunities: Control, Death, Poison, Disease, Stench

Natural Lives: 1

Abilities & Traits:

- **Magic Caster** (Wizard) (Ex) Cast Magic at Monster Level unless Summoned. If Summoned, uses the same Level and Spell List as the Summoner, as though lives gained as a Lich were additional Player Lives (for purposes of Magic Usage) (T)
- **Altered Effect** (Mutual Destruction: Banish) Applies only if the Lich casts Mutual Destruction, otherwise the Lich is Immune. The Spell slays the intended target but the Lich is Banished rather than killed.

Vulnerability

- **Bound (10 ft (circumference) circle of yellow cloth)** This circle must initially be placed within 100ft of where the Summoning Wizard last dies. As a quest or scenario option, the Bound area may be expanded to a designated Lair area.

Levels: As Magic Caster

Lizardman

Factual Origin: Many tribal cultures, particularly those of various islands, have lizard gods and goddesses, who are sometime creation deities and other times bringers of evil. Legends and myths of Lizard like humanoids, though, are comparatively rare, even if those that do exist are scattered over the whole of the Earth. Many Reptilian races are seen as deeply spiritual and wise, while others simply dwell far away or underground. Examples include the shapeshifting Chitauri of some African Shamanic cultures, the Wati-Kutjara of Australian Aboriginal mythology, who emerged from a mountain in the Dreamtime to teach human shamans, the snakelike Sheti of Hopi Indian myth, the Sarpa of Indian legend, and the serpent men described in the Apocryphal Biblical Book of Jasher.

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

Garb: Green tunic. Green face paint and green cloth covered flail. Suggested: Scales or snakeskin.

Player Conversion: Summoned: *Reincarnate*

Sacrifice Ratio: 2:1

Type: Humanoid

Q/M Ratio: 1:1

Armor: 1 (Natural); Small or Medium Shield

Weapons: Single Hinged (Natural, Red), Any Melee (Red)

Immunities: Poison

Natural Lives: 4

Abilities & Traits:

· **Strong** (Ex) (T)

Levels:

2nd Gains **Poison Weapon** (Ex) (1/game)

3rd +1 Armor (Natural) (total 2)

4th May use Javelins

5th +1 Armor (Natural) (total 3); *Poison Weapon* becomes (1/life)

6th Gains 3 Armor (Worn)

Lycanthropes

Factual Origin: Every culture on the planet has its stories of shapeshifters, whether they be gods or spirits that can take on an animal or human form, humans cursed with transformation into a man hunting beast, animals who have learned through age, wisdom, or magic to take on a human appearance, or another race entirely, with a natural ability to assume other shapes. The term lycanthrope strictly refers only to the shapeshifter most recognized in modern culture, the werewolf, deriving as it does from the Greek Lykos, for wolf, and Anthropos, for man, but popular fantasy has expanded the term to refer to all manner of humans who transform into animals, replacing more correct term Therianthrope (Therion is Greek for “wild animal”). Almost any animal that has encountered man has left its imprint in legend as a form of shapeshifter, including such oddities as octopi and sharks in various island cultures, foxes, domesticated cats (both European witchcraft stories and Japanese tales of the bakeneko), seals (such as the Selkie), Swans (the Swan May), boars (such as the Norse goddess Freya’s human lover Ottar, who avoided detection by assuming the form of the boar Hildesvinni), and butterflies (in some stories of witches). However, certain animals, particularly larger predators are far more common. Ailuranthropes, or werecats, are probably the most common, represented on every continent except Australia and Antarctica: In Asia there were Were-Tigers, cursed by ghosts of those who had been killed by tigers to devour the humans; in Africa could be found noble were-lions reincarnated from former chiefs and kings and stealthy Were-Leopards; Were-Panthers were found dwelling in Europe; and, in the Americas, Shamans could learn to become Were-Jaguars or Were-Cougars. Today’s most popular therianthrope, the werewolf, is a product of European folklore. The term werewolf itself comes from the old English wer (“man”) and wulf (“wolf”), but the creature was common throughout the continent, as evidenced by the many other terms for essentially the same creature – just a few: Loup-garou (French), Hombre Lobo (Spanish), Vlkodlaks (Slavic), and of course Lycanthropos (Greek). While some traditions held that a person could voluntarily transform into a wolf - the Turkish Shamanic Kutadam and the Norse Ulfhednar (warriors similar to the bear themed Berserkers) are prime examples – lycanthropy was more often a curse bestowed as the result of some horrific sin. An ancient Greek story tells of a man named Lycaon who was transformed into a wolf after committing cannibalism. If he could avoid attacking people for nine years in this form, he could be transformed back. Later in the middle ages, though, Lycanthropy, as with all forms of shapeshifting, became legally a form of specialized witchcraft, the result of a willing pact with the devil or, more uncommonly, a curse bestowed by a witch on a good, god-fearing person. By 1270, it was even heretical to express disbelief in the existence of werewolves. During the middle ages, regional differences in werewolf lore meant threat there were innumerable ways to become and to stop werewolves; the modern typical “set”, including the infectious bite, transformation under the full moon, and the vulnerability to silver, did not become the standard until later fiction writers took hold of these to produce a more riveting story. A theme thought of as a wholly modern invention, that of the werewolf as a defender of the earth and nature against the forces of corruption, though, is actually medieval in origin: in 1692, a man named Thiess insisted at his lycanthropy trial that he and other werewolves in throughout Germany and Russia were actively engaged in defending the world from Satan by seeking out and destroying Demons and Witches from Hell, and would be welcomed in Heaven when he died. He was ultimately sentenced to only 10 lashes for Idolacy and Superstition and was not convicted of any form of witchcraft.

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

- 1) Natural Lycanthropes were born with the ability to shift form. They have full control over their changes, and are cunning to the extreme. In any pack of Lycanthropes, at least one, usually the leader, will be natural.
- 2) Afflicted Lycanthropes are those doomed souls who have been infected with the disease by the bite of a true Lycanthrope. They have no conscious control over their actions or changes, attacking everything blindly, though they are always nominally controlled by infecting Lycanthrope.

Werewolf

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

Garb: Fur and fangs, canine face paint.

Type: Mystical Beast

Q/M Ratio: 6:1

Armor: 2 (Natural, Invulnerable)

Weapons: Short (Natural, Red)

Immunities: Control, Subdual

Natural Lives: 3

Abilities & Traits:

- **Player Class** (Peasant) (Ex) A Natural Lycanthrope (see above) may choose to begin each life as a Peasant, using all rules for that class including weapon selection. All immunities, Abilities, and Traits except Immunity (Control) are lost while in Peasant form, but Monster form may be resumed at anytime by donning the appropriate garb. Once assuming Monster form, Peasant form can not be resumed until the Monster's next life (unless targeted with Cure Disease) (T)
- **Create Minion** (Disease Effect, Werewolf) (Ex) May be used while Berserk (Unlimited)
- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Berserk** (Ex) Natural armor granted while Berserk is also considered Invulnerable (1/Game)
- **Tracking** (Ex) May be used while *Berserk* (1/life)

Vulnerability

- **Reversion** (Cure Disease)

Levels:

2nd Gains **Fear** (Ex) May be used while Berserk (1/game)

3rd No additional abilities

4th *Berserk* becomes (2/Game)

5th *Fear* becomes (1/life)

6th *Berserk* becomes (1/life); Gains **Regeneration** (Ex) may regenerate wounds (but not from death) caused by Magic and *Powerful Blows* (T)

Other Lycanthropes: While the Werewolf is certainly the most common lycanthrope, other types exist. Some of the most common are listed below, along with any listed changes to the Werewolf entry. Any unlisted entries are the same as the Werewolf, except that in all cases, Create Minion produces more of the same type of Lycanthrope (Wererats create more Wererats, for example).

Werebear

Q/M Ratio: 7:1

Armor: 4 (Natural, Invulnerable)

Levels:

2nd Gains **Regeneration** (Ex) may regenerate wounds (but not from death) caused by Magic and *Powerful Blows* (T)

3rd Gains **Fear** (Ex) May be used while Berserk (1/game)

6th *Berserk* becomes (1/life)

Wereboar

Q/M Ratio: 6:1

Abilities & Traits:

- **Player Class** (Peasant) (Ex) A Natural Lycanthrope (see above) may choose to begin each life as a Peasant, using all rules for that class including weapon selection. All immunities, Abilities, and Traits except Immunity (Control) are lost while in Peasant form, but Monster form may be resumed at anytime by donning the appropriate garb. Once assuming Monster form, Peasant form can not be resumed until the Monster's next life (unless targeted with Cure Disease) (T)
- **Create Minion** (Disease Effect, Wereboar) (Ex) May be used while Berserk (Unlimited)
- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Berserk** (Ex) Natural armor granted while Berserk is also considered Invulnerable (1/Life)
- **Fight After Death** (Ex) (While Berserk)

Levels:

2nd No Additional Abilities

5th No Additional Abilities

Wererat

Q/M Ratio: 5:1

Armor: None

Weapons: Short (Natural, Red, Poison)

Immunities: Poison, Control, Subdual

Levels:

2nd No Additional Abilities

5th No Additional Abilities

Manticore

Factual Origin: The Manticore was first described in Persian legends, and the term derives from the Persian words Martya, for human or man, and Xwar, or “to eat”. The Manticore was said to inhabit forests in Malaysia, Indonesia, and India. The monster resembled a lion, but had a face like that of a man, with three rows of razor sharp teeth and a scorpion like tail full of poisonous quills, which it could fling or shoot as far and accurately as an arrow. Only later were wings added to this creature, and these were sometimes like a bat’s and sometimes like a bird’s. The Manticore was a ravenous predator and could devour its favorite prey, humans, whole, including all bones, clothes, and possessions carried, leaving no trace of what had happened to the unfortunate meal. The Manticore was also described as an extremely fast runner and had a call not unlike the sound of panpipes and trumpets played together.

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

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

Type: Beast

Q/M Ratio: 4:1

Armor: 2 (Natural)

Weapons: Short, Throwing Weapons (All Natural)

Immunities: Poison

Natural Lives: 3

Abilities & Traits:

- **Natural Flight** (Ex) (Unlimited)
- **Aerial Superiority** (Ex) (T)
- **Poison Weapon** (Ex) (1/life)

Levels:

2nd Gains **Fear** (Ex) (1/life)

3rd +1 Armor (Natural) (total 3)

4th Throwing Weapons considered Poison

5th Gains **Strong** (Ex) (T); Short weapons considered Red

6th Gains **Immunity** (Control)

Medusa

Factual Origin: Depending on the era of Greek mythology one examines, both the visage and tale of Medusa varies. In early legends, Medusa was and always had been a hideous creature, with brass or golden hands/claws, fangs, bulbous eyes and hair of living snakes. She was so hideous that her gaze would turn a man to stone. As Greek stories evolved, though, so too did Medusa. In classical Greek Mythology, Medusa had two other sisters, Stheno (“the mighty”) and Euryale (“the far-springer”), all three collectively known as the Gorgons, who were children of Phorcys and Keto. All three Gorgons originally, it is said, were at first beautiful Nymphs who acknowledged Medusa as their queen. Lusting after Medusa’s then golden and attractive hair, Poseidon copulated with her within a temple of Athena, and impregnated her. In punishment for this desecration of her temple, Athena cursed Medusa by replacing her hair with serpents, and “gifting” her with her terrible gaze, a fate apparently shared by her sisters. The Gorgons of classical myth otherwise retained their beauty, however, as shown in later painting and sculpture. Medusa remained this twisted creature until slain by the hero Perseus, at which time her two children by Poseidon, Chrysaor (a giant) and the winged horse Pegasus, were finally born from blood spilled from her neck.

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

Garb: Elegant garb with snakes added to hair. Suggested: females

Type: Mystical Humanoid

Q/M Ratio: 3:1

Armor: 2 (Natural)

Weapons: Single Short, Any Bow (All Poison)

Immunities: Poison, Subdual

Natural Lives: 3

Abilities & Traits:

- **Petrify** (M) (unlimited bolts)
- **Touch of Paralyzation** (M) No Incant, may extend through own melee weapons, declare “Stone” x1 on contact, may use *Petrify* on targets (2/life)

Vulnerability

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels

2nd Gains **Fear** (M) (1/life)

3rd Gains **Stun** (M) (2/life)

4th *Fear* becomes (2/life)

5th Armor considered Natural Invulnerable

6th *Touch of Paralyzation* becomes (unlimited)

Minotaur

Factual Origin: Before ascending to the throne of Crete, King Minos asked the god Poseidon to send him a magnificent white bull to sacrifice, assuring his place as ruler instead of his brother. Awed by the great bull, Minos instead sacrificed a different animal, hoping to fool Poseidon. Furious, the sea god cursed Minos' wife, Pasiphea, with great lust for the white bull. In order to alleviate this curse, Minos employed the Athenian born "cunning worker", Daedalus, to build for her a wooden frame of a cow, so that the white bull would satisfy her lust. Born of this union was the Minotaur, literally "bull of Minos", a man with the head and tail of a bull. The Minotaur was named Asterion, or "Starry one", after the Cretan king before Minos, but was so hideous and destructive that Minos had him placed at the center of a great Labyrinth, again built by Daedalus, which lay under Minos' palace at Knossos. When Minos' son, Androgeous, was slain by Athenians, Crete went to war with Athens and won, and, in reparation, Athens was to send seven youths and seven maidens into the Labyrinth each year to feed the Minotaur. In the ninth year, Athenian hero Theseus volunteered to be among the sacrifices, and with the help of Minos' daughter Ariadne, was able to kill the Minotaur and escape the Labyrinth. Upset that Theseus was able to escape the Labyrinth, King Minos had Daedalus and his son, Icarus, imprisoned there, but the two escaped when Daedalus constructed wings of feathers and wax, allowing them to fly out (although, as that story goes, Icarus flew too high upon escaping, and the wax melted in the sun, causing him to fall into the sea and drown). Such is the story of the legendary Minotaur, but bull and cow headed deities are also present in many early cultures, most notably in Ancient Egypt, with deities Apis, Mnewer, and Nut. In very early cults to the Greek goddess Hera, she was referred to as "ox eyed" or "cow headed" as well.

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

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

Type: Humanoid

Q/M Ratio: 2:1

Armor: 2 (Natural)

Weapons: Dagger (Natural, Red), Short, Long, Reach, Polearm, Staff (All Red)

Immunities: Control, Subdual

Natural Lives: 3

Abilities & Traits:

- **Strong** (Ex) (T)
- **Tracking** (Ex) (unlimited)

Levels:

2nd +1 Armor (Natural) (total 3)

3rd Gains 2 Armor (Worn); May use Short (Natural, Red) weapons

4th Gains **Fight After Death** (Ex) (1/life)

5th May use Any Shield; +1 Armor (Natural) (total 4)

6th +1 Natural Lives (total 4)

Mummy

Factual Origin: Although the Ancient Egyptian mummies are by far the most famous, mummification, a process by which a body is preserved (usually) after death to maintain a link between the physical and spiritual, has been practiced by cultures worldwide, including by the Aztecs, Incas, Japanese (including a practice of self mummification, called Sokushinbutsu, begun while still living, once practiced by certain Buddhist monks), and even Catholics (popes were once mummified, and many relics are mummified remains of saints). The idea that a mummy can return to life as a creature of the undead, though, is likely a more recent phenomenon, made popular through modern misinterpretation of ancient Egyptian beliefs, as depicted as early as the 1932 film, the Mummy, starring Boris Karloff in the title role. Actual Egyptian beliefs related to the story of the Mummy are several. First of all, the Egyptians separated the soul into seven parts, of which three were most important after death. The Ka was the part of the soul that moved on to the Afterlife, which was much like life, so the Ka needed food and other things (hence Egyptian's penchant for burying material goods with the dead). The Ba continued to reside in the corpse, but could leave and fly about and effect the world of the living, and was often sent on errands by the Ka, particularly when the Ka needed something like food in the afterlife. Closest to the mummy, though, is the Akh, a merging of the Ba and Ka, which existed as a form of ghost, linked to the corpse. The Akh only formed if the corpse was improperly mummified or was cursed in some way, so that the Ka could not separate from the Ba and go on to the afterlife, and such is probably the closest mythological equivalent to the undead mummy. Further, statues known as Shbti and Ushabti were often buried in Egyptian tombs as well, and were ensorcelled to come to life to protect the tomb and its treasures as well as serve the dead person in the afterlife, giving a physical guardian to these ancient crypts.

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

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

Player Conversion: Summoned: *Transform*

Sacrifice Ratio: 4:1

Type: Undead

Q/M Ratio: 3:1

Armor: 1 (Natural)

Weapons: Single Short

Immunities: Control, Death, Sorcery, Subdual, Poison, Disease, Stench, Piercing

Natural Lives: 3

Abilities & Traits:

· **Touch of Death** (Ex) (unlimited)

Levels:

2nd Gains **Strong** (Ex) (T); Weapon considered Red

3rd +1 Armor (Natural) (total 2)

4th +1 Armor (Natural) (total 3)

5th Gains **Fear** (M) (2/life)

6th Gains **Heal** (M) Self Only, Simulates rejoining of body parts (2/life)

Nosferatu

Factual Origin: Originating in the Greek word nosophoros, meaning “plague carrier”, the Slavic nosufur-atu is a synonym for Vampire. As a Slavic vampire, the Nosferatu is very similar to our modern notion of the vampire, that of an undead corpse who prowls the night seeking to quench its never-ending thirst for blood and sharing many of the typical strengths, powers, and weaknesses. It is so similar, in fact, that when Friedrich Wilhelm Murnau, a German filmmaker, was unable to secure the rights to make a film adaptation of Bram Stoker’s novel Dracula, he instead simply altered the book’s time frame, location, and character names, and produced the 1921 film Nosferatu, replacing the infamous Count Dracula with Count Orlok.

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

Garb: Black garb, white face paint, fangs.

Type: Undead

Q/M Ratio: 5:1

Armor: 1 (Natural, Invulnerable)

Weapons: Dagger, Short (all Red)

Immunities: Control, Death, Subdual, Poison, Disease, Stench, Resurrect, Heal

Natural Lives: 2

Abilities & Traits:

- **Greater Create Minion** (Disease Effect, Vampire) (M) (1/life)
- **Regeneration** (Ex) (T)
- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Steal Life** (Ex) (1/life)
- **Yield** (M) (1/life)

Vulnerabilities

- **Susceptibility** (Wooden Piercing)
- **Aversion** (Holy Ground)

Levels:

2nd Gains **Teleport** (M) (1/life)

3rd *Yield* becomes (2/life)

4th Gains **Vermin Horde** (Rats) (M) (1/life)

5th *Vermin Horde* becomes (2/life)

6th *Teleport* becomes (2/life)

Oaken

Factual Origin: While it is tempting to categorize our Oaken as a form of Ent, the sentient trees of Tolkien's Middle Earth, those trees were motile guardians of the forest rather than the sage and sessile oaks of Amtgard. In fact, throughout history, trees, as ancient reservoirs of knowledge were often consulted on matters of philosophy, divination, and spiritual guidance. According to Dante, in his *Inferno*, the talking trees in hell were in fact those who committed suicide, but elsewhere trees were of a more beneficent nature. In Greek lore, the Elm tree had prophetic properties, and could even speak, as it did in one tale described by Philostratus, where an Elm tree engaged in a debate with two human philosophers. In both Celtic and Indian myth, priests would converse with various trees to obtain knowledge of the past, present and future. The Indian Tree of the Sun and the Moon, used for this purpose, spoke with a male voice in the day and a female voice at night, reflecting its dual nature. Italian witches, the Stregheria, could obtain lore from Rowan trees. The priestesses at the oracle at Delphi, too, would consult the trees in the area, among other natural objects, when seeking to learn of the future.

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

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

Type: Mystical Botanical

Q/M Ratio: 2:1

Armor: 4 (Natural)

Weapons: Short (Natural, Red)

Immunities: Projectiles, Subdual, Control

Natural Lives: 3

Abilities & Traits:

- **Home Tree** (Ex) (T)
- **Energy Heal** (Mend) (Ex) (T)
- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Entangle** (Ex) (2 bolts/U)
- **Anti-Magic Zone** (Ex) The Oaken's Bound area is an Anti-Magic zone, and always has the same radius (T)
- **Lore** (Ex) Simulates the monster's ancient wisdom (Unlimited)

Vulnerabilities

- **Bound** (10 ft radius from Home Tree)
- **Beneficent**

Levels:

2nd May use Long Weapons (Natural, Red); *Bound* radius becomes 20 ft

3rd *Bound* radius becomes 30 ft

4th Type becomes **Multi-Player Mystical Botanical** (A second player may play an additional player Branch of the Oaken, All Oaken Players play at highest Monster Level of all Oaken players, Q/M Ratio becomes 2:1 per Player, Armor becomes 4 (Natural) per Player, All players share listed uses of *Entangle*)

5th One additional Branch (total 3 Players); *Entangle* becomes (3 bolts/U); One Branch may use a Single Reach Weapon (Natural, Red); *Bound* radius becomes 40 ft

6th One additional Branch (total 4 Players); *Entangle* becomes (4 bolts/U); One Branch may use a Small or Medium Shield; *Bound* radius becomes 50 ft

Ogre

Factual Origin: An Etruscan deity called Orcus, depicted as a hairy, bearded, giant, is probably the most ancient ancestor of the Ogre. This god, associated with death, the underworld, and evil, was adopted by the Romans and used combined with the Greek Hades in the form of Pluto, although the name Orcus continued to be used. In the 15th century, Italian authors began to describe large, bearded, strong monsters or demons with large bellies and an appetite for human flesh. These monsters, called Orcos, made the transition to French in the works of Charles Perrault as Ogres and into English as Orkes. Female Ogres were similar to their male counterparts, and were first described in Perrault's version of *Sleeping Beauty* as Ogresses. Still later, the term Ogree was used for the children of Ogres. Similar monsters and beings are found in other areas of the world. As stories containing Ogres reached Scandinavia, the area's Trolls became more Ogre-like, replacing Ogres in translations of these stories. The African Pygmies tell of the Negoogunogumbar, a very similar creature, and Thai folklore brings stories of the Pop, a monster that feeds on intestines. North American Indians believed in an Ogre like creature that would kick people off of its mountain, causing them to fall to its hungry brood below. Japanese myth is full of tales of Oni. Oni were originally invisible spirit creatures, sent by the gods to cause disaster and plagues, but soon took on the physical forms of large, muscled humanoids with brightly colored skin (often red, blue, or yellow) and wielding great iron clubs.

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

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

Type: Humanoid

Q/M Ratio: 2:1

Armor: 2 (Natural)

Weapons: Short (Natural, Red), Any Melee (Red)

Immunities: Subdual, Poison

Natural Lives: 3

Abilities & Traits:

- **Strong** (Ex) (T)
- **Fear** (M) (1/game)
- **Berserk** (Ex) (1/Game)

Levels:

2nd May use Rocks

3rd *Fear* becomes (2/game)

4th Gains **Improved Rocks** (Ex) (T)

5th *Fear* becomes (1/life); Gains **Fight After Death** (Ex) (While Berserk)

6th Armor (including Armor gained from *Berserk*) considered Natural Invulnerable

Orc

Factual Origin: The term Orc was probably first used to describe a type of ancient Roman sea monster, said to devour humans and described as “armed with teeth”. This use fell out of favor, though, and the modern Orc bears no relation to that particular creature. Instead, the Orc was conceived by JRR Tolkien as a race of Elves twisted and mutated into servants of evil. In his earlier works, Tolkien’s orcs were similar to goblins (in fact he used both terms interchangeably), describing them as “squat, broad, flat-nosed, sallow-skinned, with wide mouths and slant eyes”. By his own admission, though, Tolkien derived the term from the old English Orke, a creature identical to the French Ogre, and sharing the same distant roots with Orcus, a Roman/Etruscan god of evil and the underworld.

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

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

Type: Humanoid

Q/M Ratio: 2:1

Armor: 1 (Natural), 2 (Worn)

Weapons: Any Melee, Rock, Javelin, Short Bow

Immunities: Poison

Natural Lives: 4

Abilities & Traits:

- **Berserk** (Ex) (1/Game)
- **Truth** (Ex) Only on Subdued enemies (1/game)

Levels:

2nd +1 Natural Lives (5 total)

3rd Gains **Fight After Death** (Ex) (while *Berserk*); Gains **Flame Arrow** (Ex) (1/reusable)

4th +1 Armor (Worn) (3 Total)

5th May use a Small or Medium shield

6th Gains **Improve Weapon** (Ex) (1/game); +1 Armor (Natural) (2 total)

Pegasus

Factual Origin: In Classical Greek myth, the Gorgon Medusa was once a beautiful nymph who fornicated with the sea god Poseidon within a temple dedicated to Athena. The justifiably irate Athena then cursed Medusa with the hideous form we now attribute to her, preventing her from birthing the children conceived in that moment of passion. When Medusa was slain by the hero Perseus, the blood that spurted from the monster's neck became those children, one of which was Pegasus, the first winged horse. Athena later captures Pegasus, and tamed him, presenting him to the Muses. Pegasus still later became the mount of other figures of Greek mythology, aiding hero Bellerophon against the Chimera and the Amazons, carrying Zues' thunderbolts, and serving Eos, the goddess of the dawn. As the magnificent steed died of old age, Zues transformed him into a constellation in reward for his service to the gods. Although there was only one Pegasus, he and his mate Euipe spawned a whole breed of winged horses.

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

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

Player Conversion: Summoned: *Transform*

Sacrifice Ratio: 2:1

Type: Mystical Beast

Q/M Ratio: 1:1

Armor: 1 (Natural)

Weapons: Short (Natural)

Immunities: Control

Natural Lives: 3

Abilities & Traits:

- **Many Legged** (1) (Ex) (T)
- **Natural Flight** (Ex) (Unlimited)
- **Awe** (M) (1/life)

Vulnerability

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

2nd Gains **Mount** (Ex) (T)

3rd *Awe* becomes (2/life)

4th Gains **Charm** (M) (1/game)

5th *Charm* becomes (1/life)

6th *Awe* becomes (3/life)

Phoenix

Factual Origin: Mythical incarnations of birds similar to the Phoenix are common in several parts of the world, and some scholars believe the iconography of the fiery avian stems from the “Sun Bird” effect that occurs during total eclipses of the sun – a natural phenomenon where the sun’s corona displays a bird-like image. The Phoenix itself originates in early Greek folklore, likely equated to the Egyptian Bennu. Scholars described this unique creature as living in India (probably stemming from legends of the bird god Garuda, who served as the mount for Vishnu, and was also associated with the Sun) or perhaps Arabia. Depicted as a fiery bird similar to a peacock or an eagle, the Phoenix was attributed great powers of healing and fortune, which it not only personally possessed, but could bestow on others with its tears and feathers, and was associated with the sun and divinity. The Phoenix has nearly indestructible, due to phenomenal powers of regeneration, but had a limited lifespan (usually 500 years), after which it needed to self immolate so that it could be reborn in a new, youthful form. The self-immolation of the Phoenix was a striking ritual. At the end of every lifespan, it would first find a frankincense tree and fill its wings with spices. Then, it would fly to Heliopolis, Greek city of the sun, where an altar covered in twigs of cinnamon is prepared for it by priests there. The Phoenix lands there and lights itself afire, and once consumed a small, sweet smelling worm remains. This worm soon becomes a small, newborn Phoenix, which retains the knowledge and power of its parent, and soon is strong enough to fly back to its home. The Persian Huma was the bird of paradise, and shared the self-immolation of the Phoenix. It also represented good fortune, bringing blessing to anyone its shadow falls on, luck to anyone it touches, and predicting future kingship for anyone whose head it landed on. In Ancient Egypt, Bennu represents the soul of Ra, the sun god, and was a great bird representing resurrection, renewal, creation, the Nile, the sun, and the Egyptian calendar. Said to have birthed itself from flame, Bennu is most often represented as a purple, blue, or white heron, but sometimes as a red and gold eagle. Russian folklore presents us with the Zhar-Ptitsa, or firebird, a magical bird with plumage resembling a bonfire and resembling a peacock, said to bring both fortune and disaster to anyone that captures it. In the far east, the Fenghuang (Chinese), Ho-o (Japanese), and Bonghwang (Korean) all refer to the so called “Chinese Phoenix”, which reigns supreme over all other birds, also represents luck and fortune, as well all of the heavens. Although not directly representative or related to the sun or fire, the Fenghuang’s eyes are said to be the sun in its celestial form. Kinich Ahau is a Mayan sun god who appears as a fiery bird.

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

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

Requirement: May only be played by a Knight.

Type: Mystical Beast

Q/M Ratio: 10:1

Armor: 6 (Natural, Invulnerable)

Weapons: Short (Natural, Magical, Flameblade, Siege)

Immunities: Flame, Magic, Death

Natural Lives: 1

Abilities & Traits:

- **Burning Body** (Ex) (T)
- **Greater Regeneration** (Ex) (T)
- **Natural Flight** (Ex) (Unlimited)
- **Immortality** (Ex) (T)
- **Strong** (Ex) (T)
- **Presence** (M) Works on all Paladins and Anti-Paladins, has no effect on other classes (T)
- **Extend Immunities** (M) (unlimited)
- **Resurrect** (M) May be used on each Player only once per game (unlimited)
- **Heal** (M) (unlimited)

Vulnerabilities:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)
- **Beneficent**

Levels: None

Plaguer

Factual Origin: Over the whole of human history, many groups of people, animals, and supernatural forces have been attributed with the spreading of disease and pestilence, from gods and demons to the “untouchables”, or Dalit caste of India, to disfigured Lepers, to lowly things like rats and mice. The idea of an unstoppable plague is not far off in terms of historical accuracy, as represented by the bubonic plague (or “Black Death”) in Europe during the middle ages, responsible in the 14th century for the death of as much as a third of the continent’s population. Outbreaks of this horrible disease continued periodically for centuries afterwards, including an epidemic responsible for almost 15 million deaths in the later 1800s. Although sufferers of pandemics and plagues seldom intentionally become agents of the disease, spreading it consciously and willfully, particularly widespread epidemics have been known to paralyze a normally functioning society, resulting in violence and mayhem. During the 14th century outbreaks of the Black Death, several cities went into plague induced riot, perpetuated by economic standstill, desperate people looking for a cure or salvation, and the local nobility’s futile attempts to harshly maintain quarantines and a semblance of order.

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

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

Type: Humanoid

Q/M Ratio: 3:1

Armor: None

Weapons: Short, Long

Immunities: Disease, Poison

Natural Lives: 5

Abilities & Traits:

- **Greater Create Minion** (Disease and Death Effect, Plaguer) (Ex) Retained by converted Plaguers (unlimited)
- **Touch of the Plague** (Death, Disease) (Ex) (unlimited)

Vulnerabilities:

- **Reversion** (Cure Disease)

Levels:

2nd Gains **Touch of Death** (Death, Disease) (Ex) Place on Self Only (1/game)

3rd Gains **Fight After Death** (Ex) (1/life)

4th *Touch of Death* becomes (1/life)

5th Gains **Hard To Kill** (Ex) (T)

6th *Touch of Death* becomes (unlimited)

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

Poltergeist

Factual Origin: Poltergeist literally is German for “noisy ghost”, although modern researchers remain in dispute as to whether the poltergeist is actually some form of spirit, a case of underdeveloped and unconscious psychokinesis, or some other unexplained phenomenon. Regardless, Poltergeist hauntings rarely involve the actual manifestation of some creature, and instead are characterized by various unusual events, such as shaking walls, strange sounds, untraceable footsteps, snuffing of flames, winds, chills, and objects (and sometimes living things) violently being thrown around. Although most recorded poltergeist incidents date from more recent times (19th century and onward), the earliest account actually dates as far back as the 1st century AD. Generally, Poltergeist hauntings start abruptly and escalate in intensity, only to suddenly cease. There are five stages of escalation in such cases, although not all Poltergeist progress through all five before cessation of activity. Stage 1 is the least severe, and generally is restricted to unusual sensations, such as odors, odd sounds, and the feeling of being watched. By stage 2, these sensations become more pronounced and direct, and start to include visuals, such as mists or markings. In Stage 3, a Poltergeist may leave writings or patterns on walls, snuff candles, grab and hold things or people, and latch and unlatch doors. At stage 4, the poltergeist will move and throw things, shake objects and areas, create visions and illusions, and even begin to speak. Finally, the stage 5 poltergeist may become violent, attacking and even raping people, starting fires, throwing sharp objects or knives, and causing visions of bleeding walls and objects.

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

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

Type: Undead

Q/M Ratio: 3:1

Armor: None

Weapons: None

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

Natural Lives: 3

Abilities & Traits:

- **Incorporeal** (Ex) (T)
- **Touch of Death** (M) Place on self Only (4/life)
- **Wounding** (M) (2/life)
- **Shove** (Ex) Represents Telekinesis (4/life)

Vulnerability:

- **Altered Effect** (Banished 3 times in one life: Immediately Shattered, Sever Spirit)

Levels:

2nd Gains **Possession** (M) (1/game)

3rd *Wounding* becomes (4/life)

4th Gains **Hold Person** (M) (2/life)

5th *Hold Person* becomes (4/life)

6th *Possession* becomes (1/life); *Touch of Death* becomes (unlimited)

Satyr

Factual Origin: Originally portrayed as small humanoids with horse-like ears who accompanied the Greek god of wine, Dionysus, Satyrs represented the male libido. Known for a lusty nature, obscenity, and hedonism, Satyrs have over the years been merged together with other, similar creatures of Greek myth, such as the Calicantsars, which had the feat of donkeys and the ears of goats, and the famous Pan (and his followers the Panes), who had the legs, feet, and horns of a goat and carried a pan flute, called a syrinx. In Roman times, Satyrs became connected to yet another goat legged race, the forest dwelling nature spirits called Fauns. Similar to but generally less sexual than their Greek counterparts, the Panes, Fauns similar appearance led to their combination with Satyrs, causing Satyrs to become forest dwelling creatures, where, filled with lust and obsessed with earthly pleasure, they would often pursue the beautiful Nymphs and attempt to seduce them, often only to be rebuffed. Satyrs, unlike many of the Greek creatures, are not immortal, and young Satyrisci will grow old as Sileni and eventually die. As an extension of this, later artwork and tales included child, baby, and female satyrs, implying a whole race of the creatures. In later times, as Christianity began to take hold throughout Europe, pagan creatures such as Satyrs were demonized, their association with pagan ritual and “loose morals” quickly associated with activities now considered sinful. The Hebrew goat demons called Sh'Irlm (later Se'irim), or “hairy ones”, are associated with Satyrs, and share a similar form, as does their leader, the demon prince Azazel. Later versions of the Satyr continued to exist even after Christianization took hold. For example, the Ljeschi (from a root meaning forest) is a Slavic incarnation of the Satyr, and differs mainly in that it can change its size at will.

Description: These hearty creatures have the torso of a man and the lower legs of a goat. Their love of partying and rampant displays of drunken vulgarity are legendary.

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

Player Conversion: Conjured: Druid, Bard (6th Level) for 3 Magic Points

Sacrifice Ratio: 2:1

Type: Mystical Fey

Q/M Ratio: 1:1

Armor: None

Weapons: Short

Immunities: Control, Poison, Subdual

Natural Lives: 3

Abilities & Traits:

- **Tough** (Ex) (T)
- **Charm** (M) (2/life)
- **Legend** (M) (1/life)
- **Commune** (M) (unlimited)

Vulnerabilities:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)
- **Beneficent** (Anyone who is actively singing, dancing, or playing music, or who presents the Satyr with a tasty beverage)

Levels:

2nd *Legend* becomes (2/life); Gain 1 Armor (Natural)

3rd May use Javelins; +1 Natural Lives (total 4)

4th Gains **Extension** (M) (unlimited)

5th Gains **Pass Without Trace** (M) (1/life)

6th Gains **Strong** (Ex) (T); Melee weapons considered Red; +1 Armor (Natural) (total 2)

Scalor

Factual Origin: Humanoid fish are a rarity in mythology and legend, primarily restricted to the mermaids and mermen of Greek mythology, who are commonly described as having the upper body and head of a human and the lower body of a fish. More fishlike people do crop up occasionally, though, often in the form of certain gods, such as the Babylonian Oannes and Ea, and the Sumerian Enki, who were described as fish with the figure of a man, the Sami (or Lappish) fish god Ravga, associated with fortune telling, and the Polynesian eel god Tuna (no joke, his name is Tuna). A legend from the 18th Century in the north of Spain tells of the Fish Man of Lierganes, who lived in a cave by the sea and abducted girls from coastal villages. More accurate to the idea of a malevolent race of fish people, though, are the Adaro, evil sea spirits from Melanesian Island myths who take the form of fish-men, with gills behind their ears, tail fins for feet, a shark-like dorsal fin, and a swordfish like head. The Adaro could travel on rainbows and shoot poisonous flying fish from their bows.

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

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

Type: Humanoid

Q/M Ratio: 1:1

Armor: 1 (Natural), 2 (Worn)

Weapons: Single Short or Single Long, Javelin

Immunities: None

Natural Lives: 5

Abilities & Traits:

- **Aquatic** (Ex) (T)
- **Aquatic Superiority** (Ex) (T)
- **Entangle** (Ex) Simulates intricate netting (2 bolts/U)

Vulnerabilities

- **Susceptibility** (Magic)
- **Weak** vs. Magic Only, includes Magic weapons and wounds taken because of the Scalor's Susceptibility
- **Aversion** (Magic Users)

Levels:

2nd May use Throwing Weapons

3rd *Entangle* becomes (3 bolts/U)

4th May use Polearms

5th *Entangle* becomes (4 bolts/U)

6th Gains **Poison Weapon** (Ex) (1/life)

Siren

Factual Origin: Also known as Seirenes, these were a particular type of Nereid (sea nymph) known for singing a song so seductive and beautiful that no man could resist it, causing him to do anything to try and get to its source. Originally portrayed as very bird like (in any number of combination of bird and womanly parts), much like the Harpy, the Sirens lived on an island called Sirenum Scopulu, where sailors who heard the song would sail into the rocky shore and drown. The Sirens were most notably encountered and successfully passed on separate occasions by the Greek heroes Odysseus and Jason. As legend of the Sirens evolved, they became more seductive in form as well, losing their birdlike features, although in some tales they resemble mermaids, with a fish like tail instead of a lower body. Sirens are not the only spirit or creature to lure men to their doom through song. The Lorelei is a similar creature that lives on or in the rock of the same name, which lies along the Rhine River. Chiloean myth tells of Pincoya, a spirit responsible for the fertility of the sea, but who would also lead travelers astray by taking them in pursuit of a phantom ship from which alluring music and sounds of merriment emanate. The Slavic Rasulka is sometimes thought of as a nymph, and other times she is the ghost of a woman who had committed suicide after being jilted by a lover. Rasulkas live under the water, and emerge to seduce men with songs and dancing, in order to lure them into the water, which, in most tales, drowns them (although sometimes they come to live with the Rasulka). While most Siren-like creatures are female, this is not always the case. The Scandinavian Fosse-Grim (also called Nokken or Nacken) was a male water spirit, who lured women and children to their watery doom in lakes and streams by playing wonderful music on his violin.

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

Garb: Seductive gray, blue, or green dress. Suggested: Aquatic looking, Blue and green glitter makeup, female

Player Conversion: Summoned: *Reincarnate*; Conjured: Bard (6th Level) for 3 Magic Points

Sacrifice Ratio: 1:1

Type: Mystical Humanoid

Q/M Ratio: 1:1

Armor: None

Weapons: Single Dagger

Immunities: None

Natural Lives: 3

Abilities & Traits:

- **Aquatic** (Ex) (T)
- **Circle of Protection** (M) (1/life)
- **Yield** (M) (2/life)

Vulnerabilities:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)
- **Bound** (Water Terrain)

Levels:

2nd Gains 1 Armor (Worn)

3rd *Circle of Protection* becomes (2/life)

4th *Yield* becomes (3/life)

5th *Circle of Protection* becomes (3/life)

6th Gains **Magic Caster** (Bard) (Ex) 3 Magic Points total on Spells (not all Magic) of any level (T)

Skeleton

Factual Origin: Undead or animate skeletons were historically used mainly for singular personifications of Death, such as in depictions of the Apocalyptic Horsemen of Death or the Grim Reaper. The mindless animated skeletons of popular fantasy, though, have little mythological or legendary precedent, beyond minor roles in a few European tales. For example, the French death spirit Ankou, who was skeletal himself, was assisted by two animated skeletons in his duty of collecting the souls of the dead. These two threw the collected souls into a creaking wagon he drove along in the dead of night. Further, artwork from the time of the Black Death began to depict skeletons walking among the living, performing rather mundane tasks, and sometimes even dancing. These works were thought to symbolize that death at that time was so prevalent it began to seem mundane, and the iconography has survived to this day, in the artwork displayed during certain celebrations, such as the Hispanic Dia de la Muerte (day of the dead) and Halloween. Beyond Europe, undead skeletons appear sparsely, but more prominently. The Gashadokuro of Japan are giant skeletons constructed of those who have died of starvation, and who have a habit of biting off the head of anyone they can catch. The Baykok of Algonquin legend is a skeleton (that retains only its skin) that can fly. Baykoks attacked warriors using clubs and invisible arrows. The Mesopotamian Etemmu (literally "Skeleton") was provided food offerings to prevent it from attacking the living, but was otherwise more similar to an ancestor spirit or ghost.

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

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

Player Conversion: Summoned: *Transform*; Conjured: Healer, Wizard (6th Level) for 2 Magic Points
Sacrifice Ratio: 1:1

Type: Undead

Q/M Ratio: 2:1

Armor: 2 Armor (Worn); Any Shield

Weapons: Any melee weapons.

Immunities: Control, Death, Poison, Stench, Disease, Projectiles

Natural Lives: 1

Abilities & Traits:

· **Regeneration** (Ex) (T)

Vulnerabilities

· **Weak**

· **Reversion** (Resurrect)

· **Altered Effect** (Lightning: Iceball)

Levels:

2nd Gains 1 Armor (Natural)

3rd +1 Natural Lives (total 2)

4th +1 Armor (Natural) (Total 2)

5th May use Javelins

6th +1 Natural Lives (total 3)

Skeleton Warrior

Factual Origin: The direct basis for the Skeleton Warrior lies with the nearly identical monster found in the tabletop roleplaying game Dungeons and Dragons. However, the creature's origins actually trace further back than that. In the 1963 film *Jason and the Argonauts*, the title heroes face a large group of well armed skeletal warriors, representing the Spartes ("sown men"). The Spartes appear twice in Greek myth, created and overcome in the same manor each time, once by Cadmus and again by Jason, who had heard of Cadmus' exploits. Spartoi grew fully formed and fully armed from the earth wherever the teeth of the Dragon of Ares were sown. In myth, these warriors were not described as skeletal, but the modern film drew this conclusion based on their origin as teeth. Powerful and many, the Spartes were difficult to defeat directly, but like the modern Skeleton Warrior's covetous pursuit of its golden circlet, the Spartes would abandon orders in order to obtain a precious stone. Both Cadmus and Jason were able to defeat the Spartes by tossing such a stone (sometimes described as a jewel) among them, causing them to fight each other for its possession, until none were left.

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

Garb: Skull mask or face paint, anything that makes you look more skeletal, black armor and/or helmet.

Type: Undead

Q/M Ratio: 5:1

Armor: 1 (Natural), 5 (Worn)

Weapons: Any Melee

Immunities: Control, Death, Flame, Sorcery, Poison, Disease, Stench, Projectiles

Natural Lives: 1

Abilities & Traits:

· **Immortality** (Ex) (T)

Vulnerability:

· **Altered Effect** (Lightning: Iceball)

Levels:

2nd Gains **Improve Weapon** (Ex) (1/life)

3rd May use Any Shield

4th May use Javelins

5th Gains **Touch of Death** (M) Place on Self Only (1/life)

6th Gains **Immunity** (Magic)

Special Note: Each Skeleton Warrior has a Control Circlet, a Game Item that should not begin the game in the Monster's possession. The Skeleton Warrior's goal is to obtain the Circlet and place it on its own head, which Shatters and Severs (as Sever Spirit) the Skeleton Warrior. Anyone else who places the Control Circlet on his own head may control the Skeleton Warrior (considered part of the controller's team and must obey the controller) so long as he remains within sight of and within 200 ft of the Skeleton Warrior. If control is lost (because the Circlet is removed from the head or if the controller moves beyond range or out of sight), the Skeleton Warrior becomes free willed and that person may not control the Skeleton Warrior again, although a new person may assume control as above. While not controlled, the Skeleton Warrior will head straight for the circlet, slaying anyone in the way.

Skirit

Factual Origin: In folklore and mythology, rats are often used as expressions of their real life habitat, as garbage and filth dwelling creatures associated with plague and pestilence. Occasionally, a demon, god, or even hero will find a way to shapeshift into the form of a rat, often to escape capture or to spy on unwary enemies or potential conspirators. Seldom, however, are rats themselves anthropomorphized into sentient, humanoid creatures. A few rat-like beings have shown themselves in some tales, though. Shobolons were giant rats from Romanian folklore, and in some regions they had human like characteristics and behavior. In Japanese myth, Yokai are generally maleficent spirits or demons (they included the Ogre-like oni). One type of Yokai is a class of rat-like humanoids that behaved similar to goblins. The Australian aborigine peoples believed in a multitude of animal men, including Rat Men that lived in refuse but could give important advice.

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

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

Type: Humanoid

Q/M Ratio: 1:1

Armor: 1 (Worn); Small or Medium Shield

Weapons: Short

Immunities: Poison, Disease, Stench

Natural Lives: 5

Abilities & Traits:

- **Sneak** (Ex) (1/life)
- **Poison Weapon** (Poison, Disease) (Ex) (1/life)

Levels:

2nd Gains **Tracking** (Ex)(1/life); +1 Armor (Worn) (Total 2)

3rd May use Throwing Weapons

4th *Sneak* becomes (2/life); Gains **Stinkball** (Ex) (1 bolt/U)

5th Gains **Touch of the Plague** (Disease) (Ex) (1/life)

6th +1 Armor (Worn) (total 3) or May use Short Bow

Spectre

Factual Origin: From the Latin Spectrum, the term specter is by most folklore accounts simply another word for ghost, although some would describe the specter as a particularly terrifying or malicious one, differentiating Specters from the majority of ghosts, which simply repeat the same actions or series of effects over and over, and the rare beneficial spirit of the dead. The term Specter first came into prominence in the 18th Century, as more and more accounts of encounters with ghosts and similar spirits were actually recorded, but reports allegedly go back deep into antiquity. As a violent and frightening ghost, for example, no creature more aptly fits the description than the ancient Greek Empusa. This shadowy apparition (depicted as female, sometimes with donkey-like features) was said haunt the area (especially roads) around the site of its demise, after being sent forth into the world by Hecate, and would attack and devour travelers. Among the Latalai people of Papua New Guinea, a dangerous Specter called a Pigobara, or “bleeding woman” is the spirit of a woman who died in childbirth.

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

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

Type: Mystical Undead

Q/M Ratio: 4:1

Armor: None

Weapons: None

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

Natural Lives: 1

Abilities & Traits:

- **Incorporeal** (Ex) (T)
- **Steal Life** (M) (Life Draining) May gain no more than 2 lives, beyond this, targets still lose a life but Spectre does not gain one (1/life)
- **Forcewall** (M) May have up to 2 active at a time (unlimited)
- **Dispel Magic** (M) (2/life)
- **Touch of Death** (Life Draining) (M) (unlimited)

Vulnerability

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

2nd Gains **Extinguish** (M) (1/life)

3rd *Extinguish* becomes (2/life)

4th *Dispel Magic* becomes (3/life)

5th Gains **Level Drain** (M) (1/life)

6th *Dispel Magic* becomes (4/life)

Sphinx

Factual Origin: The Sphinx is a creature whose true origins are shrouded in the mists of antiquity, and images of the Sphinx are found from its famous locations in Greece and Egypt to the Far East in one form or another. The Greek sphinx is directly adapted from the Egyptian Sphinx, and appears as a creature with the head of a woman (in later classical images also with the full bust), the body and paws of a lion, the wings of an eagle, and the tail of a serpent. She was considered a demon of destruction and bad luck, and would strangle anyone who could not solve its famous riddle (What walks on four legs in the morning, two legs at noon, and three in the evening? – the answer, of course, is man). Indeed, the word for Sphinx is directly related to the Greek Sphigx, which means “to strangle”. When writing of the Egyptian Sphinxes, the Greeks defined three distinct types of the creature, the Androsphinx, with the head of a man, the Criosphinx, with the head of a ram, and the Hierocosphinx, with the head of a hawk or falcon. While depicted as a demon and evil creature in the tales of the Greeks and Arabs (the Arabic name, Abu al-Hôl, means “father of terror”), the sphinx’s role throughout the older ancient world was often far more beneficial, where it was used as a guardian of temples and sacred sites and a bringer of good fortune. Beyond Greece and Egypt, the Shpinx has been known by many names, including the purushamriga and naravirala (“man-cat”) in India, the manusiha (“man-lion”) in Myanmar, and the Nora Nair in Thailand. In these areas, the Sphinx is a protector associated with both the Hindu and Buddhist faiths, said to be created by monks for this purpose. In Myanmar they have been used to protect royal babies from ogress-like monsters, and in Thailand were sometimes depicted with the body of a deer rather than a lion. Very similar creatures were also known in the Mesopotamian area, particularly ancient Assyria and Akkadia. These were the Sheddu and Lammasu, who were guardians of temples and houses, and were (good) demons known for battling evil and chaos. Lammasu were similar in appearance to Sphinxes, with the body of a lion, whereas Sheddu had the body of a bull.

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

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

Type: Mystical Humanoid

Q/M Ratio: 4:1

Armor: 2 (Natural)

Weapons: Short (Natural, Red)

Immunities: Subdual, Disease

Natural Lives: 3

Abilities & Traits:

- **Magic Caster** (Wizard, Bard) (Ex) 5 Magic Points total at Monster Level, May not purchase neutrals (T)
- **Natural Flight** (Ex) (Unlimited)
- **Spell Mastery** (Ex) (T)
- **Strong** (Ex) (T)

Vulnerability:

- **Beneficent**

Levels

2nd Gains **Reflect** (Magic) (M) May be used in immediate response to a Magic effect (1/Life); Gains : **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

3rd +5 Magic Points (10 Total)

4th Gains **Feeblemind** (M) (2/life); *Reflect (Magic)* becomes (2/life)

5th Gains **Dispel Magic** (M) (2/life); Gains **Attuned** (Ex) (T)

6th +5 Magic Points (15 Total)

Spider, Giant

Factual Origin: A type of giant spider called Kumo features in several tales of Japanese myth. They were bigger than a man, and could hide by disguising themselves as heaps of old clothes or rags, in order to attack travelers who might use them to sleep on. The hero Reiko (also known as Minamoto Yrimitsu) had on two occasions encountered Kumo; in both cases the spider was in fact a shapeshifter as well and first met him in humanoid form. In the first encounter, the spider was a boy who had brought him poison in the guise of medicine, and in the second, the spider assumed several female forms, a hag, an old priestess and a beautiful woman. Reiko in the latter case killed the spider and all of its large offspring, saving a nearby village from swarms of the oversized arachnids. Another Japanese hero named Sakata Kintoki killed one of these monsters as well by uprooting a tree to crush it before it could poison him. Beyond the Kumo, the Spiders featured in the tales and myths of the world are rarely giant monsters, instead often featured as trickster gods or as the subject of fable or allegory. However, the Seneca Indians told of a gigantic spider called a Djien that buried its heart in the ground, so that it could not be killed. The trick to defeating this monster is to locate its heart, and stab that spot of ground to kill it.

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

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

Type: Beast

Q/M Ratio: 2:1

Armor: 1 (Natural)

Weapons: Dagger (Natural, Poison)

Immunities: Poison, Web

Natural Lives: 3

Abilities & Traits:

- **Many Legged** (3) (Ex) (T)
- **Entangle** (Web) (Ex) (2 bolts/U)
- **Webs** (Ex) (4/life)

Levels:

2nd +1 Armor (Natural) (Total 2); +1 Natural Lives (total 4)

3rd May use Short Weapons (Poison, Natural); *Webs* become (6/life)

4th *Poison* count reduced to 50

5th +1 Armor (Natural) (Total 3); +1 Natural Lives (total 5)

6th Gains **Vermin Horde** (Spiders) (Ex); *Webs* become (8/life)

Stormraven

Factual Origin: The Raven has been associated with a great many things in a great many cultures. Many ancient Siberian and North American tribes associated the Raven, either as a powerful spirit or a deity, with the very creation of the world, alternatively setting into the sky the sun, stars, and moon, forming the earth, or providing fresh water and fire. Odin's Ravens, Hugin and Munin, were literally interpreted as Thought and Memory. In Sweden and Germany, Ravens were thought of as ghosts of the murdered or souls of the damned, while in Celtic myth, they were associated with the bloodshed of battle, whose actions could influence the outcome of such a conflict. Curiously, while associated with a great many fundamental concepts and natural forces, ravens are seldom thought of as storm birds, unlike the Native American Rain Bird and the South African Lightning Bird. Both of these creatures, however, were said to control rainfall and manifest as lightning, and could be found riding the winds in thunderstorms.

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

Garb: A dark tunic or tabard, black feathered wings

Type: Mystical Beast

Q/M Ratio: 4:1

Armor: 2 (Natural, Invulnerable)

Weapons: Short (Natural, Magical)

Immunities: Flame, Cold, Projectiles

Natural Lives: 4

Abilities & Traits:

- **Energy Heal** (Lightning) (Ex) (T)
- **Natural Flight** (Ex) (Unlimited)
- **Tough** (Ex) (T)
- **Shove** (M) (unlimited)
- **Wind** (M) Incant is reduced to one recitation (1/life).
- **Call Lightning** (M) (2/Life)

Vulnerability

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels: None

Troglodyte

Factual Origin: The term troglodyte means literally “cave dweller” in Greek, and today used to describe a multitude of creatures, from the common chimpanzee (*Pan troglodytes*) to certain species of wren, to the stereotypical caveman. When used to describe cave dwelling humans, the term Troglodyte most accurately describes a particular sedentary people living in the Saharan desert (mainly Tunisia), who have built elaborate cave dwellings linked by an elaborate series of underground tunnels and who continue to exist today. Although no longer used by the scientific community due to several inaccuracies in the stereotype, troglodytes are often thought of as brutish, aggressive Neanderthals with little intelligence, woefully primitive Stone Age weapons, and a society based wholly around smashing things and other people with clubs. Although some popular fantasy works, such as the online game *World of Warcraft*, have used the caveman image for troglodytes, the more common fantasy interpretation, that of a smelly, mud dwelling lizard, was popularized with the original *Dungeons and Dragons* boxed set. Even the reptilian Troglodyte, though, had a social structure much like that of the typical primitive caveman.

Description: Troglodytes are an offshoot of the original Lizard Man race. The troglodytes adapted to a more aquatic environment, resulting in the fins that are the traditional source of racial pride. The fact that Trogs smell horrible permeates their dealings with other races. They know others find them repulsive and have an inferiority complex about it. If treated kindly or approached unarmed, the Trogs can be quite pleasant.

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

Type: Humanoid

Q/M Ratio: 2:1

Armor: 2 (Natural), 2 (Worn)

Weapons: Any Melee, Javelin

Immunities: Subdual, Poison, Stench

Natural Lives: 4

Abilities & Traits:

- **Stinking Cloud** (Ex) (1/life)
- **Stinkball** (Ex) (1 bolt/U)

Levels:

2nd Gains **Entangle** (Ex) (1 bolt/U)

3rd May use Small or Medium Shield; *Stinkball* becomes (2 bolts/U)

4th *Stinkball* becomes (3 bolts/U)

5th Gains **Strong** (Ex) (T); Melee weapons considered Red; *Stinking Cloud* becomes (2/life)

6th *Stinkball* becomes (4 bolts/U)

Trolls

Factual Origin: A creature found in many Scandinavian stories, some insight into the nature of the Troll is found in several similar terms with which the word itself may share some meaning: Trolleri (an old Swedish legal term referring to magic intended to do harm) and Trolldom (Germanic word meaning witchcraft). Today's troll, depicted as stupid, large, and aggressive monsters, largely stems from the Western European Ogre. When stories of Ogres were translated to Scandinavian Languages, the more familiar Troll was substituted. However, the true Scandinavian Troll described a wide range of creatures of all shapes, sizes, powers, and levels of cunning. Some trolls, indeed, were huge, malevolent monsters, and were folkloric descendants of the old Norse Jotnar, or giants, and even in Christian times Trolls continued to be hunted by Thor. These barbaric Trolls were those that ate children and livestock, lived under bridges, and were described with huge noses, enlarged ears, and a dullard's mind. Many trolls, though, were far more cunning in thought and appearance, and were very similar to the various fairy folk common to stories throughout the world. These trolls usually looked entirely human, though they often had tails hidden under their clothes, or, less often, were diminutive folk similar to gnomes and leprechauns, sporting long noses. Although capable of harming humans with pranks or when angered, these trolls commonly lived in peaceful villages under mountains or deep in the forest. Like many other fairy folk, they could be helpful or harmful, depending on how they were treated. However, they were known for abducting people to serve them (abductees were called bergtagna, "those taken to the mountain"), stealing food, playing pranks, and even leaving changelings in place of kidnapped infants. They could turn invisible and were consummate shapeshifters, for some reason enjoying, among other forms, turning into balls of yarn and rolling about. Like many mystical creatures, they could be warded off by the sound of church bells, the sign of the cross, and other trappings of Christianity. They also feared steel and lightning, particularly the bolts generated by old Thor, and in some tales, were turned to stone in the sunlight, much like several other Norse creatures. It is also interesting to note that Scottish words for Dark Elves, Drow and Trow, are transliterations of Troll, stemming from Viking contact.

Troll, Regenerating

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

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

Player Conversion: Summoned: *Reincarnate*

Sacrifice Ratio: 4:1

Type: Mystical Humanoid

Q/M Ratio: 3:1

Armor: 1 (Natural)

Weapons: Short (Natural, Red)

Immunities: None

Natural Lives: 2

Abilities & Traits:

- **Regeneration** (Ex) (T)
- **Strong** (Ex) (T)

Levels

2nd Gains **Fear** (M) (1/life); Gains : **Altered Effect** (Dispel Magic: Loses Fear for the remainder of the current life in addition to the normal effects)

3rd +1 Armor (Natural) (Total 2)

4th +1 Natural Lives (Total 3)

5th +1 Armor (Natural) (Total 3)

6th *Fear* becomes (2/life)

Troll, Stone

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

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

Type: Humanoid

Q/M Ratio: 5:1

Armor: 2 (Natural, Invulnerable)

Weapons: Any Melee (Bludgeoning, Red), Rock

Immunities: Subdual, Control

Natural Lives: 2

Abilities & Traits:

- **Strong** (Ex) (T)
- **Energy Heal** (Stone) (Ex) (T)

Vulnerability

- **Altered Effect** (Lightning: *Petrify*)

Levels:

2nd +1 Natural Lives (Total 3)

3rd +1 Armor (Natural, Invulnerable) (Total 3)

4th May use Melee Weapons (Bladed)

5th +1 Natural Lives (Total 4)

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

Undead Minion

Factual Origin: The idea of compelling servitude through supernatural means is not a new idea, and has used as a theme over and over again in myth, legend, and folklore. Typically, however, these tales revolve around ensorcelment and enchantment of a more general magical nature, such as the irresistible song of the siren, beguiling glamour of the various fairy folk, or the sinister machinations of the Devil himself. Usually, only a single individual or a small group of people are affected, and seldom is the act of mind control or enchantment used in a way depicted in more modern fantasy, as part of an overreaching scheme or plan for conquest. Further, the idea of a strictly undead minion is rare as well, since the transformation to undead is more often depicted as a result of crimes committed while living (murders, unwed mothers, and so forth), a result of religious mishandling (improper burial, not baptized, etc), or infection by another undead (vampires and ghouls, for example). Nonetheless, two prominent examples stand out. Practitioners of Voodoo black magic have been known to trap the souls of those they wish to have as minions, forcing them to serve as zombies. In the Norse sagas, the half-elven witch Skuld had the dark power to raise warriors who had fallen on the battlefield, forcing them to continue to fight in her armies. This ability made her quite fearsome as an opponent, making her forces nearly unstoppable.

Description: Darklords are master Necromancers, and can convert captured or slain opponents into undead servants in order to carry on their dark plans of conquest. Undead Minions appear much as they did in life, preserved mystically to prevent decomposition.

Garb: Per Player Class

Type: Undead

Q/M Ratio: 1:1

Armor: Per Player Class

Weapons: Per Player Class

Immunities: Control, Death, Disease, Poison, Stench

Natural Lives: As Player Class, minus any lives lost before being converted.

Abilities & Traits:

· **Player Class** (Any Class) Ex) A converted player retains the class he began the game with. (T)

Vulnerability:

· **Reversion (Resurrect)**

Levels: As Player Class

Special Note: As an Undead Monster, it is important that Players turned into Undead Minions remember that they gain all traits of Undead, including susceptibility to effects like Banish and the inability to wear Enchantments.

Unicorn

Factual Origin: The Unicorn, from the Latin meaning “one horn”, was originally described in late antiquity not as a figure of myth, as many Greco-Roman creatures, but as an actual animal, described in naturalist texts such as the Physiologus as a single horned animal native to India. Indeed, the origins of the unicorn do seem to stem from the Indus Valley, where a single horned creature somewhat resembling a bull was recorded and whose image was used as a mark of high status. From the Indus Valley, it appears tales of this one horned beast spread both east and west. Toward the west, the creature was recorded as the Re'em in Hebrew and, of course as the Unicorn. Towards the east, the Chinese described the Qilin as a single horned beast with the body of a deer and a head like a lion's. The Qilin was also described in Japan as the Kirin, where it was said to bring good luck and to be more powerful even than the dragon. Toward modern times, the Qilin and Kirin were redefined as a mystical form of Giraffe, differing greatly from older stories. While modern fantasy describes the Unicorn most often as a white horse with a spiral horn, older accounts describe the Unicorn as more deer-like, with cloven hooves, a goat's beard, a single black horn, and a lion's tail and colored in reds, white and black. With this odd description, the Unicorn was also referred to as the Indian Ass, and was thought to be similar in appearance to the Oryx, a real animal with two long black horns. Some accounts instead described Unicorns as having a horse's body, an elephant's feet, and a boar's tail, with the same long black horn. This second description is nearly identical to another mythical beast, the monocerus, and its real counterpart, the rhinoceros - some bestiaries even listed all three as the same animal. Unicorns were said to eat vegetation, but to be enemies of elephants, using their sharp horns to pierce the bellies of the much larger animals. It was also said no hunter could ever catch a Unicorn, but that a pure virgin could capture it by allowing it to suckle at her breast, after which it would fall asleep with its head in her lap. This story led the Unicorn to be associated with the Incarnate, the melding of the divine with flesh and the birth of Christ to the Virgin Mary. Because of this, the Unicorn is featured in religious art, and was not demonized by Christians like many other mythical beasts. The Unicorn in all its forms, from the Far East to Europe, was associated with strength, speed, and nobility, and was renowned for its healing abilities - the unicorn's horn was said to cure any poison.

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

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

Player Conversion: Summoned: *Reincarnate, Transform*

Sacrifice Ratio: 3:1

Type: Mystical Fey Beast

Q/M Ratio: 2:1

Armor: None.

Weapons: Single Short (Magical Horn, Red, Red Thrusts)

Immunities: Control (Except Bardic Charm)

Natural Lives: 3

Abilities & Traits:

- **Home Tree** (Ex) (T)
- **Many Legged** (1) (Ex) (T)
- **Strong** (Ex) (T)
- **Heal** (M) (unlimited)
- **Teleport** (M) Self only, Place hood over head in addition to Incant to activate (unlimited)
- **Magical Horn** (Heal 1/Life) (M) (T)

Vulnerability

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels:

- 2nd Gains **Resurrect** (M) May only be used while the Unicorn is in contact with its Home Tree (1/life)
- 3rd *Resurrect* becomes (2/life)
- 4th Gains **Lost** (M) (1/life)
- 5th *Resurrect* becomes (3/life)
- 6th *Lost* becomes (3/life)

Ursinid

Factual Origin: A fairly common staple of modern fantasy, the Ursinid is a humanoid, sapient bear-man. Such bear men are often depicted in as primitive and aggressive people, though peaceful if left alone. Strictly speaking, humanoid bear people are uncommon in mythology and folklore; tales are common about bear spirits and people who assume the form of bears - either cursed lycanthropes or shapeshifters and witches who assume such ursine forms in order to perform work undetected or to gain the strength and power of the animal in order to hunt or attack. An example of bear-form shapeshifting that was said to be common to an entire race of people is the battle transformation of the Berserkers from the old Norse sagas. Berserkers, like many shapeshifters, wore the skins of bears in order to take on their frightful appearance, strength, and ferocity when they charged in to battle. While not shapeshifters or a form of bear men, both the Grendel and the title hero of Beowulf are described as bear like - the Grendel with its bear-like jaws and sharpened claws, and Beowulf himself, whose name literally means "bee wolf" and is an old word for bear (citing the animal's affinity with bees and honey). The most direct examples of folkloric bear men, though, were the Himalayan Meh-Teh and the Chinese Ren Xiong, both translated literally as "Man Bear". These creatures are known more popularly by more common names, such as Yeti and Yeren.

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

Garb: Fur ... and lots of it.

Type: Humanoid

Q/M Ratio: 2:1

Armor: 2 (Natural)

Weapons: Short (Natural, Red)

Immunities: Subdual

Natural Lives: 3

Abilities & Traits:

- **Lair** (Ex) (T)
- **Regeneration** (Ex) May only be used in Lair (T)
- **Strong** (Ex) (T)

Levels:

2nd May use a Single Long Weapon (Red) or Single Reach Weapon (Red)

3rd May use Any Shield; +1 Armor (Natural) (Total 3)

4th Gains **Hard To Kill** (Ex) (T)

5th +1 Armor (Natural) (Total 4)

6th Gains **Greater Regeneration** (Ex) May only be used in Lair (T)

Vampire

Factual Origin: Blood sucking, humanoid monsters have been a part of the folklore of nearly every culture in the world, and include the Lilu of Babylon (primarily the demoness Lilitu, who became the Judeo-Christian Lilith), the Akkhkharu of Sumeria, the Vetalas of India, the Pinyin of China, the Kyonshi of Japan, the Strigoi of Romania, and the Vrykolakes of ancient Greece. Greek Vrykolakes give us the tradition of the Vampire closely resembling, and often being mistaken for, a still living person. The Greek vampires were also not necessarily blood thirsty monsters, either, and some returned to help family members or to continue a semblance of a normal life. However, our modern interpretation of the Vampire is most derivative of the traditional Slavic Vampire, made most famous in fiction by Bram Stoker, in his novel Dracula. The English term Vampire, in fact, derives from the Bulgarian Vampir, in turn derived from the Slavic Obyri. In the Slavic tradition, there were many ways a vampire could be created, apart from the famous way of having been killed by a Vampire. Witchcraft, suicide, birth defects, excommunication, several omens, and even a cat jumping over a corpse could all cause Vampirism. In fact, even animals and some objects could turn into vampires – dogs, horses, sheep, and snakes were candidates, as were rotten gourds and fruit, and even unlatched doors. Obyri have been ascribed a multitude of powers: they could transform into a bat or into mist, fly, control vermin, rats, and wolves, had great strength of will and body, and could even turn invisible (The Balkan Dhampir, the child of a Vampire and a human, had the natural ability to see an invisible vampire, making them ideal vampire hunters). As in modern lore, the Slavic Vampire had a multitude of weaknesses to counter its many strengths. They cast no reflection, may not cross running water, may not enter a residence uninvited, and must return to the earth of their burial (and often their coffin or grave) to rest. A crucifix can repel a vampire, and in pre-Christian legend garlic, hawthorn, and rowan (mountain ash) can as well. Silver had no effect on Slavic Vampires, but, like faerie creatures, cold iron can harm them, so much that one could wear a necklace with an iron nail or place iron shavings under a child's bed to keep them at bay. Interestingly, although nocturnal, the vampire of legend suffered no real harm from sunlight, this was an invention of later writers and filmmakers. An oft ignored method of deterring a vampire stems from the Obyri obsession with sawdust and seeds. A vampire must always count these things when found, so spreading sawdust or seeds inside or around a grave would prevent the vampire from getting too far, as each night, when the creature awakes, it will spend all night counting the small items, only to ineffectually return to slumber by daybreak. Finally, while the wooden stake through the heart is a popular method of dispatching a vampire today, in lore this only worked if the stake penetrated through the creature and into the ground, preventing the corpse from rising. Any method of destroying the body of a vampire in its grave or preventing it from rising was thought to work just as well, from cremation to blades affixed to the coffin lid, just above the neck, to decapitate the corpse as it rises.

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

Garb: White make-up with a black armband, fangs

Type: Undead

Q/M Ratio: 3:1

Armor: As Player Class

Weapons: As Player Class

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

Natural Lives: 1

Abilities & Traits:

- **Create Minion** (Disease effect, Vampire) (M) (1/life)
- **Player Class** (Any Class) (Ex) Vampires are humans who have died while infected with a mystical disease. Players converted into Vampires retain their original class (T)
- **Tough** (Ex) (T)
- **Steal Life** (Ex) (1/life)

Vulnerability

- **Susceptibility** (Wooden Piercing)

Levels: Per Player Class

Voidstalker

Factual Origin: The Voidstalker represents a pure personification of the very essence of death itself. As a group of malicious death spirits, voidstalkers resemble classical wraiths and the stereotypical Grim Reaper, clothed in black robes and often wielding a scythe. Modern fantasy and literature have given us Dickens's Ghost of Christmas Future, Rowling's Dementors of the Harry Potter saga, Tolkien's Ringwraiths, and even the vicious shadow entities depicted towards the end of the movie Ghost. In folklore and mythology, however, death is seldom represented by a host of spirits or creatures, instead represented by a single entity, whether it be a god (good examples are Hades, Hel, Thanatos, Anubis, and Izami, the Japanese goddess of death, who swore to take 1,000 lives every day), an Angel (Azrael, for example, who is never named in the Bible or Qur'an beyond simply being referred to as the Angel of Death, but named in classical sources), or simply the straight manifestation of the concept itself. Today's most recognized icon of death, the Grim Reaper, began to appear as an image in the late middle ages, wielding the characteristic scythe but often depicted as an unclothed skeleton or wearing a white burial shroud, only later donning the black robe and hood. It is thought that the Grim Reaper shares its origins with another personification, Father Time, who is also often portrayed in robes and wielding a scythe - time and death were often associated (with good reason) and merging of the skeletal death with the robed figure of time into today's Grim Reaper is a logical step. Father Time is in turn a result of an error on the part of later Hellenistic scholars, who misidentified the scythe or sickle bearing harvest deity Cronos with the god of time Chronos (note the same pronunciation but different spelling). Before being nearly universally replaced by the Grim Reaper, other death spirits existed, including spirit animals and a common motif of a spectral or solemn woman, often clad in white.

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

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

Type: Mystical Extra-Planar

Q/M Ratio: 4:1

Armor: None

Weapons: Single Polearm (Red) or Single Staff (Red)

Immunities: Control, Disease, Magic, Poison, Projectiles, Disease, Stench

Natural Lives: 3

Abilities & Traits:

- **Strong** (Ex) (T)
- **Tough** (Ex) (T)
- **Blend** (Shadow) (M) (unlimited)
- **Fear** (M) (1/life)
- **Level Drain** (M) (1/life)
- **Sphere of Annihilation** (M) (1 bolt/U)
- **Touch of Death** (M) No Incantation, May extend touch through weapon (1/life)

Vulnerability

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)

Levels: None

War Horse

Factual Origin: The horse has been domesticated some 6,000 years, and has since the earliest times been trained to serve in battle, pulling mighty chariots and ridden by all kinds of warriors. A true War Horse is a loyal beast, serving in much the same way as a regular soldier. They are called into battle by the sound of the trumpet, and will charge ahead at the sound of its master's voice. They are known to exult in victory and are said to be the only animal that grieves at the death of its master. Although horses come in many sizes and colors, it was well known to the medieval scholar that there are truly only three types of horses, noble, common, and a mix of the two, and that the noble equines make the best War Horses. The most common War Horse ridden into battle by European knights was the Great Horse, or Destrier, so called because it was led by the squire from the right side (from the Latin dextarius, or "right sided"). These horses, while not a specific breed, were always the finest, best, strongest, and most expensive of horses, trained from a young age for warfare.

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

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

Player Conversion: Conjured: Anti-Paladin, Paladin (5th Level) for all 5th Level Gains or Warrior (6th Level) for all 6th Level Gains

Sacrifice Ratio: 1:1

Type: Beast

Q/M Ratio: 1:1

Armor: 1 (Natural), 1 (Worn)

Weapons: Long (Bludgeoning, Natural)

Immunities: None

Natural Lives: 5

Abilities & Traits:

- **Many Legged** (1) (Ex) (T)
- **Mount** (Ex) If Conjured, only the Conjurer may serve as Rider (T)

Levels:

2nd +1 Armor (Worn) (Total 2)

3rd Gains **As One** (Ex) (T)

4th +1 Armor (Worn) (Total 3)

5th +1 Armor (Worn) (Total 4)

6th The War Horse gains the Immunities of its Rider while being ridden or +2 Armor (Worn) (Total 6)

White Rabbit

Factual Origin: Although obviously a comical monster based on a combination of the Killer Rabbit of Caerbannog (or Vorpal Bunny) from *Monty Python and the Holy Grail* and a stab at animal rights activism, rabbit based monsters are not as uncommon in myths and local lore as one might think. Certain island cultures in the Indian Ocean tell of a beast called the Miraj, which was a pale yellow rabbit with a unicorn like, spiraled black horn. The Miraj was known as a vicious and dangerous predator that killed anything that it encountered. One of the tasks Shamans and witch doctors of the area were charged with was to protect their village from the rampaging Miraj. The Jackalope, largely thought of as a creation of more modern American folklore, actually first appeared amidst other horned rabbits in 16th century bestiaries. Like other antlered rabbits and hares, such as the winged and fanged Wolpertinger of Bavarian lore and the Germanic Raurakl, the Jackalope was said to be incredibly fast, a terrible and violent carnivore, and deadly to hunt. The Jackalope, specifically, was, after being adopted by American modern folklore, also given the ability to mimic human speech, which it used to trick human hunters away from its trail or even to turn them against each other.

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

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

Type: Mystical Beast

Q/M Ratio: 10:1

Armor: 8 (Natural, Invulnerable)

Weapons: Short (Red, Natural)

Immunities: Control, Subdual

Natural Lives: 1

Abilities & Traits:

- **Animal Rights Activism** (Ex) (1/life)
- **Cuteness** (Ex) (4/life)
- **Strong** (Ex) Weapons considered Siege while in Lair and otherwise considered Red (T)
- **Lair** (Ex) (T)
- **Magic Caster** (Bard, Druid) (Ex) 10 points total on any level, may purchase only Spells (not all magic) and may not purchase Legend, Talk to Dead, or Truth (T)

Levels: None

Wraith

Factual Origin: It was not until the advent of the Ringwraiths, the servants of Sauron depicted in JRR Tolkien's Lord of the Rings series, that the term Wraith became properly applied to the type of dark, evil, incorporeal undead that we picture today. Prior to this, the term wraith was applied to a wider range of phenomena, such as portents, omens, and anything generally associated with ghostly, supernatural occurrences. This broad use grew out of use in the 16th Century as a synonym for ghosts and specters, which were appearances of a person in spirit form. Such an apparition did not even have to be of someone who was dead, and in fact was just as often attributed to the disembodied or traveling spirit of someone living, often appearing as a warning or a mark of impending death for the observer, rather than the person appearing. A few more specific definitions did occur though – in Scotland in the 700s, Wraiths were considered a type of water spirit, whereas some European Pagans saw the wraith as a spirit of vengeance.

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

Garb: Black robes or cloak, black face paint.

Type: Mystical Undead

Q/M Ratio: 4:1

Armor: 4 (Natural, Invulnerability)

Weapons: Short (Natural)

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

Natural Lives: 3

Abilities & Traits:

- **Amorphous** (Ex) (T)
- **Tough** (Ex) (T)
- **Wounding** (M) (unlimited)
- **Fear** (M) (1/life)
- **Sever Spirit** (M) (1/life)
- **Teleport** (M) Self Only (1/life)

Vulnerabilities:

- **Altered Effect** (Dispel Magic: Loses all Magical Abilities for the remainder of the current life in addition to the normal effects)
- **Alternate Effect** (Banish: Causes immediate death)
- **Aversion** (Holy Ground)

Levels:

2nd Gains **Level Drain** (Ex) (1/life)

3rd Gains **Heat Weapon** (M) (1/life)

4th *Sever Spirit* becomes (Unlimited); *Teleport* becomes (2/life)

5th Gains **Circle of Protection** (M) (Unlimited)

6th *Level Drain* becomes (Unlimited)

Wyvern

Factual Origin: Originally depicted with the lower body of a dragon and the upper body of a voluptuous woman, with a red gem set between her eyes, the Wyvern comes from the old Saxon word Wyvere, which means both “serpent” or “viper” and “life”. This dual meaning in the original term is well reflected in the creature itself. The original Wyvern was a protective creature that had a breath of life and could light the way through the underworld with its forehead gem. At some point in the middle ages, the theme of the Wyvern was reversed from life to death, and its features changed from attractive and feminine to the more dragon-like, bestial visage known more commonly today. Its life giving breath was altered as well, becoming poisonous. In this form, the Wyvern typically is depicted with four limbs – two clawed wings and two legs – although exceptions are found. The wyvern most commonly had a typical serpent’s tail, though a typical variation was a scorpion-like stinger. A little known variant depicted in some illustrations is the Sea Wyvern, shown with a fish-like tail. Although today thought of as smaller than dragons, Wyverns of folklore were often thought of as at least as large as or larger than dragons, and were known to carry off elephants and other large prey. These creatures were among the most commonly depicted beasts in heraldry, representing ferocity and strength. The Wyvern was known to most of Western Europe - to the French as the Vouivre and the Scandinavians as the Lindworm. Lindworms however, were originally shown wingless and more snake-like prior to standardization in heraldry, which gave them the same wings as other Wyverns. Marco Polo wrote of encountering Lindworms in Central Asia, where he wrote they were fast enough to catch a man on a galloping horse. In modern times, cryptozoologists point to the legend and tales of wyverns as possible evidence of prehistoric pteranodons surviving into more recent times.

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

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

Type: Beast

Q/M Ratio: 5:1

Armor: 2 (Natural, Invulnerable)

Weapons: Long (Natural, Red, Poison), Throwing Weapons (Natural, Poison)

Immunities: None

Natural Lives: 4

Abilities & Traits:

- **Natural Flight** (Ex) (Unlimited)
- **Strong** (Ex) (T)

Levels:

2nd Gains **Aerial Superiority** (Ex) (T)

3rd +1 Armor (Natural, Invulnerable) (Total 3)

4th Gains **Immunity** (Subdual)

5th +1 Armor (Natural, Invulnerable) (Total 4)

6th +1 Natural Lives (Total 5)

Yeti

Factual Origin: The Yeti is a hairy humanoid creature that is thought to resemble an ape or bear man, and is known to Tebetans and other Himalayan peoples. Many modern scientists explain the Yeti as a misidentification of the Himalayan Brown Bear, or even the extinct Orangutan-like ape called Gigantopithecus. Known by many names, including Meh-Teh (bear man), Mi-Go (Wild man), Kang Admi (Snow Man), and the much more modern colloquialism Abominable Snow Man, the Yeti is a mountain dwelling humanoid that supposedly lives a solitary existence high in the Himalayan mountains. It is not often considered evil or overly aggressive, except when threatened or when its territory is encroached upon. Yetis are not often attributed control over its snowy environment or great supernatural powers in folklore, though a similar creature native to South America, Banjanki, is considered a god, and can only be encountered in the proper Shamanic trance state. Creatures much like the yeti appear elsewhere in the world's folklore as well. The Chinese Yeren, called in English either Man-Bear or Man-Monkey, is said to inhabit an area known for strange phenomenon, including an unusual and documented high rate of Albinism among local animal life. Mongolian Almas, the Australian Yowie (not to be confused with another Australian monster also called the Yowie, which is a bizarre cross between a lizard and an ant), the British Wudewas, and the Scottish Fear Liath are all extremely similar to the Yeti, and are described as wild bear or ape men. Perhaps the most famous counterpart to the yeti, though, is the Sasquatch, also known as Bigfoot, native to the Pacific Northwest of North America.

Description: These creatures of the high mountain ranges are rarely seen. They tend to be territorial, attacking only if their turf is invaded; but have also been known to range far and wide if roused. The yeti is very physically strong, and stands 8 (young adult) to 11 feet (mature) tall.

Garb: White tunic trimmed with white fur.

Type: Beast (Cold)

Q/M Ratio: 3:1

Armor: 1 (Natural)

Weapons: Dagger, Short (All Natural)

Immunities: Cold, Subdual

Natural Lives: 3

Abilities & Traits:

- **Iceball** (Ex) (1 bolt/U)

- **Avalanche** (Cold) (Ex) (1/game)

Levels:

2nd *Iceball* becomes (2 bolts/U); +1 Armor (Natural) (Total 2)

3rd *Iceball* becomes (3 bolts/U); *Avalanche* becomes (2/game)

4th *Iceball* becomes (4 bolts/U); Gains **Strong** (Ex) (T); Weapons considered Red

5th *Iceball* becomes (unlimited); *Avalanche* becomes (1/life)

6th Gains **Berserk** (Ex) (1/Game); Gains **Fight after Death** (Ex) (While Berserk)

Zombie

Factual Origin: Some of the earliest known references to zombies as a type of corpse stem from 18th century reports of slaves, burned to death, and buried in shallow graves near the shore. When tides inevitably washed these bodies up and ashore in other areas, it was believed these charred, rotted corpses had moved on their own accord. The lore of the Zombie, however, is still older than these accounts. A Kongo word meaning god, Nzambi, evolved into Zombi, another name for a Niger-Congo snake deity called Damballah. Zombi was later imported as a powerful Loa (or spirit) into the Vodoo beliefs of slaves brought over to the Americas, particularly in Haiti. A Bokor, or Vodoo sorcerer, could learn from Zombi the rituals and magic needed to steal the soul of a living person, often placing it in a form of receptacle such as a specially prepared clay jar. Such a person, removed from their free will, would serve as a slave to the bokor, and was characterized by a barely conscious state, even though they retained their intelligence. Modern zombies, the popular flesh eating corpses, risen from the dead, bear little resemblance to the historical, still living, Haitian Zombie. Instead, tales of corpses rising from the dead are a staple of many mythoi from around the world, and include medieval revenants and Norse draugr. Both of these, however, were not simple mindless undead, but were often risen in response to some event or to gain revenge for crimes committed by the living. The Ancient Sumerian Epic of Gilgamesh, however, shows us that even the "modern" zombie has roots in ancient myth, when Ishtar threatens to release the dead from the Netherworld, allowing them to eat the flesh of the living and multiply (until the dead outnumber the living).

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

Garb: Rags and the more gore the better

Player Conversion: Conjured: Wizard (6th Level), for 2 Magic Points
Sacrifice Ratio: 3:1

Type: Undead

Q/M Ratio: 2:1

Armor: None

Weapons: Short (Bludgeoning, Natural)

Immunities: Death, Subdual, Control, Poison, Disease, Stench, Bludgeoning

Natural Lives: 3

Abilities & Traits:

· **Regeneration** (Ex) (T)

Vulnerability:

· **Slow**

Levels:

2nd +1 Natural Lives (total 4)

3rd +1 Natural Lives (total 5)

4th Gains **Strong** (Ex) (T); Weapons considered Red

5th Gains 1 Armor (Natural)

6th +1 Natural Lives (total 6)

Special Note: The above is the normal version of this monster; many specific scenarios will make use of special variations on the Zombie, such as the Infectious Zombie (Gains **Greater Create Minion** (Disease Effect, Infectious Zombie) (Ex) Retained by converted Zombies (unlimited)) and the Master Zombie (Gains **Immortality** (Ex) 10 count death (T) and **Greater Create Minion** (Disease Effect, Infectious Zombie) (Ex) Retained by converted Zombies (unlimited), and does not have the **Slow** Vulnerability).

• Battlegames for Monsters •

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

Battlegame Key

Materials: A description of the physical objects, other than players, garb (to include monster garb), and equipment, needed to run the game.

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

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

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

Bounty Hunt

Materials: “point-value” tokens.

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

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

Options:

1. Establish alternate goals that are worth points as well: recover an artifact for 10 points, bring a live Monster back for double the normal points, etc.
2. Use water and *Aquatic* Monsters to shake things up a little bit, or mark off an area as *Lava* and populate it with flame-dwelling creatures. This makes for a deadly variation for the unprepared!
3. Turn the tables on the Questors and assign a point value to *them*. Monsters then compete to accumulate points too.
4. Use the Hunt as a springboard for a series of Quests, with the results of each successive Hunt setting the stage for the next week’s game. Example: Week One is a simple Bear Hunt where the Questors collect fur “tails” for points. Week Two: a team of renegade Ursunids seek revenge against the populace for killing their pet Bears. Week Three: the Baron forms a Hunting party to enter the woods to root out the Ursunids and any other Monsters living therein (like a tribe of Lepus, or a pair of White Rabbits).

Feed The Monsters

(Class, Militia, or Ditch)

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

Set-up: See individual scenarios.

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

Options:

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

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

The Rock Muncher

Factual Origin: Creatures that eat or consume rocks are a rare occurrence in both fantasy and folklore. Probably the closest equivalent creature to the Rock Muncher is the huge, mountain-like Rock Biter from the 1984 film adaptation of the German novel *The Never Ending Story*.

Description: A rather pitiful creature, whose sole purpose and motivation in life is to eat rocks and ore. Precious metal ores, especially gold, are its favorite.

Type: Beast

Q/M Ratio: 1:1

Armor: 2 (Natural, Invulnerability)

Weapons: Single Short (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

· **Amorphous**

Levels: None

Goblin Games (Goblins Only!)

Materials: Two rolls or so of surveyors ribbon.

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

Object: In *Goblin Games*, all players participate as a Goblin. Players are encouraged to giggle madly and make like damn fool Goblins throughout the game.

Daggerball

The Goblins divide into two equal teams, one team on each side of the center line. Each Goblin is then given one Throwing Weapon (only!) with which to play. The teams then throw their weapons back and forth across the centerline at members of the opposing team, in no particular order or fashion. A Goblin is "out" when one of two things happen:

- a. the Goblin is wounded in any way by any weapon thrown through the air or
- b. if a Goblin on the other team catches a weapon that has been thrown, the thrower is ejected. Goblins may catch weapons without injury so long as the catch is clean and the weapon does not hit the ground. Sides refresh after all the Goblins on one side are dead.

Goblin Feetsball

You can use any number of people; just split them evenly. This battle is best held in an open field (i.e.: no trees or other obstacles). Mark out a rectangular field as large as you have room for, or as appropriate for the number of players participating. As in many informal football games, it is recommended that the defense waits 3-5 seconds before charging the line, and that the number of rushers be limited. Mark the boundaries as clearly as possible, including the outer edges of the end zones. Once a person steps out of bounds, they cannot re-enter that play. (There is no such thing as being "forced out", since you have a weapon to take care of anyone who approaches, and there is no physical bumping...).

The rules of *Feetsball*:

- a. All participants are members of two goblin clans, which are at war over a most treasured object. (A tub of candy or something similar works well and the team is welcome to do as it pleases with this treasure after the game.) To avoid injury to innocent family members and needless property damage to the villages, the leaders of the goblin tribes have agreed to settle their disputes on the *feetsball* field.

- b. Armbands, headbands or war paint will mark membership in the clans (teams). For a feetsball: if you have a foam or stuffed football that would work great. Otherwise, make an elongated Magic Ball or use a normal Magic Ball, Rock, or Throwing Weapon or anything that can be thrown and caught easily and safely.
- c. To score a point, a team member must have possession of the feetsball beyond the opponent's goal line, without having stepped out of the marked boundaries. A "safety" is counted the same number of points (i.e.: one) as a touchdown. There are no ways to score by kicking.
- d. More or less regular football rules apply (including things like "offside" and "pass interference"), except that instead of tackling or blocking each other, each player has a single Short, Long, or Hinged melee weapon, with no armor, shields, magic or projectiles. Any wound kills. Dead players are asked to signal their death clearly and quickly and to do their best to avoid interfering with those who are still alive. Deaths last until the beginning of the next down. (See below.)
- e. After gaining possession of the feetsball, a team has four plays ("downs") to score. (If the field is large enough, there may be a certain distance they need to go to gain a "first down"). On the fourth down, they may choose to forfeit the ball by throwing or kicking it to the other team (this must be announced in advance). (Initial or post scoring kickoffs are also conducted this way: the ball can be kicked or thrown.)
- f. Both leaders have huge numbers of Goblins at their call. As players die, they are "replaced" on the next play by another family member who looks a lot like them. (In other words, the same Amtgardian is now representing a relative of the goblin who just died.) All participants have one life per play for as long as the game lasts.
- g. The game may continue as long as the Reeve or the two captains are willing to let it, but a general guideline of one hour is recommended. At the Reeve or captains' discretion, teams may change ends of the field halfway through. (Halftime shows are optional.)

Maze Craze

Materials: Lots and lots of bright ribbon or rope!

Set-up: Lay out the maze on a large area of flat and debris-free ground. The pattern is unimportant, just so long as it is large, fairly well-marked and has plenty of dead-ends and/or extra openings. Below is an example, but by no means the absolute rule on how to design one: Be creative, the only limits are imagination and the amount of ribbon you have available. Once the layout is done, place a few suitably powered Monsters in the maze.

Object: Variable. Just pick one, two or more of the Options below with a well-designed maze and you have an instant afternoon's entertainment. All ribbons are *Forcewalls* and may not be crossed or fought through. Remember that it is likely that any teams will gang-up to destroy the Monsters first, before resolving the mutual conflict. Be certain your Monsters are up to the task of getting pounded upon as they will be at the center of every combat.

Options:

1. Teams enter from opposite ends and must battle their way past the other team and the Monsters to touch the opposing base, score a point and reset.
2. Place a treasure in the center of the maze. Teams follow Option 1, but must return to their own base with the prize, instead of touching a base.
3. Place lots of little flags all over the maze. The team who collects the most flags and returns them to their base wins the round. Each player may only carry one flag at a time.
4. As Option 3, but each team may only control one flag at a time.
5. Place a neutral (not antagonistic towards the questors) Monster in the center or remote hallway. Teams then compete against one another to get the Monster back to their own bases. The Monster must use its abilities to aid whatever team is currently controlling it, though it need not engage in melee.
6. Make the Maze an obstacle course. One player at a time makes their way through the maze and whatever mundane hazards or Monsters the Reeve puts in his way. Choose an object or goal (touch the base on the other side, carry a glass of water to the pail in the middle, collect the five colored balls and place them in order on the ground, etc.) and the winner is the player who completes the maze first wins.
7. As Option 6, but use small teams of two or three players at a time.
8. You might choose to not use ribbon at all, but rather a well-defined trail or woodland area. Instead of confining the Monsters to hallways, give them large areas in which to roam. Be certain Questors and Monsters are aware of the boundaries and legal walking areas. In this type of game, encounters can be set up in a series of independent scenes, or be allowed to overlap one another.

Quests

There are two major categories all Quests fall into, the Freeform Quest and the Linear Quest. Both have strengths and weaknesses, but managed properly, either can provide a fulfilling day of fighting and role-playing. And I'm talking about *real* Quests, not battlegames or other scenarios disguised as a Quest...

The Freeform Quest: This is the type of Quest where everyone has a part, and plays that part for the entire game. Players portray their classes, a Troll stays a Troll and the NPC Innkeeper maintains that role for the entire day. Encounters are usually set up across the playing area in no particular order, allowing players to roam freely from place to place in search of clues or just a good scuffle. These Quests should be designed so they can be solved without having to resort to the "do this first, do this next, then this, and finally fight the Monster to win" mentality (see Linear Quest). The greatest strength of the Freeform Quest is versatility, situations can be solved or experienced in any order, allowing for a great range of experiences and tales between Questors. Freeform Quests are far more work for the Reeves, however, as several areas may require their attention at once, or the conditions in one area might have unforeseen consequences on other areas. Good advice: Get some walkie-talkies!

The Linear Quest: Far simpler to manage on a small scale, the Linear Quest is more akin to tabletop role-playing than the Freeform Quest. The Reeve sets up a series of encounters and walks with a team of Questors from one zone to the next, describing things all along the way. One team of Monsters can actually challenge multiple teams and play multiple parts, because they only encounter one group at any given time. The Monsters fight in one area, then move ahead of the questors to prepare for the next. While this might seem an extremely basic way of questing, it is the best way to run a quest for groups of 20 people or less. Also, the Linear Quest presents a much greater opportunity for players to get good information and descriptions from the Reeve, enhancing the fantasy role-play atmosphere in ways that a Freeform Quest never could. The best part of this kind of game is the near-total control the Reeve has over the action, allowing for changes to be made on the spot and giving the players an instant information source.

Monster Hunt

Materials: None, other than appropriate garb.

Set-up: Pick a Monster that the populace can handle (check out the suggested Q/M Ratio for a hint) and let it loose in the countryside.

Object: The populace must band together to defeat the menace, once and for all. This is a great way to playtest new Monsters and/or introduce new players to the Monster classes of Amtgard.

Options:

Suggested Monsters include:

1. Goblins (approximately 2 Goblins per Questor, a great time if the Goblins play "in character")
2. Infectious Zombies (see Zombie monster entry, q.v) (this gets ugly quickly as the Zombies start to infect populace and turn the populace against itself. Still a lot of fun, though.)
3. The Plague! Secretly place a Plaguer amongst the players and watch the squabbling as the plague spreads its insidious evil through the teams.
4. A pair of Giants or even a Dragon as the abilities and levels of the populace increase.
5. Mix different types of Monsters, creating a theme of sorts. A Sable Dragon with a band of loyal Skirits, a tribe of Orcs led by a mighty Stone Troll or a nest of low-level Vampires under the command of a powerful Nosferatu.
6. Give the Monster some human assistance in the form of like-minded players. If the Monster is a renegade Deva, perhaps a couple of Paladins and Healers have come to lend aid. A wicked Siren might have a few devoted followers of any class, so long as they were males.

Zombie Land

Materials: A field with a few spread out big trees.

Set-Up: Divide the populace into two equal teams plus one Infectious or Master Zombie (see Zombie monster entry, q.v, though any Monster with *Create Minion* or *Greater Create Minion* will do).

Object: It's really bright and sunny. The trees create shadows that define shapes on the ground. Each team starts out at the two shadows that are the farthest apart within the bounds of the game and can only fight inside the shadows. The Zombie must stay in the light and can only fight (and be killed) in the light. The light becomes like Ether, the Zombie Land. You might have noticed that the shadows don't all connect. In fact, the sparser the field of trees, the better the game. Players may only run through the light. They can come and go as they please from the shade to the light, but they must run in the light. Any player that walks in the light becomes a zombie in 3 seconds. If a player is legged, scampering is considered "running." The players' objective is to kill off the other team, but they must also be aware of the Zombie (who should have something like Immortality) who attacks the players at will. The Zombie's goal is to make Zombies. The light is an *Anti-Magic Zone*.

Other Rules:

1. Players may not attack each other in the light, they can only attack each other in the shade.
2. Projectiles cannot be thrown/shot into the light. The shot is dead at the light.
3. A player is considered in the shadow when any part of him or her in the shade.
4. For the sake of reeving, weapon swings and skirmishing half in the light and half out will be allowed to continue until one player is out of the shade or slain.
5. It is up to the Reeve and players to police rules of the shade. As always, battlegaming done on the honor system.

Zombie Battle

Materials: None

Set-up: Choose one skilled fighter to be the Master Zombie (see Zombie monster entry, q.v) and set him loose on the field. The rest of the populace makes up the other team. Sounds like a mosh, right? Well not exactly. See, this Zombie has all the regular abilities and a few extra tricks.

Object: This is really a low-powered version of the Darklord Scenario. Eventually the players will all become Zombies, and the fun comes from seeing who hangs on as the last survivor. The last player to survive starts as the Zombie for the next round. Be sure to encourage good role-play from Zombies; they should be dragging their feet, howling out "Brains!" and moaning like a good undead corpse.

Option: Don't let Replicated Zombies convert their victims - only players slain by the original Zombie become Monsters. Allow Replicated Zombies to drag subdued or slain victims back to the original Zombie to do his dirty work! This will slow down the game time considerably.

* * * * *

• Creating New Monsters •

As you flip through the pages of the Dor Un Avathar and see all the Monsters, remember some are new, some old, some are changed, some remain basically the same. But wait! The Monster that you thought for sure would be in here isn't. Now what do you do? Well, you could do two things: Whine and complain, or make it yourself. If you really want to, then whine, but nobody likes a whiner. So your other option is to play Amt-god and create this new creature yourself. Congratulations! This is a great way of participating in a non-combat aspect of the club. Now, there are some general guidelines that should be followed if you have decided to make a new monster yourself. These are just guidelines, but they will increase your chances of getting your Monster completed, balanced, approved by your local monster's guild, approved by Althing for local play, and perhaps eventually added to a publication such as this book. These guidelines are fairly simple and often common sense, yet must be stressed. You may see some things that are stated almost directly from the *Amtgard: Handbook on the Rules of Play*. Again, these are things that must be stressed. And now, on to creating your new Monster.

Guidelines

- 1) Follow the basic format presented towards the beginning of this book. This allows for a clean, organized, and easy to read presentation of the Monster that covers just about everything. In the event that your Monster is passed by an Althing, having it already in this format will make it easier to add into a Monster book.

- 2) Don't create a Monster that could be played more easily by role-playing one of the player classes or that too closely imitates an existing monster. Basically, this means that a Monster should be unique to itself. Creating a monster too close to one of these lessens both your new monster and the class or monster it is similar to. A better idea is to play the existing class or monster, and have some fun role-playing the differences: wear your Monster garb along with the required garb. It's fun for you and for the other people playing.
- 3) Don't copy copyrighted material. This is a tricky one. Most of the creatures in this book can be found in other sources as well, be it mythology, role-playing games, movies or books. It is imperative that although you like the monsters in other material, you try to make it somewhat unique. In the case of mythological monsters, you may attempt to make it as accurate as possible. In the case of monsters from non-mythological material, you should make sure there are differences. Never use specific names found only in that source's material. This may seem overcautious, but it doesn't hurt to do it.
- 4) Try not to create totally new Abilities or Traits unless absolutely necessary. While you are determining a Monster's powers, try to find abilities already created and in use. This cuts down on confusion when the Monster is being played. In some cases, a new ability is justified, but those are rare instances. All abilities should be easily understood and not alter the basic rules of Amtgard. Feel free to include a brief explanation of what the ability simulates (i.e.: breath weapon, chilling aura of fear, etc.) This helps people understand the Monster better, and can often make the Monster seem much more interesting. This type of description is often called "*flavah*" text, because it gives a specific twist on a generic power or ability.
- 5) Try to balance the Monster's power. When creating a Monster, compare it to existing monsters and classes in order to determine where the monster's power level lies. Remember that a monster suitable for use in any battlegame should be comparable to monsters with a Q/M Ratio of 3:1 or less. A Monster with a 1:1 ratio should be comparable to any of the non-magic using standard classes. Assign your monster a Q/M ratio based on these comparisons. A monster with certain powerful abilities, such as Regeneration, Siege Weapons, Immortality, Invulnerable Armor, many Immunities, the Magic Caster trait, or Create Minion, should probably be considered for higher Q/M Ratios. Q/M Ratios can be adjusted downward with the addition of Vulnerabilities or by reducing the number of Natural Lives from amount given to most classes (3 to 5).
- 6) Do not allow a new monster to be Summoned, since these monsters are listed very specifically with the Magic used to Summon them in the Rules of Play. Instead, if it makes sense for the monster, consider Conjuring as an alternative. Once you decide which (if any) classes may Conjure the monster, its Sacrifice Ratio and Player Conversion information can be balanced in much the same way as balancing the monster's Q/M Ratio, through comparison with existing monsters. A simple guideline is to start by matching the Conjurer's sacrifice (in Magic points or Level abilities lost) and the Sacrifice Ratio with the Q/M Ratio, and then differ them by no more than one step – for example, a Monster with a Q/M ratio of 3:1 may require a sacrifice of Level 4 abilities and have a Sacrifice Ratio of 2:1
- 7) Submit your Monster for play-testing. When and if the Monster is play-tested, someone should be specifically designated to keep an eye on it to see how it fares on the field. This should usually be a Reeve, but can also be another dedicated noncombatant watching the game. The individual watching the Monster should note how well it works, and determine whether the Monster is more powerful than necessary or found lacking somehow. The Monster should be play-tested several times and by as many different people as possible. Naturally, Monsters should only be play-tested with a Reeve's permission.
- 8) Always be willing to rework your Monster. Even if the play-test decides it's good, it will still need the approval of an Althing to become official on a local level. If an Althing votes it down, then this simply means it needs to be reworked further. Don't give up hope and try not to get frustrated. If your Monster has already gotten this far, then odds are that a little more work and some perseverance will eventually pay off. By following those guidelines, you should have a nifty new Monster that is well balanced and ready for playing. Remember, always use common sense and always play in the spirit of the game. Do not use loopholes or gray areas to derive an advantage on the battlefield. The *Amtgard : Handbook on the Rules of Play* always takes precedence in any dispute.

Finally, you should always role-play while at Amtgard, but when you're playing a Monster, it's doubly important. Have good garb and enjoy yourself. Happy Monstering!

• *Rules of Play and Dor Un Avathar* Revision Process •

- 1) Each Kingdom must elect or appoint a representative. The manner in which this is done is left up to the individual Kingdom.
 - a. The representative (reps) will be the only person allowed to post to the boards on Amtgardinc.com to discuss or suggest rule changes and clarifications. The boards are open to the public for reading.
 - b. The representative position is an open-ended appointment unless removed by the Monarch or the rep steps down. This is to allow for consistency amongst the reps.
 - c. The reps can be removed from the position at any time by the current Monarch of their Kingdom.
 - d. The rep answers directly to their Kingdom Monarch.
 - e. The representative must be a current member of the Kingdom in which he/she is to serve.
 - f. The main duty of the rep is to poll their Kingdom for rule changes and clarifications then bring them to the boards. Each rep must remain in contact with the Monarchy and populace in order to promote the Kingdom's rule agenda.
 - g. The reps have the discretionary right to discard changes that are obviously inappropriate.
 - h. The reps will discuss the changes on the board to help clarify and clean up the wording and intention of the changes.
 - i. The reps must transfer any Rule Changes from the discussion boards to the final request board before the last day in June, in voting years. Clarifications must be transferred by the last day of June every year. Any transfers after the date will be null and void for the current voting year.
- 2) Rule Changes will be voted upon and enacted in even-numbered years. Changes to the Dor Un Avathar will be voted on upon and enacted in odd-numbered years.
- 3) Clarifications will be voted upon every year. Clarifications for odd-numbered years will be made available as an errata sheet that will be supplied with the rulebook. Dor Un Avathar clarifications for even-numbered years will likewise be made available as an errata sheet to be supplied with the Dor Un Avathar. These clarifications will be edited into the rulebook (or Dor Un Avathar, as appropriate) on the following year along with any new Rules Changes.
- 4) A representative of Amtgard Inc. will compile the finalized list of Changes and Clarifications and will supply copies for the official vote. Each Kingdom's rep will post the finalized list on their Kingdom's list.
- 5) The vote will be held at the Gathering of the Clans, during the Monarch's meeting.
- 6) Only Monarchs may cast a vote at the meeting unless a representative (a representative of the Kingdom not necessarily the rules representative, although the rules representative is eligible for this duty.) has been appointed by them, in writing, before the meeting. It is in every Kingdom's best interest to have a representative of their land with a list of votes at this meeting.
- 7) Only the items on the finalized list will be voted upon. Absolutely no Changes or Clarifications will be accepted on site for change.
- 8) Each item on the finalized list will be voted upon with a 75% majority of the assembled Monarchs (or appointed representatives) required for it to pass.
- 9) Passed items are then compiled for entry into the rulebook, Dor Un Avathar, or errata sheet as appropriate.
- 10) All rule changes and clarifications are effective one month from the date of the meeting. Errata sheets and edits will be posted at amtgardinc.com by this date.

• Appendix I: Index of Summoned and Conjured Monsters •

The following two pages are a quick reference guide for all Summoned and Conjured monsters found in this volume. The Summoned monsters are listed by the Magic (found in the Rules of Play) used to summon them, and the Conjured monsters are listed by class, and include the Player Conversion level and sacrifice required.

Summoned by Enchantments

Summoned by Reincarnate

- Brownie
- Centaur
- Dryad
- Giant, Hill
- Lizardman
- Siren
- Troll, Regenerating
- Unicorn

Summoned by Transform

- Dryad
- Goblin
- Mummy
- Pegasus
- Skeleton
- Unicorn

Summoned by Lich

- Lich

Conjured by Fighter Classes

Conjured by Anti-Paladin or Paladin

- War Horse: 5th Level for all 5th Level Gains

Conjured by Warriors

- War Horse: 6th Level for all 6th Level Gains

continued on next page

Conjured by Magic Users

Conjured by Bards

- Animal Familiar: Any Level for 1, 2, or 3 Magic Points
- Fairy: Any Level for 3 Magic Points
- Golem, Rag: 6th Level for 3 Magic Points
- Satyr: 6th Level for 3 Magic Points
- Siren: 6th Level for 3 Magic Points

Conjured by Druids

- Animal Familiar: Any Level for 1, 2, or 3 Magic Points
- Bear: 3rd Level for 4 Magic Points
- Elemental, Air: 6th Level for 3 Magic Points
- Elemental, Earth: 6th Level for 3 Magic Points
- Elemental, Fire: 6th Level for 3 Magic Points
- Elemental, Water: 6th Level for 3 Magic Points
- Fairy: Any Level for 3 Magic Points
- Golem, Flesh: 6th Level for 2 Magic Points
- Golem, Metal: 6th Level for 4 Magic Points
- Golem, Mud: 6th Level for 3 Magic Points
- Golem, Rock: 6th Level for 4 Magic Points
- Golem, Rope: 6th Level for 2 Magic Points
- Golem, Scarecrow: 6th Level for 3 Magic Points
- Great Bird: 3rd Level for 3 or 4 Magic Points
- Satyr: 6th Level for 3 Magic Points

Conjured by Healers

- Animal Familiar: Any Level for 1, 2, or 3 Magic Points
- Golem, Flesh: 6th Level for 2 Magic Points
- Golem, Metal: 6th Level for 4 Magic Points
- Golem, Mud: 6th Level for 3 Magic Points
- Golem, Rock: 6th Level for 4 Magic Points
- Skeleton: 6th Level for 2 Magic Points

Conjured by Wizards

- Animal Familiar: Any Level for 1, 2, or 3 Magic Points
- Bear: 3rd Level for 4 Magic Points
- Elemental, Air: 6th Level for 3 Magic Points
- Elemental, Earth: 6th Level for 3 Magic Points
- Elemental, Fire: 6th Level for 3 Magic Points
- Elemental, Water: 6th Level for 3 Magic Points
- Golem, Flesh: 6th Level for 2 Magic Points
- Golem, Metal: 6th Level for 4 Magic Points
- Golem, Mud: 6th Level for 3 Magic Points
- Golem, Rag: 6th Level for 3 Magic Points
- Golem, Rock: 6th Level for 4 Magic Points
- Golem, Rope: 6th Level for 2 Magic Points
- Golem, Scarecrow: 6th Level for 3 Magic Points
- Skeleton: 6th Level for 2 Magic Points
- Zombie: 6th Level for 2 Magic Points

• Appendix II: Quick Conversion Chart for Radii and Ribbon Lengths •

Many Monster and Terrain Effects require a specific radius of area to be roped off or marked by ribbon, but often it may be difficult to accurately measure the area quickly at the field. To that end, here is a quick chart for common conversions, with approximate lengths for easy pre-measuring beforehand.

CONVENTIONAL (IN FEET)				FIELD APPROXIMATE METRIC (IN METERS)		
RADIUS	DIAMETER	ACTUAL CIRCUMFERENCE	FIELD RIBBON LENGTH	RADIUS	DIAMETER	RIBBON LENGTH
0.5	3	9.424777961	10	0.5	1	3
5	10	31.41592654	30	1.5	3	9
10	20	62.83185307	60	3	6	18
20	40	125.6637061	120	6	12	36
30	60	188.4955592	190	9	18	58
40	80	251.3274123	250	12	24	76
50	100	314.1592654	315	15	30	96
100	200	628.3185307	630	30	60	192

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• Coda •

*This is the eighth edition, first revision of the **Dor Un Avathar, Official Monster Rules of Amtgard** and is presented for use with the **Amtgard : Handbook on the Rules of Play, 7th. Edition** Amtgard can be found on the web at: <http://www.amtgardinc.com>*

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*Send questions, comments, errata and suggestions to **Lord Drilillithon** at Drilillithon2@yahoo.com or **Matthias Fleewinter** at matthiasfw@yahoo.com Or submit suggestions, corrections, clarifications, or revisions through the Revision Process described in this volume.*

Look for optional volumes with all new Monsters, battlegames, Conjured creatures and expanded terrain features from the Amtgard 7 Expansion Group – See amtgard7.pegasusvalley.com and the Amtgard7 Yahoogroup for information or to submit suggestions, art, or text.