

Unofficial *Dor Un Avathar* v8.2

Preamble

This document represents what the *Dor Un Avathar* might look like if it were adapted to Version 7.5 of the *Rules of Play* and is not meant to stand as an official update of the monster rulebook or to usurp the power of the Circle of Monarchs to appoint an official rulebook editor. —*Matthias Fleewinter*

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• Introduction to the *Dor Un Avathar* v8.1 •

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 a 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. 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 at 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 2nd 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 a 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 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 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

A player may convert someone into a monster via Conjunction. 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 ratios of bows or magic users.

The specific monster played is determined by the player doing the Conjunction. These monsters are Conjured by the sacrifice of certain aspects of the Conjurer's class. Monsters that are available for Conjunction include additional entries in their descriptions, Player Conversion and Sacrifice Ratio. The Player Conversion entry describes how the monster can be brought into a game, 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 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.

Monsters brought into a game through 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 Conjured monster. For example, a Goblin player may not sacrifice lives to become a Metal Golem or even another Goblin.
- 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 Conjured as a Fairy. If he had 5 levels in Monster, he would instead play a 4th level Fairy, 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 cancelled 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 into a Fairy by a Bard via Conjunction. The player's Scout persona is now out of the game and the Fairy persona is not under the effects of the *Hold Person*. Further, the Fairy 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 Conjured as a monster with a Sacrifice Ratio of 3/1. The player may immediately resume play as the monster, and has 2 lives from Warrior remaining after playing the monster (one life lost and three sacrificed, subtracted from six total).
- e) Monsters brought into a game through 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) A player may play his own 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 cost of Conjuring (pre-game sacrifices).
- h) It is up to the player to willingly sacrifice lives towards playing a Conjured monster (i.e. cannot be forced to do so); the player may always opt to not sacrifice any lives.
- i) Players of 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.

Conjuring 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.

- 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 Animal 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) 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 affect 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. This limitation does not apply to Humanoid and Fey monsters or any monster with *Attuned*, *Spell Mastery* or another listed exception.

Monster Format

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

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 Conjured by players, it will include the following two entries:

Player Conversion: This entry will list the classes that may bring the monster into the game via Conjunction, 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 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.
 - Immunity (Control, Death, Disease, Poison, Stench, Subdual)
 - *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.
- **Beast:** Non humanoid creatures, most often animals with more than two legs.
 - Weapons considered Natural.
- **Botanical:** These monsters are composed of plant or fungal material.
 - Immunity (Control, Death, Subdual)
- **Extra-Planar:** These monsters hail from another dimension or plane of existence and include Elementals, demons, and angels.
 - Immunity (Death, Poison)
- **Fey:** The Fairy folk of legend and myth.
 - Immunity (Control) except Bardic Charm.
 - 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.
 - Humanoid monsters may bear enchantments according to the *Rules of Play*, unless otherwise noted.
 - 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.
 - They have a number of special rules, detailed in the monster's description.
- **Mystical:** Monsters with this distinction have an innately magical nature.
 - Natural weapons are considered Magical.
 - *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.
 - Immunity (Control, Death, Disease, Poison, 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 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' (e.g. "Single short"), 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 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 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 magical 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 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 Magical 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 skin-tight 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 (i.e. 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 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 armor 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 armor or invulnerability and wound or kill the target struck, as appropriate.
- **Holy:** Considered Red, Magical, 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 *Sever Spirit*.
- **Magic** or **Magical:** 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 Magical are stopped by Immunity (Magic) and *Protection from Magic*, but the weapons can still damage armor, wound, or kill, as appropriate. Magical 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 Magical, noted with an (m), or Extraordinary, designated with (ex). These designations are effectively qualifiers, and affect traits and abilities as follows:

Magical (m) Abilities and Traits:

- Cease to function in and cannot be activated in an Anti-Magic Zone.
- Abilities are subject to *Dispel Magic* just as any other magical effects.
- Do not cost magic points or limit weapon use.
- Are stopped by *Protection from Magic* and Immunity (Magic) if used against another player.
- Abilities that mimic enchantments or produce enchantment-like effects count against the number of enchantments that may be carried.
- Considered to have the Magical qualifier, even if others are noted.

Extraordinary (ex) Abilities and Traits:

- Are non-magical in nature and are unaffected by *Dispel Magic*, Anti-Magic, *Protection from Magic*, and Immunity (Magic).
- Do not cost magic points or limit weapon use.
- Do not count against the amount of enchantments that may be carried unless noted.
- 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 Magical (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 Magical 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 From 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* to 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 and some monsters) is considered to have immunity.

Magic Caster (Player Class) – 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 parentheses 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 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 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, 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)

I: "Touch of the Plague" x5

R: Touch

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

N: A *Cure Ailments* 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*, 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

I: "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 feet 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 Magical. 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 a 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 feet of the last location unless otherwise dictated by the scenario. This new location may not be within 100 feet 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. Monsters with the Animation type have **Altered Effect** (*Anti-Magic : Petrify*). Effect lasts until removed from area.
4. 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.

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• Monster Entries •

Angelic Hero

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 Armor), 4 (Worn, Invulnerable Armor), any shield

Weapons: Single dagger, short, or long (all Holy), javelin

Immunities: Death, Disease, Magic, Poison, Subdual

Natural Lives: 2

Abilities & Traits:

- **Extend Immunities to Equipment** (ex) (T)

Animal Familiar

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 Conjurer 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 Conjurers themselves.

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

Player Conversion: 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:

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

Vulnerabilities:

- **Altered Effect** (*Dispel Magic* : loses all magical abilities for the remainder of the current life in addition to the normal effects)
- **Weak**

Vulnerabilities:

- **Altered Effect** (*Sever Spirit : Lost*)
- **Beneficent**

Levels:

2nd **Heal** (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)

3rd **Extend Immunities** (ex) (unlimited)

4th *Heal* becomes (2/life)

5th **Resurrect** (m) (1/life)

6th +1 natural life (total 3)

- 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 life (total 3) (ex) (T)

3rd +1 natural life (total 4) (ex) (T)

Animal Familiar may wear an enchantment. (ex) (T) If the Animal Familiar was Conjured, the Conjurer must cast and place any enchantments received.

4th +1 natural life (total 5) (ex) (T)

5th +1 natural life (total 6) (ex) (T)

6th **Lend** (m) (unlimited) This ability works in reverse: a magic user may *Lend* a single spell to the Animal 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.

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

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, Disease, Poison, Stench, Subdual

Natural Lives: 2

Abilities & Traits:

- **Doomsday** (m) (1/life) Only requires a 100 count chant.
- **Fear** (m) (2/life)
- **Finger of Death** (m) (1/life)

- **Incorporeal** (ex) (T)
- **Teleport** (m) (1/life) Self only.
- **Touch of Death** (m) (1/life) Self only.

Vulnerability: Altered Effect (*Dispel Magic* : immediate death)

Levels:

2nd *Fear* becomes (4/life)

3rd +1 natural life (total 3) (ex) (T)

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

5th *Touch of Death* becomes (unlimited)

6th *Doomsday* becomes (2/life)

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 **Immunity : Subdual**

3rd +1 natural armor (total 2)

+1 natural life (total 3)

4th **Strong** (ex) (T)

5th +1 natural armor (total 3)

+1 natural life (total 4)

6th +1 natural armor (total 4)

Tough (ex) (T)

Bear

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: 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:

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

Levels: None.

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.

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:

- **Blend** (Forest) (ex) (1/life)
- **Camouflage** (ex) (unlimited)
- **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

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:

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

Levels:

2nd *Heat Weapon* becomes (4/life)
 3rd Gain 1 point natural armor. (ex) (T)
 4th **Immunity : Magic**

5th *Hold Person* becomes (4/life)
 6th *Finger of Death* becomes (1/life)
Possession (ex) (1/life)

Catperson

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

Levels:

2nd Type becomes **Fey**. (ex) (T)
Immunity : Control (except Bardic Charm)
 3rd *Sneak* becomes (2/game)
 4th **Immunity : Subdual**
 5th **Strong** (ex) (T)
 6th *Sneak* becomes (unlimited)

Abilities & Traits:

- **Sneak** (ex) (1/game)
- **Tracking** (ex) (1/life)

Centaur

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.

Type: Fey

Q/M Ratio: 2/1

Armor: 4 (Worn), any shield

Weapons: Any melee, bow

Immunities: Control (except Bardic Charm)

Natural Lives: 4

Levels:

2nd **Accuracy** (ex) (T)
 3rd **Armor-Piercing Arrow** (m) (1/unlimited)
 4th **Penetration Arrow** (m) (1/unlimited)
 5th *Flame Arrow* becomes (2/unlimited)
Stun Arrow becomes (2/unlimited)
Tracking becomes (2/life)
 6th *Armor-Piercing Arrow* becomes (2/unlimited)

Abilities & Traits:

- **Attuned** (ex) (2/game)
- **Bowyer** (ex) (1/life)
- **Flame Arrow** (ex) (1/unlimited)
- **Longbow** (ex) (T)
- **Many Legged** (1) (ex) (T)
- **Stun Arrow** (ex) (1/unlimited)
- **Tracking** (ex) (1/life)

Corrosion Beast

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: Poison, Subdual

Natural Lives: 4

Abilities & Traits:

- **Acid Bolt** (ex) (unlimited bolts)
- **Corroding Touch** (ex) (T)
- **Corrosion** (ex) (unlimited)
- **Tunneling** (ex) (unlimited)

Levels: None.

Darklord

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)

Levels: Per *Player Class*.

Abilities & Traits:

- **Greater Create Minion** (Spirit effect, Undead Minion) (m) (unlimited) May only be used in *Lair*. May also target living victims by touch.
- **Immortality** (ex) (T)
- **Lair** (ex) (T)
- **Legend** (ex) (1/game) 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.
- **Player Class** (any class) (ex) (T) 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.

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

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 to speak of. 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, Disease, Poison, Subdual
Natural Lives: 3

Abilities & Traits:

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

Levels:

- 2nd **Acid Bolt** (ex) (2 bolts/U)
- 3rd +1 invulnerability (5 total)
- 4th +1 invulnerability (6 total)
- Regeneration** (ex) (T)
- 5th +1 invulnerability (7 total)
- 6th +1 invulnerability (8 total)

Deva

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:

- **Awe** (m) (1/life)
- **Heal** (m) (1/life) May not be used on self.
- **Mend** (m) (1/life) May not be used on self or own equipment.
- **Natural Flight** (ex) (unlimited)
- **Teleport** (m) (1/life) Self only.

Vulnerability: Beneficent

Levels:

- 2nd *Teleport* becomes (2/life)
- 3rd **Immunity : Subdual**
- 4th *Mend* becomes (2/life)
Tough (ex) (T)
- 5th **Immunity : Death**
Heal becomes (unlimited)
- 6th *Awe* becomes (3/life)
Heal may be used on self (1/game)

Dragons

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 Armor)
Weapons: Short (Natural, Siege)
Immunities: None
Natural Lives: 1

Abilities & Traits:

- **Fireball** (Breath Weapon) (m) (unlimited bolts)
- **Large** (ex) (T)
- **Magic Caster** (Wizard) Cast magic at Monster level (ex) (T)
- **Natural Flight** (ex) (unlimited)
- **Shove** (ex) (unlimited) As a wing buffet.
- **Strong** (ex) (T)

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

Levels:

- 2nd +1 natural invulnerable armor (total 6)
- 3rd +1 natural life (total 2) (ex) (T)
- 4th +1 natural invulnerable armor (total 7)
- 5th +1 natural life (total 3) (ex) (T)
- 6th +1 natural invulnerable armor (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 Armor)

Weapons: Short (Natural, Siege)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- **Large** (ex) (T)
- *Magic Ball* (Breath Weapon) (m) (unlimited bolts)
Use magic ball listed.
- **Natural Flight** (ex) (unlimited)
- **Shove** (ex) (1/life) as a wing buffet.
- **Strong** (ex) (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 **Dispel Magic** (m) (1/life)
- 3rd +1 natural invulnerable armor (total 5)
Dispel Magic becomes (2/life)
- 4th +1 natural invulnerable armor (total 6)
Gain **Immunity** as listed.
Shove becomes (unlimited)
- 5th +1 natural invulnerable armor (total 7)
Dispel Magic becomes (3/life)
Mend (m) (2/life)
- 6th +1 natural invulnerable armor (total 8)
Dispel Magic becomes (4/life)

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

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 Dragon's 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

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 Armor), any shield

Weapons: Any melee, javelin

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

Natural Lives: 2

Vulnerability: Altered Effect (*Dispel Magic* : loses all magical abilities for the remainder of the current life in addition to the normal effects)

Abilities & Traits:

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

Levels:

2nd +1 natural life (total 2) (ex) (T)

Heat Weapon becomes (2/life)

Sleep becomes (2/life)

3rd *Pyrotechnics* becomes (2/life)

Touch of Paralyzation becomes (2/life)

4th +1 natural life (total 3) (ex) (T)

Finger of Death becomes (2/life)

Stun becomes (2/life)

5th *Honor Duel* becomes (unlimited)

Fear becomes (2/life)

Reanimate becomes (2/life)

6th +1 natural life (total 4) (ex) (T)

Heat Weapon becomes (4/life)

Sleep becomes (4/life)

Touch of Paralyzation becomes (4/life)

Dryad

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.

Type: Mystical Fey

Q/M Ratio: 1/1

Armor: None

Weapons: Single dagger

Immunities: Control (except Bardic Charm)

Natural Lives: 3

Abilities & Traits:

- **Commune** (m) (unlimited)
- **Heal** (m) (unlimited)
- **Home Tree** (ex) (T)
- **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 Gain 1 point natural invulnerable armor (ex) (T)

3rd **Heat Weapon** (m) (1/life)

Warp Wood (m) (1/life)

4th No additional abilities.

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

Warp Wood becomes (2/life)

6th +1 natural invulnerable armor (total 2)

Dwarf

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: Disease, Poison, Subdual

Natural Lives: 3

Abilities & Traits:

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

Levels:

- 2nd **Improve Shield** (ex) (1/life) May be used on own or another's equipment. Takes a 100 count to place.
Improve Weapon becomes (2/life)
- 3rd May use throwing weapons. (ex) (T)
Mend (ex) (2/life) May only be used on Metal equipment.

- 4th **Armor of Quality** (ex) (1/life) May be used on own or another's equipment. Takes a 100 count to place.
Improve Shield becomes (2/life)
- 5th Melee weapons gain Harden qualifier. (ex) (T)
 +1 natural life (total 4) (ex) (T)
- 6th **Immunity : Magic** (ex) (1/life) May be used in immediate response to a magical effect.
 May *Fight After Death* on last two lives.

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

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

Natural Lives: 3

Abilities & Traits:

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

Vulnerabilities:

- **Altered Effect** (Anti Magic : *Petrify*) Effect lasts until removed from area.
- **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** (*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.

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

Natural Lives: 3

Abilities & Traits:

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

Vulnerabilities:

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

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.

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: Druid, 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), bow (Natural)

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

Natural Lives: 3

Abilities & Traits:

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

Vulnerabilities:

- **Altered Effect** (Anti Magic : *Petrify*) Effect lasts until removed from area.
- **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** (*Iceball* : *Banish*)
- **Altered Effect** (3 *Iceball* spells : immediately shattered, *Sever Spirit*) Simulates banishment back to plane of origin. Players of Conjured Elementals may still play any remaining unsacrificed lives as their regular class.

Levels: None.

Player Conversion: Druid, 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, Death, Disease, Poison, Stench, Subdual

Natural Lives: 3

Abilities & Traits:

- **Amorphous** (ex) (T)
- **Aquatic** (ex) (T)
- **Aquatic Superiority** (ex) (T)
- **Energy Heal** (Cold) (ex) (T)
- **Extinguish** (ex) (unlimited)
- **Shove** (ex) (unlimited) Incant to activate is "Wave" x 3.
- **Strong** (ex) (T)
- **Teleport** (m) (2/life) Self only.

- **Touch of Death** (ex) (1/life) 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.

- **Tough** (ex) (T)

Vulnerabilities:

- **Altered Effect** (Anti Magic : *Petrify*) Effect lasts until removed from area.
- **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** (*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.

Levels: None.

Elf, Sylvan

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, bow

Immunities: Control (except Bardic Charm)

Natural Lives: 3

Abilities & Traits:

- **Accuracy** (ex) (T)
- **Longbow** (ex) (T)
- **Magic Caster** (Druid) 5 magic points total on 1st and 2nd level magic, may not buy neutral magic (ex) (T)
- **Spell Mastery** (ex) (T)

Levels:

- 2nd **Bowyer** (ex) (1/life)
Improve Weapon (ex) (1/game)
- 3rd **Pass Without Trace** (ex) (1/life)
+5 magic points (10 total); may purchase up to 4th level magic.
- 4th **Camouflage** (m) (unlimited)
Improve Weapon becomes (1/life)
Vulnerability: Altered Effect (*Dispel Magic* : loses all magical abilities for the remainder of the current life in addition to the normal effects)
- 5th **Armor of Quality** (ex) (1/life)
+5 magic points (15 total); may purchase up to 6th level magic.
- 6th **Magical Projectile** (m) (unlimited) May not be simulcast.

Elf, Deep Dweller

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), 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)

Entangling Mass

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)

· **Entangle** (ex) (2 bolts/U)

· **Regeneration** (ex) (T)

· **Strong** (ex) (T)

Extra-Planar Entity

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

Levels:

2nd **Poison Weapon** (ex) (1/life)

3rd May use a small shield. (ex) (T)

4th **Armor-Piercing Arrow** (m) (1/unlimited)

Blend (Shadow) (m) (1/life)

5th All weapons except specialty arrows considered Poison. (ex) (T)

6th **Magic Caster** (Wizard) 5 magic points total on levels 1 through 4 (ex) (T)

Spell Mastery (ex) (T)

Levels:

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

3rd *Entangle* becomes (unlimited bolts)

4th +1 invulnerability (total 5)

5th **Commune** (ex) (unlimited)

6th +1 invulnerability (total 6)

Regeneration becomes **Greater Regeneration**.

Q/M Ratio: 7/1

Armor: 4 (Natural, Invulnerable Armor)

Weapons: Short (Natural, Red), any melee (Red)

Immunities: Death, Magic, Poison

Natural Lives: 1

Abilities & Traits:

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

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 Questmaster.

Levels:

- 2nd **Pyrotechnics** (m) (2/life) or **Steal Life** (ex) (1/life)
- 3rd *Confusion* becomes (2/life)
Fear becomes (2/life)
- 4th **Immunity : Projectiles** or **Regeneration** (ex) (T) or **Yield** (m) (1/life)
- 5th *Confusion* becomes (3/life)
Fear becomes (3/life)
- 6th Weapons considered Siege (ex) (T) or gain **Feeblemind** (m) (3/life) or gain **Sphere of Annihilation** (m) (1 bolt/U)

Fairy

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: Bard, 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

Levels: None.

Abilities & Traits:

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

Vulnerabilities:

- **Altered Effect** (*Dispel Magic* : loses all magical abilities for the remainder of the current life in addition to the normal effects)
- **Weak**

Gargoyle

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 Armor)

Weapons: Short (Natural, Red), rock

Immunities: Control, Death, Disease, Poison, Subdual

Natural Lives: 2

Abilities & Traits:

- **Energy Heal** (*Mend*) (ex) (T)
- **Lair** (ex) (T)
- **Natural Flight** (ex) (unlimited) May carry one dead victim at a time.
- **Sever Spirit** (ex) (2/life) May only be used in *Lair*. Simulates devouring the victim. Incant changed to "Devouring" x5.
- **Strong** (ex) (T)

Levels:

2nd **Camouflage** (ex) (1/life) Incant changed to
 "Become one with the stone" x2
 3rd No additional abilities.
 4th +1 natural invulnerable armor (total 3)
 +1 natural life (total 3) (ex) (T)

5th +1 natural life (total 4) (ex) (T)
Camouflage becomes (2/life)
 6th *Sever Spirit* becomes (unlimited)

Ghost

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.

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, Disease, Poison, Stench, Subdual

Natural Lives: 2

Abilities & Traits:

- **Dispel Magic** (m) (2/life)
- **Extinguish** (m) (5/life)
- **Forcewall** (m) (unlimited) May have up to 2 active at a time.
- **Incorporeal** (ex) (T)
- **Sleep** (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 +1 natural life (total 3) (ex) (T)
 3rd *Extinguish* becomes (unlimited)
 4th *Dispel Magic* becomes (3/life)
 5th +1 natural life (total 4) (ex) (T)
 6th *Dispel Magic* becomes (unlimited)

Ghoul

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

Natural Lives: 3

Vulnerability: Aversion (Paladins, Holy Ground)

Abilities & Traits:

- **Create Minion** (Disease effect, Ghoul) (m) (1/life)
- **Touch of Paralyzation** (ex) (2/life)

Levels:

2nd May use small or medium shields. (ex) (T)
 3rd *Touch of Paralyzation* becomes (4/life)
 4th +1 natural armor (total 2)
 5th *Touch of Paralyzation* becomes (unlimited)
 6th *Create Minion* becomes (2/life)

Giants

Giant, Fire

Description: Fire Giants stand just over twenty 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:

- **Fireball** (m) (1 bolt/U)
- **Large** (ex) (T)
- **Strong** (ex) (T)

Levels:

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

3rd **Flameblade** (ex) (1/life)

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

5th **Flamewall** (ex) (1/life)

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

Giant, Hill

Description: Standing ten to fifteen 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.

Type: Humanoid

Q/M Ratio: 1/1

Armor: 2 (Natural), 2 (Worn)

Weapons: Any melee (Red), rock

Immunities: None

Natural Lives: 2

Giant, Frost

Description: Frost Giants stand fifteen to twenty 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:

- **Iceball** (m) (1 bolt/U)
- **Large** (ex) (T)
- **Strong** (ex) (T)

Levels:

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

3rd **Avalanche** (Cold) (ex) (1/life)

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

5th **Mass Shove** (ex) (1/life)

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

Abilities & Traits:

- **Large** (ex) (T)
- **Strong** (ex) (T)

Levels: None.

Giant, Sea

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 Armor)

Weapons: Polearm (Siege)

Immunities: Control, Subdual

Natural Lives: 3

Abilities & Traits:

- **Aquatic** (ex) (T)
- **Greater Create Minion** (Spirit effect, Zombie) (m) (1/life) 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.
- **Large** (ex) (T)
- **Strong** (ex) (T)

Vulnerability: Slow – Sea Giants lose this vulnerability while in Water.

Levels:

- 2nd May use rocks. (ex) (T)
- 3rd +1 natural invulnerable armor (total 4)
- 4th **Improved Rocks** (ex) (T)
- 5th *Greater Create Minion* becomes (2/life)
- 6th Rocks considered Siege. (ex) (T)

Giant, Titan

Description: These Giants are akin to gods. They stand over thirty 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.

Giant, Thunder

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 Armor)

Weapons: Single short or long (Red)

Immunities: Flame, Projectiles, Subdual

Natural Lives: 3

Abilities & Traits:

- **Call Lightning** (m) (1/life)
- **Iceball** (m) (2 bolts/U)
- **Large** (ex) (T)
- **Lightning Bolt** (m) (2 bolts/U)
- **Mass Shove** (m) (2/life)
- **Spell Mastery** (ex) (T)
- **Strong** (ex) (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 *Lightning Bolt* becomes (3 bolts/U)
Magic Caster (Wizard) Cast magic at 1st level (ex) (T)
- 3rd **Wind** (m) (1/game) Incant is reduced to one recitation.
- 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.

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

Type: Humanoid

Q/M Ratio: 7/1

Armor: 4 (Natural, Invulnerable Armor), any shield

Weapons: Any melee (Siege), rock

Immunities: Flame, Projectiles, Subdual

Natural Lives: 3

Abilities & Traits:

- **Large** (ex) (T)
- **Strong** (ex) (T)

Goblin

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 inter-tribal 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 makeup.

Type: Humanoid

Q/M Ratio: 0.5/1

Armor: 1 (Worn)

Weapons: Single short

Immunities: None

Natural Lives: 8

Abilities & Traits:

- **Sheer Numbers** (ex) (T)

Levels:

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

3rd +1 natural invulnerable armor (total 5)

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

5th +1 natural invulnerable armor (total 6)

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

Vulnerability: Weak

Levels:

2nd +2 natural lives (10 lives total) (ex) (T)

3rd May use a bow or use a small or medium shield. (ex) (T)

4th +2 natural lives (12 lives total) (ex) (T)

5th +3 natural lives (15 lives total) (ex) (T)

6th +2 armor (Worn) (2 total)

Golems

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

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 Dr. Frankenstein's monster. Pale and/or gory face make-up, tattered clothing and a shambling walk.

Player Conversion: 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, Stench, Subdual

Natural Lives: 3

Abilities & Traits:

- **Energy Heal** (Lightning) (ex) (T)
- **Steal Life** (m) (1/game)
- **Strong** (ex) (T)

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: 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 Armor)

Weapons: Short (Natural, Red) or single long (Red)

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

Natural Lives: 3

Abilities & Traits:

- **Death Cloud** (m) (1/life)
- **Energy Heal** (Flame) (ex) (T)
- **Strong** (ex) (T)
- **Tough** (ex) (T)

Vulnerabilities:

- **Altered Effect** (Anti Magic : *Petrify*) Effect lasts until removed from area.
- **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** (Lightning : *Hold Person*)
- **Slow**

Levels: None.

Vulnerabilities:

- **Altered Effect** (*Anti Magic* : *Petrify*) Effect lasts until removed from area
- **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.
- **Aversion** (Flame)

Golem, Mud

Description: These creatures are massive frames of wood, covered in mud or clay, 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 makeup.

Player Conversion: 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, Poison, Stench, Subdual

Natural Lives: 3

Abilities & Traits:

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

Vulnerabilities:

- **Altered Effect** (Anti Magic : *Petrify*) Effect lasts until removed from area.
- **Altered Effect** (*Dispel Magic* : *Entangle*) Cannot be freed by *Fireball*, *Release*, or other means.
- **Altered Effect** (*Pyrotechnics* : immediate death)
- **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 is 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: Bard, Wizard (6th level) for 3 magic points.

Sacrifice Ratio: 2/1

Type: Mystical Animation

Q/M Ratio: 2/1

Armor: 1 (Natural, Invulnerable Armor)

Weapons: Single dagger (Red)

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

Natural Lives: 1

Abilities & Traits:

- **Charm** (ex) (4/life)
- **Legend** (m) (1/life) Must tell bedtime stories.
- **Strong** (ex) (T)
- **Tough** (ex) (T)
- **Visit** (m) (1/game)

Vulnerabilities:

- **Altered Effect** (Anti Magic : *Petrify*) Effect lasts until removed from area.
- **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** (Flame : immediate death)

Levels: None.

Golem, Rope

Description: Created to serve mages stationed aboard sea vessels, Rope Golems are living constructs of ship lines, hemp rope, 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: Druid, Wizard (6th level) for 2 magic points.

Sacrifice Ratio: 1/1

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: 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 Armor)

Weapons: Short (Red, Natural, Bludgeoning) or single long (Red)

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

Natural Lives: 3

Abilities & Traits:

- **Energy Heal** (Stone) (ex) (T)
- **Hold Person** (m) (4/life)
- **Strong** (ex) (T)
- **Tough** (ex) (T)

Vulnerabilities:

- **Altered Effect** (Anti Magic : *Petrify*) Effect lasts until removed from area.
- **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.
- **Slow**

Levels: None.

Type: Mystical Animation

Q/M Ratio: 1/1

Armor: 4 (Natural, Invulnerability)

Weapons: Hinged (Natural, Red)

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

Natural Lives: 3

Abilities & Traits:

· **Amorphous** (ex) (T)

· **Camouflage** (ex) (unlimited)

· **Earth Bind** (ex) (4/life)

· **Entangle** (ex) (4 bolts/U)

· **Strong** (ex) (T)

Vulnerabilities:

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

· **Altered Effect** (*Dispel Magic* : *Entangle*) Cannot be freed by *Fireball*, *Release*, or other means.

Levels: None.

Special Notes: The Rope Golem's melee attacks are considered subdual blows, as per the *Rules of Play*. (See Subduals and Prisoners, page 12.)

Golem, Scarecrow

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

Garb: Tattered shirt and mask with hay sticking out.

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

Natural Lives: 3

Abilities & Traits:

· **Energy Heal** (*Mend*) (ex) (T)

· **Fear** (m) (4/life)

· **Teleport** (m) (1/life) Self only.

· **Tough** (ex) (T)

· **Vermin Horde** (Crows) (m) (1/life)

Vulnerabilities:

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

· **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.

Levels: None.

Great Bird

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 makeup.

Player Conversion: 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:

- **Aerial Superiority** (ex) (1/life)
- **Missile Block** (ex) (T) Only while in flight. Simulates the ability to dodge missile weapons while airborne.
- **Mount** (ex) (T) If Conjured, only the Conjurer may serve as rider.
- **Natural Flight** (ex) (unlimited)

Levels: None.

Gremlin

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:

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

- 2nd *Heat Weapon* becomes (5/life)
- 3rd Gain 1 point armor (Worn) (ex) (T)
Warp Wood becomes (5/life)
- 4th +1 natural life (total 3) (ex) (T)
- 5th *Dispel Magic* becomes (unlimited)
- 6th +1 natural life (total 4) (ex) (T)
Camouflage (m) (1/life)

Griffin

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

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

Type: 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 **Mount** (ex) (T)
- 3rd +1 natural armor (total 3)
Regeneration (ex) (T)
- 4th **Strong** (ex) (T)
- 5th *Shove* becomes (2/life)
- 6th +1 natural armor (total 4)

Harpy

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:

- **Aerial Superiority** (ex) (T)
- **Fear** (ex) (1/life)
- **Natural Flight** (ex) (unlimited)
- **Poison Weapon** (ex) (1/life)

Levels:

- 2nd Gain 1 point of natural armor (ex) (T)
- 3rd *Fear* becomes (2/life)
- 4th *Poison Weapon* becomes (2/life)
- 5th +1 natural armor (total 2)
- 6th **Charm** (m) (unlimited)

Hydra

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

Vulnerabilities:

- **Altered Effect** (*Dispel Magic* : loses all magical abilities for the remainder of the current life in addition to the normal effects)
- **Bound** (20 ft radius from Tail player) Heads only.
- If all Heads are slain, the Tail immediately dies (but may use *Fight After Death*)

Levels:

- 2nd +1 natural invulnerability (total 5 per player)
- 3rd May choose **Lightning Bolt** (Breath Weapon) (m) instead of *Iceball*, *Entangle*, or *Acid Bolt*.
- 4th +1 natural invulnerability (total 6 per player)
- 5th May choose **Fireball** (Breath Weapon) (m) instead of *Iceball*, *Lightning Bolt*, *Entangle*, or *Acid Bolt*.
- 6th **Regeneration** (ex) (T)

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

Kraken

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: Control, Flame, Subdual

Natural Lives: 1 per player

Abilities & Traits:

- **Amorphous** (ex) (T) Has a definite form, but each player represents only a part of the whole, each without limbs of its own.
- **Aquatic** (ex) (T)
- **Fear** (ex) (2/game) Beak only. Range is 50 ft.
- **Fight After Death** (ex) (1/life) Tentacles only.
- **Sever Spirit** (ex) (unlimited) Beak only. Simulates consumption by the Kraken. Incant changed to "Devouring" x5.
- **Strong** (ex) (T)

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) (ex) (T) or one Tentacle gains **Yield** (ex) (1/life), simulates grabbing a person and pulling him in.
- 3rd One Tentacle's weapons are considered Siege. (ex) (T)
- 4th **Mass Shove** (ex) (1/life) Beak only.
- 5th The *Bound* radius of 2 Tentacles is changed to 100 ft. (ex) (T)
- 6th *Mass Shove* becomes (2/life)

Lepus

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: 2 (Worn), any shield

Weapons: Any melee weapons, javelins, bows

Immunities: Subdual

Natural Lives: 4

Abilities & Traits:

- **Berserk** (ex) (1/game)
- **Longbow** (ex) (T)
- **Pass Without Trace** (ex) (1/life) May be used while moving.

Levels:

- 2nd +1 natural life (total 5) (ex) (T)
Tunneling (ex) (1/game) May be used while moving.
- 3rd *Berserk* becomes (2/game)
Missile Block (ex) (T)
- 4th **Accuracy** (ex) (T)
Tunneling becomes (1/life) or lose *Berserk* and *Tunneling* to gain **Magic Caster** (Druid) Cast magic at 3rd level (ex) (T)
- 5th +1 natural life (total 6) (ex) (T)
Greater Missile Block (ex) (T)
- 6th **Fight After Death** (ex) (T) while *Berserk* or lose *Berserk* and *Tunneling* to gain **Magic Caster** (Druid) Cast magic at 6th level (ex) (T)

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.

Type: Undead

Q/M Ratio: 2/1

Armor: None

Weapons: Dagger, short, long, spear, staff

Immunities: Control, Death, Disease, Poison, Stench

Natural Lives: 1 (or 2 if *Vivify* is taken)

Levels: As *Magic Caster*.

Abilities & Traits:

· **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.

· **Magic Caster** (Wizard) Cast magic at Monster level (ex) (T)

Vulnerability: Bound (10 ft [circumference] circle of yellow cloth) This circle must initially be placed within 100 feet of where the Wizard died and became a Lich. As a quest or scenario option, the *Bound* area may be expanded to a designated *Lair* area.

Lizardman

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.

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 **Poison Weapon** (ex) (1/game)

3rd +1 natural armor (total 2)

4th May use javelins. (ex) (T)

5th +1 natural armor (total 3)

Poison Weapon becomes (1/life)

6th Gain 3 points of armor (Worn)

Lycanthropes

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 the 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, ravening brutes, trapped in a dark, personal prison of bloody dreams and bloody deeds.

Garb: Fur and fangs, canine face paint.

Type: Mystical Beast

Q/M Ratio: 6/1

Armor: 2 (Natural, Invulnerable Armor)

Weapons: Short (Natural, Red)

Immunities: Control, Subdual

Natural Lives: 3

Abilities & Traits:

- **Berserk** (ex) (1/game) Natural armor granted while *Berserk* is also considered invulnerable armor.
- **Create Minion** (Disease effect, Werewolf) (ex) (unlimited) May be used while *Berserk*.
- **Player Class** (Peasant) (ex) (T) 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 Ailments*).

· **Strong** (ex) (T)

· **Tough** (ex) (T)

· **Tracking** (ex) (1/life) May be used while *Berserk*.

Vulnerability: Reversion (*Cure Ailments*)

Levels:

2nd **Fear** (ex) (1/game) May be used while *Berserk*.

3rd No additional abilities.

4th *Berserk* becomes (2/game)

5th *Fear* becomes (1/life)

6th *Berserk* becomes (1/life)

Regeneration (ex) (T) May regenerate wounds (but not from death) caused by magic and *Powerful Blows*.

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 Armor)

Levels:

2nd **Regeneration** (ex) (T) May regenerate wounds (but not from death) caused by magic and *Powerful Blows*.

3rd **Fear** (ex) (1/game) May be used while *Berserk*.

6th *Berserk* becomes (1/life)

Wereboar

Q/M Ratio: 6/1

Abilities & Traits:

- **Berserk** (ex) (1/life) Natural armor granted while *Berserk* is also considered invulnerable armor.
- **Create Minion** (Disease effect, Wereboar) (ex) (unlimited) May be used while *Berserk*.
- **Fight After Death** (ex) (T) while *Berserk*.
- **Player Class** (Peasant) (ex) (T) 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 Ailments*).
- **Strong** (ex) (T)
- **Tough** (ex) (T)

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

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:

- **Aerial Superiority** (ex) (T)
- **Natural Flight** (ex) (unlimited)
- **Poison Weapon** (ex) (1/life)

Levels:

2nd **Fear** (ex) (1/life)

3rd +1 natural armor (total 3)

4th Throwing weapons considered Poison. (ex) (T)

5th **Strong** (ex) (T)

6th **Immunity : Control**

Medusa

Description: An evil combination of woman and snake, the Medusa is a creature so horrific 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, bow (all Poison)
Immunities: Poison, Subdual
Natural Lives: 3

Abilities & Traits:

- **Longbow** (ex) (T)
- **Petrify** (m) (unlimited bolts)
- **Touch of Paralyzation** (m) (2/life) No incant, may extend through own melee weapons, declare "Stone" x1 on contact, may use *Petrify* on targets.

Vulnerability: Altered Effect (*Dispel Magic* : loses all magical abilities for the remainder of the current life in addition to the normal effects)

Levels:

- 2nd **Fear** (m) (1/life)
- 3rd **Stun** (m) (2/life)
- 4th *Fear* becomes (2/life)
- 5th Armor considered natural invulnerable armor. (ex) (T)
- 6th *Touch of Paralyzation* becomes (unlimited)

Minotaur

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 natural armor (total 3)
- 3rd Gain 2 points of armor (Worn) (ex) (T)
May use short weapons (Natural, Red) (ex) (T)
- 4th **Fight After Death** (ex) (1/life)
- 5th +1 natural armor (total 4)
May use any shield. (ex) (T)
- 6th +1 natural life (total 4) (ex) (T)

Mummy

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.

Type: Undead
Q/M Ratio: 3/1
Armor: 1 (Natural)
Weapons: Single short
Immunities: Control, Death, Disease, Piercing, Poison, Sorcery, Stench, Subdual
Natural Lives: 3

Abilities & Traits:

- **Touch of Death** (ex) (unlimited)

Levels:

- 2nd **Strong** (ex) (T)
- 3rd +1 natural armor (total 2)
- 4th +1 natural armor (total 3)
- 5th **Fear** (m) (2/life)
- 6th **Heal** (m) (2/life) Self only, simulates rejoining of body parts.

Nosferatu

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 Armor)

Weapons: Dagger, short (all Red)

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

Natural Lives: 2

Abilities & Traits:

- **Greater Create Minion** (Disease effect, Vampire) (m) (1/life)
- **Regeneration** (ex) (T)
- **Steal Life** (ex) (1/life)

- **Strong** (ex) (T)
- **Tough** (ex) (T)
- **Yield** (m) (1/life)

Vulnerabilities:

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

Levels:

- 2nd **Teleport** (m) (1/life)
- 3rd *Yield* becomes (2/life)
- 4th **Vermin Horde** (Rats) (m) (1/life)
- 5th *Vermin Horde* becomes (2/life)
- 6th *Teleport* becomes (2/life)

Oaken

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: Control, Projectiles, Subdual

Natural Lives: 3

Abilities & Traits:

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

Vulnerabilities:

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

Levels:

- 2nd May use long weapons (Natural, Red) (ex) (T)
Bound radius becomes 20 ft.
- 3rd *Bound* radius becomes 30 ft.
- 4th Type becomes **Multi-Player Mystical Botanical** (ex) (T) 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, and all players share listed uses of *Entangle*.
- 5th One additional Branch (total 3 players) (ex) (T)
One Branch may use a single reach weapon (Natural, Red) (ex) (T)
Bound radius becomes 40 ft.
Entangle becomes (3 bolts/U)
- 6th One additional Branch (total 4 players) (ex) (T)
One Branch may use a small or medium shield. (ex) (T)
Bound radius becomes 50 ft.
Entangle becomes (4 bolts/U)

Ogre

Description: Ogres are the largest of the goblinoid races (others include Goblins, Hobgoblins, and Orcs). They are misshapen brutes, standing over nine 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 makeup, tusks.

Type: Humanoid

Q/M Ratio: 2/1

Armor: 2 (Natural)

Weapons: Short (Natural, Red), any melee (Red)

Immunities: Poison, Subdual

Natural Lives: 3

Abilities & Traits:

- **Berserk** (ex) (1/game)
- **Fear** (m) (1/game)
- **Strong** (ex) (T)

Levels:

2nd May use rocks. (ex) (T)

3rd **Fear** becomes (2/game)

4th **Improved Rocks** (ex) (T)

5th **Fear** becomes (1/life)

Fight After Death (ex) (T) while *Berserk*.

6th Armor (including armor gained from *Berserk*) considered natural invulnerable armor. (ex) (T)

Orc

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, never happy or at peace aside from mealtime or battle. 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 makeup, animal fangs.

Type: Humanoid

Q/M Ratio: 2/1

Armor: 1 (Natural), 2 (Worn)

Weapons: Any melee, rock, javelin, bow

Immunities: Poison

Natural Lives: 4

Abilities & Traits:

- **Berserk** (ex) (1/game)
- **Truth** (ex) (1/game) Only on subdued enemies.

Levels:

2nd +1 natural life (5 total) (ex) (T)

3rd **Fight After Death** (ex) (T) while *Berserk*.

Flame Arrow (ex) (1/reusable)

4th +1 armor (Worn) (3 total)

5th May use a small or medium shield. (ex) (T)

6th +1 natural armor (2 total)

Improve Weapon (ex) (1/game)

Pegasus

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.

Type: Mystical Beast
Q/M Ratio: 1/1
Armor: 1 (Natural)
Weapons: Short (Natural)
Immunities: Control
Natural Lives: 3

Abilities & Traits:

- **Awe** (m) (1/life)
- **Many Legged** (1) (ex) (T)
- **Natural Flight** (ex) (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 **Mount** (ex) (T)
- 3rd **Awe** becomes (2/life)
- 4th **Charm** (m) (1/game)
- 5th **Charm** becomes (1/life)
- 6th **Awe** becomes (3/life)

Phoenix

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 Armor)

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

Immunities: Death, Flame, Magic

Natural Lives: 1

Abilities & Traits:

- **Burning Body** (ex) (T)
- **Extend Immunities** (m) (unlimited)
- **Greater Regeneration** (ex) (T)

- **Heal** (m) (unlimited)
- **Immortality** (ex) (T)
- **Natural Flight** (ex) (unlimited)
- **Presence** (m) (T) Works on all Paladins and Anti-Paladins, has no effect on other classes.
- **Resurrect** (m) (unlimited) May be used on each player only once per game.
- **Strong** (ex) (T)

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

Description: These are diseased humans whose minds have been twisted by the Plague they bear. They live only to 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) (unlimited) Retained by converted Plaguers.

- **Touch of the Plague** (Death, Disease) (ex) (unlimited)

Vulnerabilities: Reversion (*Cure Ailments*)

Levels:

- 2nd **Touch of Death** (Death, Disease) (ex) (1/game)
Place on self only.
- 3rd **Fight After Death** (ex) (1/life)
- 4th **Touch of Death** becomes (1/life)
- 5th **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

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, Death, Disease, Poison, Stench, Subdual

Natural Lives: 3

Abilities & Traits:

- **Incorporeal** (ex) (T)
- **Shove** (ex) (4/life) Represents telekinesis.
- **Touch of Death** (m) (4/life) Place on self only.
- **Wounding** (m) (2/life)

Vulnerability: Altered Effect (*Banished* 3 times in one life : immediately shattered, *Sever Spirit*)

Levels:

- 2nd **Possession** (m) (1/game)
- 3rd *Wounding* becomes (4/life)
- 4th **Hold Person** (m) (2/life)
- 5th *Hold Person* becomes (4/life)
- 6th *Possession* becomes (1/life)
Touch of Death becomes (unlimited)

Satyr

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: Bard, Druid (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:

- **Charm** (m) (2/life)
- **Commune** (m) (unlimited)
- **Legend** (m) (1/life)
- **Tough** (ex) (T)

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 Gain 1 point of armor (Natural) (ex) (T)
Legend becomes (2/life)
- 3rd May use javelins. (ex) (T)
+1 natural life (total 4) (ex) (T)
- 4th **Extension** (m) (unlimited)
- 5th **Pass Without Trace** (m) (1/life)
- 6th +1 natural armor (total 2)
Strong (ex) (T)

Scalor

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.

Garb: Green or blue garb. Suggested: scales, scale mail and fins. Make lots of bubbling and gurgling sounds. Walk slumped over to emulate the slow gait these creatures exhibit on land.

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) (2 bolts/U) Simulates intricate netting.

Vulnerabilities:

- **Aversion** (magic users)
- **Susceptibility** (Magic)
- **Weak** versus magic only, includes Magical weapons and wounds taken because of the Scalor's *Susceptibility*.

Levels:

2nd May use throwing weapons. (ex) (T)

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

4th May use polearms. (ex) (T)

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

6th **Poison Weapon** (ex) (1/life)

Siren

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: 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 Gain 1 point of armor (Worn) (ex) (T)

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

4th *Yield* becomes (3/life)

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

6th **Magic Caster** (Bard) 3 magic points total on spells (not all magic) of any level (ex) (T)

Skeleton

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: 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

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

Natural Lives: 1

Abilities & Traits:

· **Regeneration** (ex) (T)

Vulnerabilities:

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

· **Reversion** (*Resurrect*)

· **Weak**

Levels:

2nd Gain 1 point of natural armor. (ex) (T)

3rd +1 natural life (total 2) (ex) (T)

4th +1 natural armor (total 2) (ex) (T)

5th May use javelins. (ex) (T)

6th +1 natural life (total 3) (ex) (T)

Skeleton Warrior

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, Disease, Flame, Poison, Projectiles, Sorcery, Stench

Natural Lives: 1

Abilities & Traits:

· **Immortality** (ex) (T)

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

Levels:

2nd **Improve Weapon** (ex) (1/life)

3rd May use any shield. (ex) (T)

4th May use javelins. (ex) (T)

5th **Touch of Death** (m) (1/life) Place on self only.

6th **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 feet 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

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 makeup, fur and hodgepodge armor.

Type: Humanoid

Q/M Ratio: 1/1

Armor: 1 (Worn), small or medium shield

Weapons: Short

Immunities: Disease, Poison, Stench

Natural Lives: 5

Abilities & Traits:

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

Levels:

2nd +1 armor (Worn) (total 2)

Tracking (ex)(1/life)

3rd May use throwing weapons. (ex) (T)

4th **Sneak** becomes (2/life)

Stinkball (ex) (1 bolt/U)

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

6th +1 armor (Worn) (total 3) or may use a bow (ex) (T)

Spectre

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 makeup.

Type: Mystical Undead

Q/M Ratio: 4/1

Armor: None

Weapons: None

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

Natural Lives: 1

Abilities & Traits:

- **Dispel Magic** (m) (2/life)
- **Forcewall** (m) (unlimited) May have up to 2 active at a time.
- **Incorporeal** (ex) (T)
- **Steal Life** (m) (Life Draining) (1/life) May gain no more than 2 lives. Beyond this, targets still lose a life but Spectre does not gain one.
- **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 **Extinguish** (m) (1/life)

3rd *Extinguish* becomes (2/life)

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

5th **Level Drain** (m) (1/life)

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

Sphinx

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: Disease, Subdual

Natural Lives: 3

Abilities & Traits:

- **Magic Caster** (Bard, Wizard) 5 magic points total at Monster level, may not purchase neutrals (ex) (T)
- **Natural Flight** (ex) (unlimited)
- **Spell Mastery** (ex) (T)
- **Strong** (ex) (T)

Spider, Giant

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:

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

Stormraven

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 Armor)

Weapons: Short (Natural, Magical)

Immunities: Cold, Flame, Projectiles

Natural Lives: 4

Vulnerability: Beneficent

Levels:

2nd **Reflect** (Magic) (m) (1/life) May be used in immediate response to a magical effect.

Vulnerability: 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 **Feeblemind** (m) (2/life)

Reflect (Magic) becomes (2/life)

5th **Attuned** (ex) (T)

Dispel Magic (m) (2/life)

6th +5 magic points (15 total)

Levels:

2nd +1 natural armor (total 2)

+1 natural life (total 4) (ex) (T)

3rd May use short weapons (Poison, Natural) (ex) (T)

Webs become (6/life)

4th *Poison* count reduced to 50. (ex) (T)

5th +1 natural armor (total 3)

+1 natural life (total 5) (ex) (T)

6th **Vermin Horde** (Spiders) (ex)

Webs become (8/life)

Abilities & Traits:

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

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

Description: Troglodytes are an offshoot of the original Lizardman race. The Troglodytes adapted to a more aquatic environment, resulting in the fins that are the traditional source of racial pride. The Trogs' horrible smell 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: Poison, Stench, Subdual

Natural Lives: 4

Abilities & Traits:

· **Stinkball** (ex) (1 bolt/U)

· **Stinking Cloud** (ex) (1/life)

Levels:

2nd **Entangle** (ex) (1 bolt/U)

3rd May use small or medium shield (ex) (T)

Stinkball becomes (2 bolts/U)

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

5th *Stinking Cloud* becomes (2/life)

Strong (ex) (T)

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

Trolls

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.

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 **Fear** (m) (1/life)

Vulnerability: Altered Effect (*Dispel Magic* : loses *Fear* for the remainder of the current life in addition to the normal effects)

3rd +1 natural armor (total 2)

4th +1 natural life (total 3) (ex) (T)

5th +1 natural armor (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 ten feet tall and weighing in near 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 makeup, tusks or fangs.

Type: Humanoid

Q/M Ratio: 5/1

Armor: 2 (Natural, Invulnerable Armor)

Weapons: Any melee (Bludgeoning, Red), rock

Immunities: Control, Subdual

Natural Lives: 2

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

Levels:

2nd +1 natural life (total 3) (ex) (T)

3rd +1 natural invulnerable armor (total 3)

4th May use melee weapons (Bladed) (ex) (T)

5th +1 natural life (total 4) (ex) (T)

6th +1 natural invulnerable armor (total 4)

Abilities & Traits:

· **Energy Heal** (Stone) (ex) (T)

· **Strong** (ex) (T)

Undead Minion

Description: Darklords are master necromancers and can convert captured or slain opponents into these 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) (T) A converted player retains the class he began the game with.

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

Description: A Unicorn resembles a great white horse with a golden horn springing from its head. They are kind-hearted 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.

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:

- **Heal** (m) (unlimited)
- **Home Tree** (ex) (T)
- **Magical Horn** (*Heal* 1/life) (m) (T)
- **Many Legged** (1) (ex) (T)
- **Strong** (ex) (T)
- **Teleport** (m) (unlimited) Self only. Place hood over head in addition to incant to activate.

Vulnerability: Altered Effect (*Dispel Magic* : loses all magical abilities for the remainder of the current life in addition to the normal effects)

Levels:

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

Ursinid

Description: ‘Ursunid’ is the name given to a race of huge, bipedal bear-men. Ursunids walk on two legs, averaging over ten feet in height and weighing well in excess of half 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) (T) May only be used in *Lair*.
- **Strong** (ex) (T)

Levels:

- 2nd May use a single long weapon (Red) or single reach weapon (Red) (ex) (T)
- 3rd +1 natural armor (total 3)
May use any shield (ex) (T)
- 4th **Hard To Kill** (ex) (T)
- 5th +1 natural armor (total 4)
- 6th **Greater Regeneration** (ex) (T) May only be used in *Lair*.

Vampire

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 makeup with a black armband, fangs.

Type: Undead

Q/M Ratio: 3/1

Armor: As *Player Class*

Weapons: As *Player Class*

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

Natural Lives: 1

Abilities & Traits:

- **Create Minion** (Disease effect, Vampire) (m) (1/life)

- **Player Class** (any class) (ex) (T) Vampires are humans who have died while infected with a mystical disease. Players converted into Vampires retain their original class.
- **Steal Life** (ex) (1/life)
- **Tough** (ex) (T)

Vulnerability: Susceptibility (Wooden Piercing)

Levels: Per *Player Class*.

Voidstalker

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 makeup.

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, Stench

Natural Lives: 3

Levels: None.

Abilities & Traits:

- **Blend** (Shadow) (m) (unlimited)
- **Fear** (m) (1/life)
- **Level Drain** (m) (1/life)
- **Sphere of Annihilation** (m) (1 bolt/U)
- **Strong** (ex) (T)
- **Touch of Death** (m) (1/life) No incantation. May extend touch through weapon.
- **Tough** (ex) (T)

Vulnerability: Altered Effect (*Dispel Magic* : loses all magical abilities for the remainder of the current life in addition to the normal effects)

War Horse

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: 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) (T) If Conjured, only the Conjuror may serve as rider.

Levels:

2nd +1 armor (Worn) (total 2)

3rd **As One** (ex) (T)

4th +1 armor (Worn) (total 3)

5th +1 armor (Worn) (total 4)

6th Gain the immunities of War Horse's rider while being ridden (ex) (T) or gain +2 armor (Worn) (total 6)

White Rabbit

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 Armor)
Weapons: Short (Red, Natural)
Immunities: Control, Subdual
Natural Lives: 1

Abilities & Traits:

- **Animal Rights Activism** (ex) (1/life)
- **Cuteness** (ex) (4/life)
- **Lair** (ex) (T)

Wraith

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, Disease, Poison, Stench, Subdual
Natural Lives: 3

Abilities & Traits:

- **Amorphous** (ex) (T)
- **Fear** (m) (1/life)
- **Sever Spirit** (m) (1/life)
- **Teleport** (m) (1/life) Self only.
- **Tough** (ex) (T)
- **Wounding** (m) (unlimited)

Wyvern

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 Armor)
Weapons: Long (Natural, Red, Poison), throwing weapons (Natural, Poison)
Immunities: None
Natural Lives: 4

- **Magic Caster** (Bard, Druid) 10 points total on any level, may purchase only spells (not all magic) and may not purchase *Legend*, *Talk to Dead*, or *Truth* (ex) (T)
- **Strong** (ex) (T) Weapons considered Siege while in *Lair* and otherwise considered Red.

Levels: None.

Vulnerabilities:

- **Altered Effect** (*Banish* : immediate death)
- **Altered Effect** (*Dispel Magic* : loses all magical abilities for the remainder of the current life in addition to the normal effects)
- **Aversion** (Holy Ground)

Levels:

- 2nd **Level Drain** (ex) (1/life)
- 3rd **Heat Weapon** (m) (1/life)
- 4th *Sever Spirit* becomes (unlimited)
Teleport becomes (2/life)
- 5th **Circle of Protection** (m) (unlimited)
- 6th *Level Drain* becomes (unlimited)

Abilities & Traits:

- **Natural Flight** (ex) (unlimited)
- **Strong** (ex) (T)

Levels:

- 2nd **Aerial Superiority** (ex) (T)
- 3rd +1 natural invulnerable armor (total 3)
- 4th **Immunity : Subdual**
- 5th +1 natural invulnerable armor (total 4)
- 6th +1 natural life (total 5)

Yeti

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. Young adult Yeti often stand eight feet tall, with the mature adults rising to at least eleven feet in height.

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:

- **Avalanche** (Cold) (ex) (1/game)
- **Iceball** (ex) (1 bolt/U)

Levels:

- 2nd +1 natural armor (total 2)
Iceball becomes (2 bolts/U)
- 3rd *Avalanche* becomes (2/game)
Iceball becomes (3 bolts/U)
- 4th *Iceball* becomes (4 bolts/U)
Strong (ex) (T)
- 5th *Avalanche* becomes (1/life)
Iceball becomes (unlimited)
- 6th **Berserk** (ex) (1/game)
Fight after Death (ex) (T) while *Berserk*.

Zombie

Description: Foul unfortunate creatures that are destined to wander the earth in undeath. 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: 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: Bludgeoning, Control, Death, Disease, Poison, Stench, Subdual

Natural Lives: 3

Abilities & Traits:

- **Regeneration** (ex) (T)

Vulnerability: Slow

Levels:

- 2nd +1 natural life (total 4) (ex) (T)
- 3rd +1 natural life (total 5) (ex) (T)
- 4th **Strong** (ex) (T)
- 5th Gain 1 point of natural armor. (ex) (T)
- 6th +1 natural life (total 6) (ex) (T)

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 and the Master Zombie.

Infectious Zombie

Abilities & Traits:

- **Greater Create Minion** (Disease effect, Infectious Zombie) (ex) (unlimited) Retained by converted Zombies.

Master Zombie

Abilities & Traits:

- **Immortality** (ex) (T) 10 count death.
- **Greater Create Minion** (Disease effect, Infectious Zombie) (ex) (unlimited) Retained by converted Zombies.
- 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 Questmaster can suspend the need for everyone to have a copy of the monster and ease the stringent garb requirements.

Battlegame Key

Materials: A description of the physical objects, other than players, 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

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** (ex) (T)

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 Skirts, 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 is 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.

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• 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 the amount given to most classes (3 to 5).

- 6) 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 4th level 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!

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• *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.

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• Appendix I: Index of Conjured Monsters •

The following two pages are a quick reference guide for all Conjured monsters found in this volume. The Conjured monsters are listed by class and include the Player Conversion level and sacrifice required.

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

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

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• Appendix II: Quick Conversion Chart for Radii and Ribbon Lengths •

Many monsters 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.*