

Dor Un Avathar 9

AMTGARD MONSTERS



DOR UN AVATHAR

AMTGARD MONSTERS FOR BATTLEGAMES

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INTRODUCTION

It has been eight years since Sir Lucas Wyngarde and I founded the Amtgard Seven group. In that time Amtgard has become a completely different game, not only in the sense that we have a completely different rules set, but also in how we revise, clarify and play by those rules. Amt7 has re-tasked itself several times over the years, shifting focus first to revising the Dor un Avathar, and then producing unofficial expansions offering options and ideas for those seeking to expand their Amtgard horizons. The DUA remains one of our greatest successes, but sadly, it has not kept up with the rules updates and other changes Amtgard has seen since it was officially adopted by the Circle of Monarchs.

Change is always hard, but it is also always constant. Those things that don't adapt die, or, in a less figurative sense, are simply discarded or ignored as useless. It was with this in mind that I enlisted Amt7 to revise, and ultimately re-envision, the Dor. We started from the principle that monsters were simply not used as often as we would like them to be. The reasons for this are legion, but we felt the biggest obstacles were complicated rules, unbalanced monsters, and a general

sense that monsters were for "Quests" not for regular park days and battlegames. Quests are fun, and certainly a part of Amtgard where Monsters play a large role. But quests are rare, usually occurring once or twice a reign. Limiting Monsters to such scenarios greatly limits players' exposure to them, and certainly inhibits the ability to gain credits and levels.

Even more than that, we realized that good Questmasters don't need a book detailing "Official" Monsters. Questmasters tweak, modify, and create Monsters that fit the scenario they are writing. They adapt to their players, and have the power to change whatever they see fit to make their one time "quest" scenario work. These things can be adapted on the fly if necessary, even mid game, by the Questmaster. Players on the other hand, those who just want to show up to the park and play on a normal game day, can't rebalance the monster they are playing, and if a Reeve has to do so frequently people begin to hate seeing the Monster class on the field.

To meet this need, we have shifted the Dor from being about Amtgard's Monsters, to be about Monsters for everyday Amtgard. This book is designed for players, to be used week in and week out. Its official nature means that players should have access to these standard Monsters regularly, and because the monsters have been designed with that in mind, we have changed the requirement that must be met before playing a monster. Practically what that means is that we have simplified the mechanics behind playing a monster and balancing a monster on a team. We have also replaced Q:M ratios with more useful "Power Ratings" and used those ratings in determining which monsters may be played in regular battlegames to make sure that Monsters don't completely unbalance a game. The other effect that I am sure most folks will notice and many may not like is that we have pared this book down. There are still a decent chunk of iconic big bad Monsters like Dragons and Death Knights, but for the most part Monsters that belong in Quests aren't here. The bulk of the Monsters in this book are low ratio Monsters that will be available in most regular battlegames. We have plans to release a more detailed, more extensive "Questmaster's Guide" that will have lots of quest monsters and resources for folks who like building quests, but we felt that to really make Monsters viable for every week play we needed to focus on those monsters that players could play without special scenarios, complicated rules or completely unbalancing a regular game. It is the fruit of that work that you hold in your hand, I believe we have succeeded. We hope you like it.

SIR MEDRYN HARLEQUIN
Editor in Chief

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 has 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 generally 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: This includes physical descriptions, 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. 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.

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.

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, Subdual, Disease, Poison)
- Altered Effect (Dispel Magic: Banish)
- Altered Effect (Anti Magic: Petrify) These Monsters will not willingly enter Anti-magic zones. If they are forced to enter one they are affected as by Petrify which does not end until they are removed from the zone.

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.

- 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.

Legendary: These monsters are very powerful.

- All abilities are (Ex)
- Gain Power Word
- Natural weapons count as magical for the purposes of damaging monsters who are only affected by magic weapons.
- Note: Spells gained via Magic Caster are still magical in nature.

Multi-Player: These Monsters are played by multiple players.

- They have a number of special rules, detailed in the Monster's description.

Undead: These are the walking dead and the restless spirits of those past.

- Immunity (Death, Control, Poison, Disease)

POWER RANKING (PR): This is a general indicator of how powerful the monster is. When designing quests or battlegames with monsters, this number is used to balance the teams and challenges presented. Generally Monsters with a PR of 3 or less may be played in any battle game, subject to the normal discretion exercised by game designers. There can be any number of PR 1 Monsters on a team. There can be only one PR2 Monster per five players on a team, and only one PR 3 Monster per ten players on a team, regardless of the specific Monster being played. For example a team of 10 players could have any one PR 3 Monster, but not another PR 3 Monster even if the player was playing a different Monster than the first player. These ratios are similar to those for bow users and the magic classes in the Rules of Play. Reeves and game organizers are encouraged to balance the monsters on teams, as they would Magic classes and bows, such as by ensuring that Monsters are split evenly between teams.

ARMOR: Indicates the number of points and types of Armor the monster has. Worn Armor points require rated, approved armor constructed using the guidelines in the Rules of Play.

SHIELDS: The largest shield the monster may use. A Monster may always choose to use a shield smaller than the type listed. If no shield types are listed, the Monster may not use any shields.

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

IMMUNITIES: Lists any effect types 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: The monster has lives equal to this value, unless altered for a specific quest or scenario. Natural Lives gained through levels are added to this total.

ABILITIES AND TRAITS: A list of the various Abilities and Traits the monster has access to, regardless of Level.

VULNERABILITIES: A list of limitations, restrictions, and weaknesses the creature has. Some of these may have 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 and traits based on Level. Usually, this is the Player's Monster Class Level, but may be altered for certain quests or scenarios. 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.



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 in Monster, his Monster level is increased for all Monsters. For example, a player who has earned 2nd level in Monster may play a second level Pegasus, Goblin, or Dragon, as well as monsters listed without Levels.

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

QUEST MONSTERS

When a quest or special scenario is organized, the Questmaster, Monarch, or Reeve for the scenario will 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 as well as modifying or creating monsters as necessary for the specific scenario. While all of the Monsters in this book may be used in quests, this book is designed primarily for use in regular battlegames rather than special scenarios. Questmasters should feel free to use this book and other resources in designing their games, but should not feel limited by anything but their own imagination and game requirements.

PLAYER MONSTERS

In addition to having monsters placed in a game by the game designer, players may play the Monster class in regular battlegames as they would any other class, subject to normal limitations placed by the person running the game. Just as a game designer or reeve may disallow magic in a certain battle game, they may disallow monsters. If you want to play a monster in a battlegame always clear it with the person running the game first. When playing a Monster as a regular class, the Player's level in the Monster Class determines his Monster level, and he uses the Monster's Natural Lives as listed. Generally, players may play any monster with a Power Rating of 3 or less in normal battlegames, subject to the per team limitations described in the Power Rating section above.

CONVERTED MONSTERS

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 Conversion. These monsters are typically used in special scenarios, and these abilities should never be used in regular games. While specific rules for these abilities are found in the abilities section, a few general guidelines for players turned forcibly into Monsters are:

1. 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.
2. Players play out a single life or the remainder of their lives as a first level 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.
3. If a player had the Beneficent trait, the player loses it when he turns into Monster, even if the description of the newly created Monster specifies that Abilities and Traits from the Player Class are retained.
4. Monsters created with these abilities do not retain the Conversion or Create Minion ability, unless specifically noted that they are retained in the Monster's description.

TYPES

For the purpose of Abilities, Immunities, and Vulnerabilities, game effects fall in to the following types. Types 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 hits from weapons that are both Wooden and Piercing, not weapons that are only one or the other.

ARMOR TYPES

Armor of more than one type (e.g. Natural Invulnerable) follows the rules for all of its types.

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 Spell. If the caster fails to specify, or the Spell is an area or mass effect like Doomsday, the target chooses the location struck. See the Rules of Play for details.

INVULNERABILITY: A skintight layer of overall (non-sectional) protection that negates one hit to a person. May not

be mended (or Healed) unless noted. See the Rules of Play for details.

NATURAL: Natural Armor functions as normal armor except that it may not itself be the target of spells or effects – with the exception of Heal, which will repair a single point of natural armor in a single location, even if the armor is invulnerable or invulnerability.

WORN: This armor must be an actual piece of armor worn on the body, and follows the armor rules in the Rules of Play. A Monster's Worn armor is layered above (ie struck before) any other listed Armor. Immunities and protections do not extend to any Worn armor. As described in the Rules of Play, multiple layers of Worn Armor of any sort in the same location are averaged, whereas other types of armor are 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 TYPES

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.

BLUDGEONING: Indicates a weapon that is listed as Bludgeoning, either in the Rules of Play or in the Monster entry. 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.

HOLY: These weapons are Red, Magic, Indestructible, and may be used to break shields even if they are under the effects of Improve Shield, Imbue Shield, or Harden. Holy shields are indestructible.

MAGIC: Any weapon carrying an offensive enchantment other than Stun Weapon, Relics, and any weapon otherwise designated as magical. Magical effects of these weapons are stopped by Immunity (Magic) and Protection from Magic, but the weapons still damage armor, wound, or kill, as appropriate. For example a Monster with Immunity (Magic) hit in the leg by an Imbued Weapon would be wounded by the weapon, but not killed.

NATURAL: Weapons that are considered a physical part of a monster. Used to simulate claws, horns, and so on. They cannot be separately Enchanted nor targeted with Magic (Pyrotechnics, Warp Wood, Heat Weapon) or Abilities. Effects that destroy everything they touch (Fireball, Lightning Bolt, Sphere of Annihilation) that strike a Natural weapon are

treated as having hit the creature in the arm. Touch effects may be extended through Natural weapons (both ways) if declared within one second after the weapon 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 any Natural weapons.

PIERCING: Any weapons specifically listed as Piercing and any Thrusting Hits from a Bladed weapon. All Projectiles except Rocks are Piercing.

RED: Indicates a weapon that will do 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.

SIEGE: An instant kill weapon. These weapons will kill any person or destroy any object they strike regardless of armor. Is considered engulfing. Counts as one hit against invulnerability and stops Fight After Death. The melee weapons of Mighty Monsters are Siege weapons.

SLASHING: Any weapon listed as Slashing, and any Swinging hits from a Bladed Weapon.

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..

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.

MATERIAL TYPES

METAL: Simulates something made of any metal or any metallic effect or quality. Any Weapon Categories not described as Wooden or Stone are considered Metal.

STONE: Simulates anything made of rock, stone, mud, sand, earth, or dirt. Rocks (projectile weapons) are considered Stone

WOODEN: Simulates anything made of wood. Includes unimproved Shields, Arrows (and Bolts) and any Weapon Category described as Wooden.

INDESTRUCTIBLE: Items of this type may not be destroyed by any means. Ever.

EFFECT TYPES

COLD: Simulates any snow, ice, cold or freezing effect or quality. The Spell Iceball is considered Cold.

CONTROL: Magic and abilities from the Control School.

DEATH: Magic and abilities from the Death School and the effects of a Death Field

DISEASE: Any magic or ability related to disease.

FLAME: Magic and abilities from the Flame School, and effects of non magical flame such as Lava etc.

LIGHTNING: Simulates any electrical, lightning, or shocking effect or quality. The spells Lightning Bolt and Call Lightning are considered Lightning.

MAGIC: Effects from any magic, magical ability, or any magic weapon.

POISON: Any ability or magic related to toxic substances including stench.

PROTECTION: Magic and abilities from the Protection School

SORCERY: Magic and abilities from the Sorcery School

SPIRIT: Magic and abilities from the Spirit School

SUBDUAL: Magic and abilities from the Subdual School

TERRAIN TYPES AND EFFECTS

Terrain types refer to either actual terrain on the field (such as trees, large rocks, shadows etc.) or areas marked off by reeves in some way and designated a specific terrain type. Some terrain types have specific effects on those who enter them, others are designated solely for the purpose of monster abilities (such as a creature that can only use Blend if near forest terrain).

ANTI-MAGIC ZONE: All forms of magical energy cease to function within this zone, denoted by yellow ribbon placed around the area. Enchantments on players that enter this area are instantly dispelled. Spells and magical abilities may not be cast and Relics do not work while within the boundaries of an Anti-Magic Zone. These areas may not be dispelled, but are otherwise like the spell of the same name.

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

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

ETERNAL STENCH: Mark out areas of foul putrescence with green (and it better be really ugly green) ribbons. Only players who are immune to poison may enter, unless one hand covers the player's nose and mouth at all times. Players who remove their hand are immediately effected as per the Stun spell for a 30 count. This count does not begin until the player is removed from the area. Merely replacing a hand has no effect, the player must be removed from the area to continue.

FOREST: Any area that is no more than 20ft from an actual tree or is designated as forest terrain in a game.

HOLY GROUND: Not to be confused with the Healer magic Hallowed Ground. Areas marked with white ribbons represent land or places dedicated to Goodness and White Light. Paladins stationed within Holy Ground gain unlimited use of the Heal spell and all players are immune to the effects of Level Drain, Possession and Disease while within the boundaries of such an area.

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

LAVA: Denoted with orange ribbon placed around the area. These are areas of open flame. Beings without protection from or immunity to Flame are instantly killed and all their equipment destroyed if they move through it. Beings protected from Flame and all equipment they are carrying are immune to this effect. Invulnerabilities are worn through all locations at the rate of one point per second. Normal armor is automatically bypassed.

SACRED GROVES: These wild places are holy ground to Fey Creatures and are marked with bright green ribbon. All Fey creatures (except Dark Elves) who enter a Sacred Grove may use the Camouflage ability once per life, so long as they remain within the grove.

SHADOW: Any area lying in actual shade, shadow, or darkness, as well as any area designated as Darkness or Shadow in a scenario.

WATER: Denoted with silver tarp on ground or silver tape placed around the area. All creatures entering this area must drop to their knees while moving through it, unless they are Aquatic, Large or flying. These rules can also be used to simulate wading through muck and mud, dense foliage, or any other condition that might force players to move slowly.

WEB: Represents an effect used to simulate webs or webbing. Includes the Webs ability.





ABILITIES AND TRAITS

Monsters often have special attributes and powers, much like the standard classes described in the Rules of Play.

Traits are attributes that function all of the time without activation being required. They include such things as extra lives and the ability to wear extra armor. Traits are denoted with a (T) and are always non-magical in nature.

Abilities are designated as either Magic, noted with an (M), or Extraordinary, designated with (Ex).

MAGIC (M) ABILITIES: These are magical abilities of the class that act in all ways as per magics described in the Rules of Play, they do not cost magic points, do not require a free hand, and are given a number of uses. These cannot be used in Anti-Magic areas. These require the person to stand still – as per casting magic to activate.

EXTRAORDINARY (Ex): In many cases these abilities are activated, act like, and are written just like magic. Unless otherwise noted, these require the player to stand still as per casting magic to be initially activated. If a School is listed, treat that ability as belonging to that magic School for the purpose of immunities and vulnerabilities. Otherwise, only invulnerability will protect from the ability (though some have immunity to poison and traps, and thus are unaffected by them). These are non-magical in nature and are never considered enchantments--even if based on an Enchantment's description. Extraordinary abilities may not be dispelled.

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.

TRAIT/ABILITY FORMAT KEY

- M:** Materials needed
- I:** Incantation and/or gestures
- R:** Range (if any)
- E:** Effect (This is the default if no format is listed)
- L:** Limitations or Restrictions
- N:** Notes

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 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.

ABILITY AND TRAIT DESCRIPTIONS

ADAMANTINE

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

AERIAL MOUNT

The creature may carry a rider (per the Mount trait) while in flight. A rider on a flying Mount is treated as if he was flying so long as he remains mounted.

AERIAL SUPERIORITY

Allows a creature with Natural Flight to take flight while moving. 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

Monsters of this type do not have distinct parts to their bodies and are essentially a formless mass. As such these monsters have only a single hit location. Hits to any valid hit location are treated as if they had struck the player's torso. Amorphous monsters may not benefit from worn armor and have only one armor location for the purposes of natural armor. Amorphous Monsters are immune to wounding.

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.

AURA OF WONDER

R: Sight.

E: When the flying creature is in flight, other creatures are so overwhelmed by the sight of this creature that they cannot attack it, even outside of the 20' range.

L: Any creature immune to Control is immune to this ability.

AVALANCHE

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.

BOON

I: "*I grant thee a boon.*"

E: May grant a player an additional use of an ability they already possess.

L: Each player may have Boon cast on them only once each game.

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.

CONVERSION

M: Copies of the converted Monster.

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

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

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 (MONSTER TYPE)

M: Copies of the Monster Type. Dead Person.

I: "*I make you my minion.*"

E: A victim slain by a creature with this ability (or one of his minions) IMMEDIATELY rises and plays his next life as the indicated Monster and serves the killing Monster's team until slain. Once this life is lost, the player resumes the game on his original team as his original class with one fewer life remaining.

L: 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. This ability should be removed for regular, non-Quest battlegames unless dictated otherwise by the Reeve.

DEATH CLOUD

I: *"Death Cloud"* x5.

R: 10 foot radius.

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

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

DEVOUR (EFFECT)

M: Dead Player.

I: *"I consume your power and add it to my own"* x3.

E: The opponent is treated as if affected by Sever Spirit and the monster gains the benefit of the listed effect.

DIVE ATTACK

I: While flying state *"diving 1"* through *"diving 5."*

E: While diving, you can attack and be attacked by non-flying creatures.

ENERGY HEAL

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.

ENHANCED ARMOR

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

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.

FLOOD

The Monster may convert a 25 foot radius area of the battlefield into water terrain for the duration of the game.

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.

HUNTER'S SNARE

I: *"I draw thee to my web"* x10.

R: Line of sight.

E: Target is pulled to the Spider's location. Upon reaching the Spider the snared player's entangle count immediately ends and he is affected by the Spider's Web at that location.

L: Spider must be touching his Web. May only be used on players currently under the effects of the Spider's Entangle.

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: If a creature has both Immortality and a form of Regeneration, Immortality will still function even if it was killed by an effect that would bypass its Regeneration, unless it also has a Susceptibility to that particular effect.

IMPALE

Weapons do +1 damage when stabbing.

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.

ITEM

The monster has a special item that is important to their existence. The item is not a part of their body. See entry for details about the item and how it affects the game.

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.

LEAP

State loudly *"Leap"* x3. The monster moves directly to a point within 50' and must immediately say *"Landing."* While leaping, monster is immune to all melee attacks.

LUCK POINT

I: Player says *"Luck Point"* immediately after being hit by a weapon or spellball.

E: Allows the player to ignore the previous hit as if it did not happen.

N: Does not work against verbal spells, relics or siege weapons.

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 COMPONENT

A part of the creature's body has magical properties and is often coveted by questors and treasure hunters. The body part should be marked with a silver strip and should be easy to recognize by anyone in the game. The body part is considered to have the 'Natural' and 'Magical' trait but is not considered a relic of any kind. It is also not considered a game item. Any other rules that apply to the body part will be found in the description for the creature.

MANY LEGGED (#)

The monster has a number of points of Natural Invulnerability equal to (#) that apply only to Magic Ball and weapon strikes that hit a leg, and to Wounding if against a leg. A hit to either leg will remove a point from the total. Once all of this Invulnerability is lost, the creature is considered Slow and can be wounded normally. 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.

MIGHTY

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

MOUNT

I: Rider touches creature with Mount and states *"Mounted"* to activate and *"Dismounted"* 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: *"I take flight"* x5 to activate; *"Landing"* x5 to land.

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.

PLAGUE WEAPON

I: *"Plague Weapon"*

M: Black Strip tied on weapon

E: People who are wounded by Plagued Weapons die in 100 seconds. A creature may only Plague his weapons.

N: This is a Disease effect. A Cure Ailments cast on player affected by Plague Weapon before the end of the 100 count removes this effect, curing the afflicted and Protection from Ailments blocks the effect.

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

M: Enchantment strip, dead person.

I: *"I dominate your will"* x3, tie strip on dead person.

E: As per Reanimate, but only one may be active at a time.

L: As per Reanimate and, in addition: Caster 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. Possession is dispelled if the caster is slain.

N: As per Reanimate and, in addition: For the duration of Possession the Monster is assumed to be "inside" the victim. As such, a creature using Possession may still use the full range of its own magics and abilities, but it may not otherwise engage or be engaged in combat, and is immune to all effects aside from spells (Verbal magics) during possession. Killing the victim does not kill the Monster, but does "eject" it within 10 feet of where the victim died.

POTENCY

Death count for poison reduced to 50.

POWER WORD

Incantations for Spells are reduced to a single line or repetition. See monster entries for specifics.

REGENERATION

The creature will heal a wound or point of natural armor (even if the armor is invulnerable or invulnerability) 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 attacks listed in parentheses or by anything which the creature has a Susceptibility to may not be healed with Regeneration. Wounds and damage that cannot 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.

SMALL

Projectiles that only strike limbs are treated as having missed.

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.

STRONG

Melee weapons used by this creature are considered Red or any melee weapons already considered Red do an additional point of damage to armor when used by this monster. 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.

THICK SKINNED

Multi-point weapons do only one point of damage and one point weapons do no damage to the monster's natural armor.

TOUCH OF CORROSION

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.

TOUGH

These creatures are innately able to resist most weapons. Strikes from non-magical weapons do not affect them. Tough Monsters are affected normally by weapons wielded by players with Powerful Blows.

TRAMPLE

I: "*I charge and trample thee*"x2.
R: 20 feet.
E: Target is slain.
N: May be used while moving. This is not a Death effect.

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 if treated as though hit with Entangle (web).
N: Webs is canceled 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

ALLERGY

This creature reacts poorly to certain terrain types, conditions or objects and suffers detrimental effects when exposed to them. See the individual entry for specifics.

ALTERED EFFECT [INITIAL EFFECT (ALTERED EFFECT)]

Describes an effect, attack, ability, or magic that functions in an irregular and generally harmful manner. This vulnerability lists the initial effect, ability, or magic, followed by the Altered Effect. These effects bypass all remaining non-Worn armor (including invulnerabilities), protections, and immunities to affect the target. See entries for complete details.

AVERSION

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

BENEFICENT

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

BOUND

Creatures may not leave the designated area or radius around a specific object. At the start of each life, the monster may choose a new location within 100 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 immunity. 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.



Monsters





ANGELIC HERO

Angelic Heroes are the spirits of good knights who have been rewarded by the gods for noble service to the forces of Good. They are sent 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: Extra-Planar

POWER RATING (PR): 5

ARMOR: 2 (Natural, Invulnerable), 4 (Worn, Invulnerable)

SHIELDS: Any (Holy)

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

IMMUNITIES: Magic, Control, Subdual, Death, Poison, Disease, Sever Spirit

NATURAL LIVES: 4

ABILITIES & TRAITS

ENHANCED ARMOR (T)

POWER WORD (T)

EXTEND IMMUNITIES (M) unlimited

STUN (M) 1/life (Incant: "By the radiant power of pure white light I stun thee")

AWE (M) 2/life (Incant: "I make thee in awe")

SLEEP (M) 1/life (Incant: "Listen and let the fighting cease, close thy eyes and sleep in peace.")

Angelic Hero Abilities By Level

2nd	Resurrect becomes 2/life
3rd	Gain Bless (M) 2/life (May not be used on self)
4th	Stun and Sleep become 2/life
5th	Awe and Resurrect become 4/life
6th	Gain Hallowed Ground (M) Unlimited

HEAL (M) Unlimited (Incant: "Sword cut, spear stab, mace smash, arrow jab, the white light of healing hath healed thee")

RESURRECT (M) 1/life (Incant: "Sword cut, spear stab, mace smash, arrow jab, the white light of healing hath resurrected thee")

VULNERABILITIES

BENEFCENT (Does not apply to Extra-Planar creatures)



BANSHEE

Banshee are undead elven females whose hatred of life is so great, it sustains them 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: Undead

POWER RATING (PR): 3

ARMOR: None

SHIELDS: None

WEAPONS: None

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

NATURAL LIVES: 4

ABILITIES & TRAITS

INCORPOREAL (T)

FEAR (M) 2/life

TELEPORT (M) 1/life (Self only)

FINGER OF DEATH (M) 1/life

TOUCH OF DEATH (M) 1/life (Self only)

DOOMSDAY (M) 1/life (Only requires a 100 count chant)

Banshee Abilities By Level

2nd	Fear becomes 4/life
3rd	Teleport becomes 2/life
4th	Finger of Death becomes 2/life
5th	Touch of death becomes Unlimited
6th	Doomsday becomes 2/life



BASILISK

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: Beast

POWER RATING (PR): 3

ARMOR: 1 (Natural)

SHIELDS: None

WEAPONS: Single Short (Poison, Natural), single Hinged (Natural)

IMMUNITIES: Poison

Natural lives: 4

ABILITIES & TRAITS

FEAR (Ex) 1/life

PETRIFY (M) Unlimited bolts

VULNERABILITIES

ALTERED EFFECT: Dispel Magic (loses Petrify for remainder of current life in addition to normal effects)

Basilisk Abilities By Level

2nd	Gain Immunity: Subdual (T)
3rd	+1 Armor (Natural) (2 total)
4th	Gain Strong (T)
5th	+1 Armor (Natural) (3 total)
6th	+1 Armor (Natural) (4 total); Gain Thick Skinned (T)

BEAR

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.

GARB: Fur hood with ears, fur tunic and leggings.

TYPE: Beast

POWER

RATING

(PR): 2

ARMOR:

2 (Natural)

SHIELDS: None

WEAPONS:

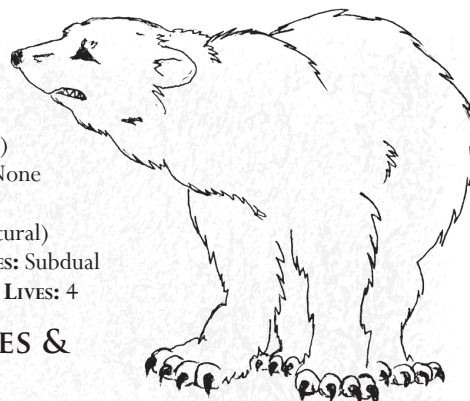
Short (Natural)

IMMUNITIES: Subdual

STANDARD LIVES: 4

ABILITIES & TRAITS

MANY LEGGED (1) (T)



Bear Abilities By Level

2nd	Gain Strong (T)
3rd	May use Long Weapons (Natural)
4th	+1 Armor (Natural) (3 total)
5th	+1 Armor (Natural) (4 total)
6th	Gain Hard to Kill (T)

BIRD OF PREY

These are birds that hunt for food primarily on the wing, using their keen senses, especially vision.

GARB: Feathered wings or big flapping cape, avian mask or beak.

TYPE: Beast

POWER RATING (PR): 2

ARMOR: None

SHIELDS: None

WEAPONS:

Dagger (Natural)

IMMUNITIES: None

NATURAL LIVES: 4

ABILITIES & TRAITS

NATURAL

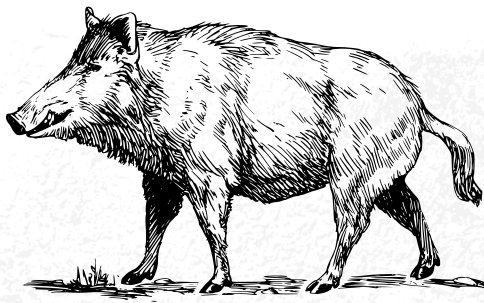
FLIGHT (Ex)

Unlimited



Bird Of Prey Abilities By Level

2nd	Gain Aerial Superiority (Ex) 1/life
3rd	May use Short Weapons (Natural)
4th	Gain Missile Block (T) only while flying
5th	Gain One Throwing Weapon
6th	Gain Dive Attack (Ex) 1/life



BOAR

The wild ancestor of the domestic pig. Adult males develop tusks. Boars can grow to immense size, shrugging off injuries with increasing ease, and becoming ever more dangerous.

GARB: Brown or pink tunic, pointed ears, curly tail.

TYPE: Beast

POWER RATING (PR): 2

ARMOR: None

SHIELDS: None

WEAPONS: Short (Natural)

IMMUNITIES: Control, Subdual, Stench

NATURAL LIVES: 4

Boar Abilities By Level

2nd	Gain Strong (T)
3rd	Gain 1 Armor (Natural) (1 total)
4th	Gain Thick Skinned (T)
5th	+1 Armor (Natural) (2 total)
6th	Gain Fight After Death (Ex) 1/life

BROWNIE

Small (18 inches 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: Fey

POWER RATING (PR): 1

ARMOR: 1 (Natural), 3 (Worn)

SHIELDS: None

WEAPONS: Single Dagger or single Short

IMMUNITIES: Control (Except Bardic Charm)

NATURAL LIVES: 4

ABILITIES & TRAITS

CAMOUFLAGE (Ex) Unlimited

BLEND (Forest) (Ex) 1/life

FLIGHT (M) 1/life

LOST (M) 1/life

TELEPORT (M) 1/life



Brownie Abilities By Level

2nd	Blend becomes 2/life
3rd	Lost becomes 2/life
4th	Flight becomes 2/life
5th	Lost becomes 3/life
6th	Flight becomes Unlimited

CAT, GREAT

Great Cats come in many varieties. All are powerful predators, roaming their territories with fierce carnivorous instinct, pausing only to kill and devour their next meals.

GARB: Prints with patterns indicative of the Cat you are playing. Of course, tails and ears help tremendously.

TYPE: Beast

POWER RATING (PR): 1

ARMOR: None

SHIELDS: None

WEAPONS: Short (Natural)

IMMUNITIES: Subdual

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

THICK SKINNED (T)

PASS WITHOUT TRACE (Ex) 2/game



SIDEBAR: CHANGING THEIR SPOTS

There has always been more than one way to skin a cat, and as such, there is more than one way to play a Cat within Amtgard. The following variations are to help keep things interesting and the questers jumping at your park. All of these get the Great cat abilities plus those listed here as long as the garb requirements are met.

Cheetahs	Garb: Typical spotted "leopard" print. Gain Sneak (Ex) 1/life; Gain Blend (Any) (Ex) 1/life
Jaguars	Garb: Solid black. Gain Leap (Ex) 1/life; Gain Blend (Any) (Ex) 1/life
Lions	Garb: Tawny fur and darker brown manes. Gain Strong (T); Gain Leap (Ex) 1/life
Pumas	Garb: Tawny fur with tufted white ears. Gain Leap (Ex) 1/life; Gain Sneak (Ex) 1/life
Saber Tooth	Garb: Tawny yellow fur, tail and large canine teeth. Gain Sneak (Ex) 1/life; Gain Strong (T)
Tigers	Garb: Orange, black and white stripes for regular tigers, or just black and white stripes for the "snow tiger" variety. Gain Blend (Any) (Ex) 1/life; Gain Strong (T)

CATPERSON

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

POWER RATING (PR): 1

ARMOR: 3 (Worn)

SHIELDS: Small

WEAPONS: Dagger (Natural), Short, Long

IMMUNITIES: None

NATURAL LIVES: 4



ABILITIES & TRAITS

TRACKING (Ex) 1/life

SNEAK (Ex) 1/game

Catperson Abilities By Level

2nd	Type becomes Fey; Gain Immunity: Control (Except Bardic Charm)
3rd	Sneak becomes 2/game
4th	Gain Immunity: Subdual (T)
5th	Gain Strong (T)
6th	Sneak becomes Unlimited

CENTAUR

Centaur's originate in Greek mythology, perhaps as a symbol of contrast between barbaric and civilized nature, and perhaps as an ancient misinterpretation of the first human horse riding cultures. The stories of the archetypical Greek hero Heracles (remembered to today more by his Romanized name, Hercules) included several individual Centaurs, where they continued to be portrayed as a contrasting people—some were boisterous barbarians prone to heavy drinking while others were wise and civilized, thought of as teachers and philosophers.

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

TYPE: Fey

POWER RATING (PR): 2

ARMOR: 2 (Worn)

SHIELDS: None

WEAPONS: Any Weapon, Bow

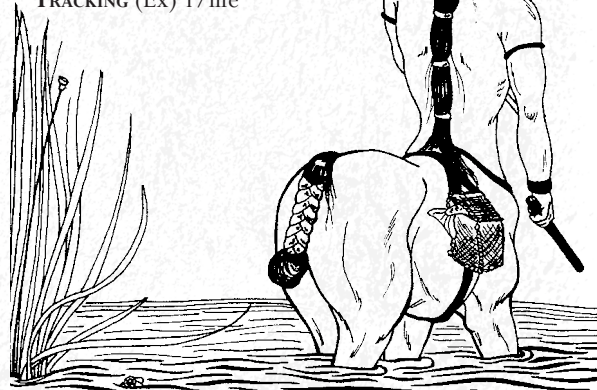
IMMUNITIES: Control (Except Bardic Charm)

NATURAL LIVES: 4

ABILITIES & TRAITS

MANY LEGGED (1) (T)

TRACKING (Ex) 1/life



Centaur Abilities By Level

2nd	Gain Accuracy (T)
3rd	Gain Flame Arrow (T) 1/reusable
4th	Gain Armor Piercing Arrow (T) 1/reusable
5th	Tracking becomes 2/life; Gain Penetration Arrow (T) 1/reusable
6th	Gain Heal (Ex) 2/life; Gain Attuned (Ex) 2/game

CORROSION BEAST

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

POWER RATING (PR): 3

ARMOR: 2 (Natural, Invulnerable)

SHIELDS: None

WEAPONS: Short (Natural)

IMMUNITIES: Subdual,

Poison, Acid Bolt

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

TOUCH OF CORROSION

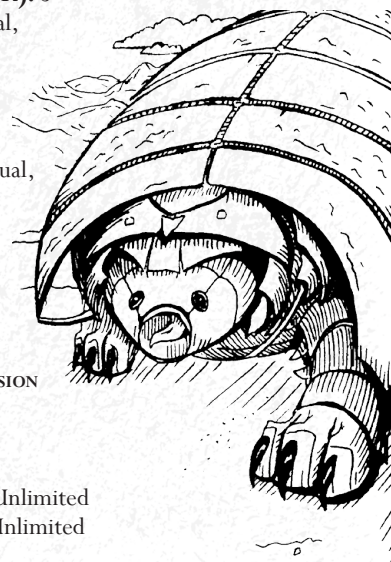
(Ex) Unlimited

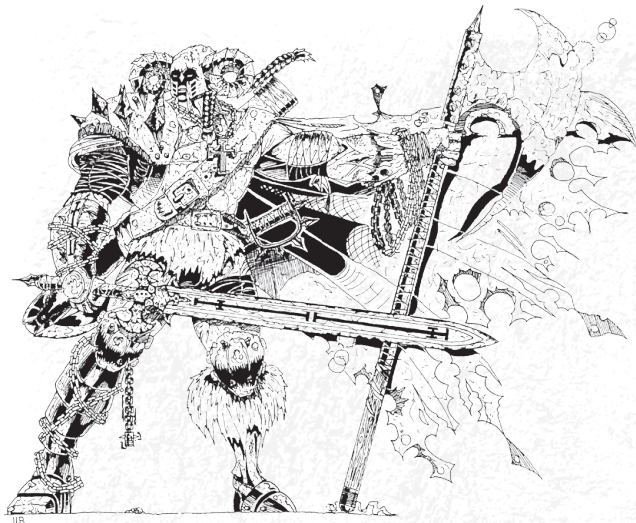
ACID BOLT (Ex)

Unlimited bolts

CORROSION (Ex) Unlimited

TUNNELING (Ex) Unlimited





DEATH KNIGHT

Death Knights are the spirits of fallen heroes, usually paragons of good such as Paladins, who committed an immensely evil act and betrayed their oaths, although occasionally they are the spirits of knight's who were evil in life. They have been returned to this world as undead knights, cursed to forever walk the earth. Though they were once noblemen and as such generally appear in finery, they resemble ghostly skeletons wearing ornate armor, with glowing red eyes staring from deep beneath their helms. Death Knights possess an impressive magical arsenal, but prefer to slay their foes in melee combat. Most retain the sense of honor they had in life, though they are now devoted to the cause of evil.

GARB: Armor and a skull mask or face paint.

REQUIREMENT: May only be played by a Knight.

TYPE: Undead

POWER RATING (PR): 5

ARMOR: 2 (Natural, Invulnerable), 4 (Worn, Invulnerable)

SHIELDS: Any

WEAPONS: Single Melee (Flameblade), Any Melee, Javelin

IMMUNITIES: Magic, Poison, Stench, Disease, Control, Flame, Death

NATURAL LIVES: 4

ABILITIES & TRAITS

POWER WORD (T)

ENHANCED ARMOR (T)

HEAT WEAPON (M) 1/life (Incant: "By the terrifying power of darkest night, I heat that weapon.")

PYROTECHNICS (M) 1/life (Incant: "I call upon the element of fire to destroy that [object].")

SLEEP (M) 1/life (Incant: "Listen and let the fighting cease, close thy eyes and sleep in peace.")

STUN (M) 1/life (Incant: "By the terrifying power of darkest night I stun thee.")

FINGER OF DEATH (M) 1/life (Incant: "I call for your death.")

HONOR DUEL (M) 2/life (Incant as per normal)

FEAR (M) 2/life (Incant: "I make thee afraid.")

TOUCH OF DEATH (M) 1/life

CREATE MINION (Zombie) (Ex) 1/life

Death Knight Abilities By Level

2nd	Heat Weapon and Sleep become 2/life
3rd	Pyrotechnics and Touch of Death become 2/life
4th	Finger of Death and Stun become 2/life
5th	Create Minion (Zombie) becomes 2/life; Fear becomes 4/life
6th	Heat Weapon, Sleep and Touch of Death become 4/life



DEVA

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 humanoid with large white wings.

GARB: Feathered wings and angelic white robes.

TYPE: Extra-Planar

POWER RATING (PR): 4

ARMOR: 2 (Worn)

SHIELDS: Any (Holy)

WEAPONS: Single Short (Holy) or single Long (Holy)

IMMUNITIES: Control, Death, Poison

NATURAL LIVES: 4

ABILITIES & TRAITS

NATURAL FLIGHT (Ex) Unlimited

ENHANCED ARMOR (T)

HEAL (M) Unlimited (May not be used on self)

MEND (M) 1/life (May not be used on self or own equipment)

AWE (M) 1/life

VULNERABILITIES

BENEFICENT (Does not apply to other Extra-Planar creatures)

Deva Abilities By Level

2nd	Gain Teleport (M) 1/life (Self Only)
3rd	Gain Immunity: Subdual; Awe becomes 3/life
4th	Mend becomes 2/life; Gain 2 Armor (Natural, Invulnerable) (2 total)
5th	Gain Heal-self (M) 1/life; Gain Immunity: Flame
6th	Gain Stun (M) 2/life; Gain Fight After Death (T)

DRAGON, EASTERN

Legendary creatures typically portrayed as long, scaled, serpentine creatures with four legs. In contrast to Western Dragons, which are considered as evil, Eastern dragons traditionally symbolize potent and auspicious powers, particularly control over water, rainfall, hurricane, and floods. The dragon is also a symbol of power, strength, and good luck.

GARB: Garb or armor with the suggestion of scales.

Something that looks like an Oriental celebration dragon would be excellent.

TYPE: Legendary Beast

POWER RATING (PR): 6

ARMOR: 4 (Natural, Invulnerable)

SHIELDS: None

WEAPONS: Short (Natural)

IMMUNITIES: Control, Subdual, Poison, Disease, Traps

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

NATURAL FLIGHT (Ex) Unlimited

AERIAL SUPERIORITY (T)

AQUATIC (T)

AQUATIC SUPERIORITY (T)

MIGHTY (T)

CALL LIGHTNING (Ex) 4/life

LIGHTNING BOLT (Ex) 1 bolt/U

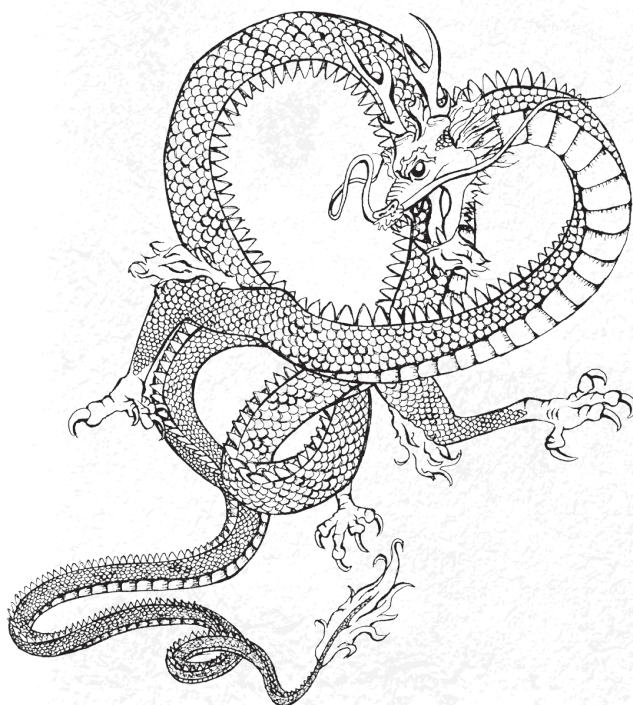
WIND (Ex) 2/life (Incant: "Sleeping force of wind I hail, send you forth a mighty Gale.")

FLOOD (Ex) 1/game

BOON (Ex) Unlimited

VULNERABILITIES

BENEFACT



DRAGON, FEATHERED SERPENT

The Feathered Serpents are a smaller, though no less potent, member of the Dragon family. They resemble great vipers with immense, rainbow-hued feathered wings. Feathered Serpents are generally good-natured, intelligent creatures, out to keep the world safe from the depredations of Evil.

GARB: Bright green tunic or garb with rainbow-colored feathered wings or cape.

TYPE: Legendary Beast

POWER RATING (PR): 8

TYPE: Legendary Beast

ARMOR: 4 (Natural)

SHIELDS: None

WEAPONS: Single Long (Natural)

IMMUNITIES: Death, Poison, Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS:

MAGIC-CASTER: DRUID (by levels) (T) cast spells as a Druid of the same level.

MAGIC-CASTER: WIZARD (by levels) (T) cast spells as a Wizard of the same level.

NATURAL FLIGHT (Ex) Unlimited

SPELL MASTERY (T)

MIGHTY (T)

Dragon, Feathered Serpent Abilities By Level

2nd	Gain Thick Skinned (T)
3rd	Gain Immunity: Control
4th	Gain Camouflage (Ex) Unlimited
5th	Gain Large (T)
6th	Gain Tough (T)

DRAGON, LINDWORM

Legendary creatures typically portrayed as long, scaled, serpent-like dragons with either two or no legs. They have a venomous bite, and are capable of poisoning the land around them.

GARB: Garb or armor with the suggestion of scales.

TYPE: Legendary Beast

POWER RATING (PR): 5

ARMOR: 6 (Natural, Invulnerability)

SHIELDS: None

WEAPONS: Single Long (Natural, Poison, Red)

IMMUNITIES: Flame, Control, Subdual, Poison, Wounding

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

FIREBALL (Ex) Unlimited bolts (As Breath Weapon, may not remain active)

LAIR (T) The Lair of a Lindworm is a zone of Eternal Stench

REGENERATION, GREATER (Metal) (T)

AMORPHOUS (T) As it is serpent like

DEVOUR (Heal) (Ex) Unlimited

FLAMEWALL (Ex) 1/life

THICK SKINNED (T)

STRONG (T)



DRAGON, WESTERN

These mighty reptilian beasts are cunning and cruel creatures. 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: Legendary Beast

POWER RATING (PR): 10

ARMOR: 8 (Natural, Invulnerable)

SHIELDS: None

WEAPONS: Short (Natural, Siege), Boulder (Siege) (Only While Flying)

IMMUNITIES: None

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

FIREBALL (Ex) Unlimited bolts (As Breath Weapon, may not remain active)

SHOVE (Ex) Unlimited (As a wing buffet)

DEVOUR (Heal) (Ex) Unlimited (Only functions in Lair)

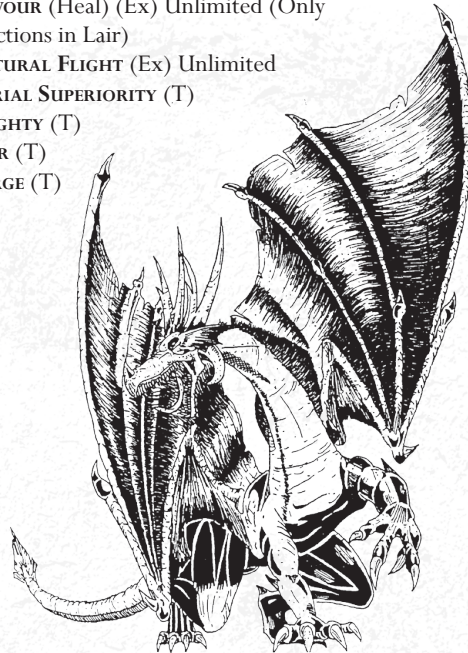
NATURAL FLIGHT (Ex) Unlimited

AERIAL SUPERIORITY (T)

MIGHTY (T)

LAIR (T)

LARGE (T)



DRYAD

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. Dryads should be played by females.

TYPE: Fey

POWER RATING (PR): 2

ARMOR: None

SHIELDS: None

WEAPONS: Dagger (Natural)

IMMUNITIES: Control (Except Bardic Charm)

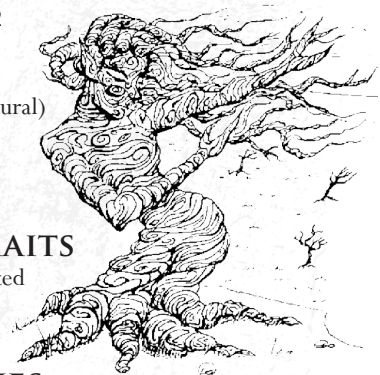
NATURAL LIVES: 4

ABILITIES & TRAITS

COMMUNE (M) Unlimited

HEAL (M) Unlimited

YIELD (M) 3/life



VULNERABILITIES:

ALTERED EFFECT: Fireball is treated as engulfing.

ALTERED EFFECT: Warp Wood (Wounding)

Dryad Abilities By Level

2nd	Gain 1 Armor (Natural, Invulnerable) (1 total)
3rd	Gain Heat Weapon (M) 1/life; Gain Warp Wood (M) 1/life
4th	May use Short Weapons (Natural) or Hinged Weapons (Natural)
5th	Heat Weapon and Warp Wood become 2/life
6th	+1 Armor (Natural, Invulnerable) (2 total)



DWARF

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

POWER RATING (PR): 1

ARMOR: 4 worn;

SHIELDS: Medium

WEAPONS: Short

IMMUNITIES: Disease, Poison, Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

IMPROVE WEAPON (Ex) 1/life (May be used on own or a teammate's equipment. Stacks with the Warrior Improve Weapon ability)

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 up to three at any time, even if placed by another Dwarf.

Dwarf Abilities By Level

2nd	Gain Improve Shield (Ex) 1/life (May be used on own or a teammate's equipment); Gain Fight After Death (Ex) 1/game
3rd	May use Throwing Weapons; Mend (Ex) 2/life (May only be used on Improved equipment and metal armor)
4th	Gain Armor of Quality (Ex) 1/life (May be used on self or a teammate - stacks with a Warrior's Armor of Quality); Improve Weapon becomes 2/life
5th	Gain Adamantine (T); Improve Shield becomes 2/life
6th	Armor of Quality becomes 2/life

ELEMENTALS

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.



ELEMENTAL, AIR

These are creatures brought forth from the Plane 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.

TYPE: Extra-Planar Animation

POWER RATING (PR): 3

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: None

IMMUNITIES: Control, Death, Disease, Flame, Poison, Stench, Subdual, Projectiles

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

CALL LIGHTNING (M) 2/life

ENERGY HEAL (Lightning) (T)

LIGHTNING BOLT (Ex) 1 bolt/U

SHOVE (Ex) Unlimited (May be used while moving, simulates pushing with a gust of wind)

TELEPORT (M) 2/life

INCORPOREAL (T)

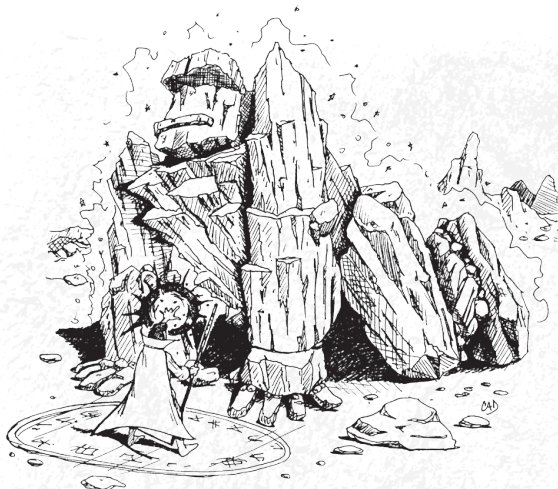
VULNERABILITIES

ALTERED EFFECT: Wind (Banish)

ALTERED EFFECT: Dispel Magic (Banish)

ALTERED EFFECT: Banish 3 times during the same life (Immediately shattered, Sever Spirit; Simulates permanent banishment back to plane of origin)

ALTERED EFFECT: (Anti Magic: Petrify) These Monsters will not willingly enter Anti-magic zones. If they are forced to enter one they are affected as by Petrify which does not end until they are removed from the zone.



ELEMENTAL, EARTH

These are massive beings of solid, animated dirt and stone that are brought forth from the Plane of Earth.

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

TYPE: Extra-Planar Animation

POWER RATING (PR): 3

ARMOR: 2 (Natural, Invulnerable)

SHIELDS: None

WEAPONS: Short (Bludgeoning, Natural, Magical, Red)

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

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

ENERGY HEAL (Petrify) (T)

EARTH BIND (Ex) 2/life

MOUNT (Ex) 1/life (This ability may only be used in conjunction with Tunneling)

PETRIFY (Ex) 1 bolt/U

STRONG (T)

TUNNELING (Ex) Unlimited

VULNERABILITIES

SLOW

ALTERED EFFECT: Release (Banish)

ALTERED EFFECT: Dispel Magic (Banish)

ALTERED EFFECT: Banish 3 times during the same life (Immediately shattered, Sever Spirit; Simulates permanent banishment back to plane of origin)

ALTERED EFFECT: (Anti Magic: Petrify) These Monsters will not willingly enter Anti-magic zones. If they are forced to enter one they are affected as by Petrify which does not end until they are removed from the zone.

ELEMENTAL, FIRE

These Elementals are brought 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.

TYPE: Extra-Planar Animation

POWER RATING (PR): 3

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Single Short (Natural, Magical, Flameblade), Bow (Natural)

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

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

BURNING BODY (T)

ENERGY HEAL (Flame) (T)

FLAME ARROWS (T) Unlimited

PYROTECHNICS (M) 2/life

THICK SKINNED (T)

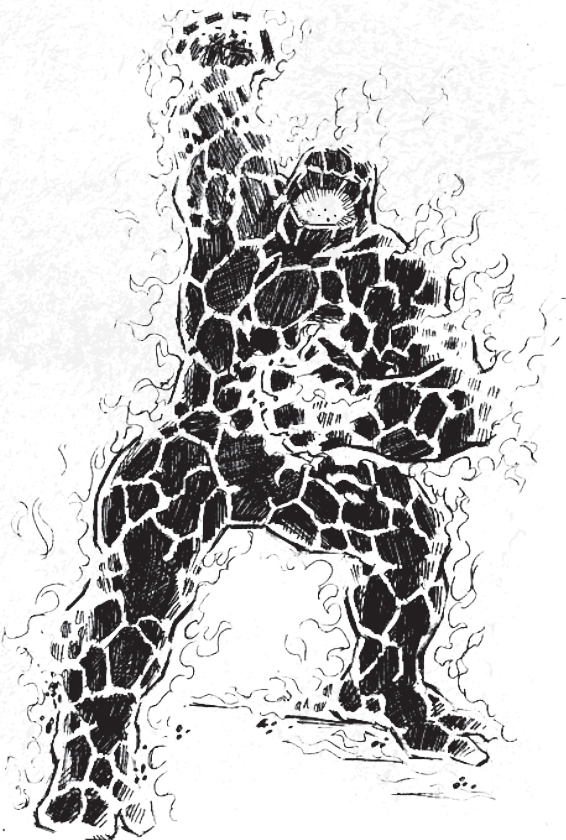
VULNERABILITIES

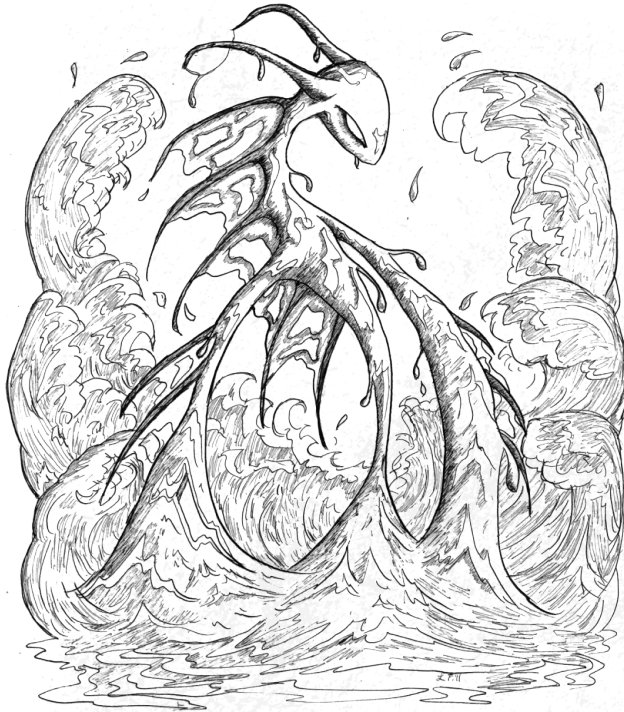
ALTERED EFFECT: Iceball (Banish)

ALTERED EFFECT: Dispel Magic (Banish)

ALTERED EFFECT: Banish 3 times during the same life (Immediately shattered, Sever Spirit Simulates permanent banishment back to plane of origin)

ALTERED EFFECT: (Anti Magic: Petrify) These Monsters will not willingly enter Anti-magic zones. If they are forced to enter one they are affected as by Petrify which does not end until they are removed from the zone.





ELEMENTAL, WATER

These Elementals are brought forth from the Plane of Water. 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.

TYPE: Extra-Planar Animation

POWER RATING (PR): 3

ARMOR: 4 (Invulnerability, Natural)

SHIELDS: None

WEAPONS: Hinged (Natural, Magical, Red)

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

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

AMORPHOUS (T)

AQUATIC (T)

ENERGY HEAL (Cold) (T)

EXTINGUISH (Ex) Unlimited

SHOVE (Ex) 4/life (Incant: "Wave" x 3)

STRONG (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)

VULNERABILITIES

ALTERED EFFECT: Fireball (Banish)

ALTERED EFFECT: Dispel Magic (Banish)

ALTERED EFFECT: Banish 3 times during the same life (immediately shattered, Sever Spirit Simulates permanent banishment back to plane of origin)

ALTERED EFFECT: (Anti Magic: Petrify) These Monsters will not willingly enter Anti-magic zones. If they are forced to enter one they are affected as by Petrify which does not end until they are removed from the zone.

WEAK

ELEPHANT

Elephants are the largest living land animals on Earth today.

GARB: Gray and wrinkled clothing. A trunk that can pick things up would be excellent.

TYPE: Beast

POWER RATING (PR): 3

ARMOR: 2 (Natural, Invulnerable)

SHIELDS: None

WEAPONS: Short or Long (Natural, Red)

IMMUNITIES: Subdual, Traps, Throwing weapons

NATURAL LIVES: 4

ABILITIES & TRAITS

MANY LEGGED (1) (T)

MOUNT (T)

STRONG (T)

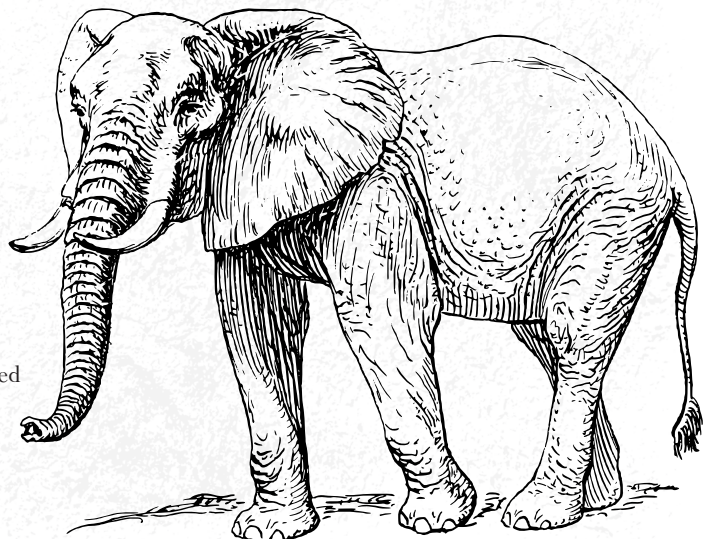
TRAMPLE (Ex) 1/life

VULNERABILITIES

SLOW

Elephant Abilities By Level

2nd	May use Pole arms (T)
3rd	+1 Armor (Natural, Invulnerable) (3 total)
4th	Trample becomes 2/life
5th	Trample becomes 3/life
6th	+1 Armor (Natural, Invulnerable) (4 total)





ELF

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 styles that meet their functional needs as well. Suggested: pointed elf ears.

TYPE: Fey

POWER RATING (PR): 3

ARMOR: 2 (Worn);

SHIELDS: Medium

WEAPONS: Short, Long, Bow

IMMUNITIES: Control (except Bardic Charm)

NATURAL LIVES: 4

ABILITIES & TRAITS:

TRACKING (Ex) 1/life

LONGBOW (T)

PASS WITHOUT TRACE (Ex) 1/life

MAGIC CASTER (Druid) (T) 2nd level

SPELL MASTERY (T)

VULNERABILITIES

BENEFCENT

Elf Abilities By Level

2nd	Gain Improve Weapon (Ex) 1/game
3rd	Gain Camouflage (Ex) Unlimited
4th	Improve Weapon becomes 1/life; Gain Accuracy (T)
5th	Gain Armor of Quality (T)
6th	Immunity: Bardic Charm; All arrows are considered Magical.

SIDEBAR: IN THE DARKNESS

Elves, like most other humanoid races, do not come in just one 'flavor'. There are many sub-races but the most common are the Dark Elves. Long ago, they were driven out of the Sylvan cities and forced underground because of their worship of evil gods. Dark 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.
Remove from Elf	Magic Caster (Druid) (T) 2nd level, Vulnerability: Beneficent
Add to Elf	Magic Caster (Wizard) (T) 2nd level, Poison Weapon (Ex) (unlimited); Allergy (Sunlight) Loses ability to cast any magic and Gains Slow

ENTANGLING MASS

These creatures appear to be 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

POWER RATING (PR): 2

ARMOR: 2 (Natural, Invulnerability)

SHIELDS: None

WEAPONS: Short (Natural, Red)

IMMUNITIES: Control, Death, Subdual, Wounding

NATURAL LIVES: 4

ABILITIES & TRAITS

AMORPHOUS (T)

ENERGY HEAL (Lightning) (T)

STRONG (T)

REGENERATION (Flame) (T)

ENTANGLE (Ex) 2 bolts/U

Entangling Mass Abilities By Level

2nd	Entangle becomes 4 bolts/U
3rd	Entangle becomes Unlimited bolts
4th	+1 Armor (Natural, Invulnerability) (3 total)
5th	Gain Commune (Ex) Unlimited
6th	Regeneration becomes Greater Regeneration (Flame); +1 Armor (Natural, Invulnerability) (4 total)



FAIRY

Fairies (Faerie, Fey, Pixie, and 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.

TYPE: Fey

POWER RATING (PR): 0.5

ARMOR: None

SHIELDS: None

WEAPONS: Single Short

IMMUNITIES: Control (except Bardic Charm)

NATURAL LIVES: 4

ABILITIES & TRAITS

MESSANGER (M) Unlimited

NATURAL FLIGHT (Ex) Unlimited

SMALL (T)

VULNERABILITIES

WEAK

Fairy Abilities By Level

2nd	Gain Heal (M) 1/life; +1 Natural Lives (5 total)
3rd	Gain Charm (M) 1/game; +1 Natural Lives (6 total)
4th	Gain Aerial Superiority (T); +1 Natural Lives (7 total)
5th	Gain Sheer Numbers (T); Charm becomes 1/life; +1 Natural Lives (8 total)
6th	Gain Resurrect (M) 1/game; Gain Truth (M) 1/life

FAMILIAR

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

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

TYPE: Beast

POWER RATING (PR): 0.5

ARMOR: None

SHIELDS: None

WEAPONS: Single Short (Natural)

IMMUNITIES: None

NATURAL LIVES: 4

ABILITIES & TRAITS

SHEER NUMBERS (T)

MESSANGER (M) This ability is activated by the Familiar's Master (Unlimited)

PASS WITHOUT TRACE (Ex) 1/life



VULNERABILITIES

WEAK

A Familiar must choose a player on their team to be their "Master." A Familiar always returns to life at his or her Master, and may not come alive if the Master is dead (they have to wait and come alive together) or shattered (Familiar is removed from play if the Master is Shattered).

Familiar Abilities By Level

2nd	+1 Natural Lives (5 total); Choose one of the following based on the type of familiar you want to portray: Natural Flight (Ex) Unlimited, Sneak (Ex) 1/life, or Blend (shadow) (Ex) 1/life
3rd	+1 Natural Lives (6 total); The Familiar may wear an Enchantment cast by his or her Master
4th	+1 Natural Lives (7 total); Gain Lend (M) (This works in reverse from the normal version of Lend. Familiar may use it as though Lend were cast by their Master to gain spells from the Master's spell list)
5th	+1 Natural Lives (8 total); Lend now allows the Familiar to gain two spells
6th	Loses Weak

GARGOYLE

Reptilian beasts whose body appears to be made of stone. 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: Beast

POWER RATING (PR): 2

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural, Red)

IMMUNITIES: Control, Subdual, Death, Poison, Disease

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

LAIR (T) Some kind of man made structure

ENERGY HEAL (Mend)(T)

POWERFUL BLOWS (T)

NATURAL FLIGHT (Ex)

Unlimited

AERIAL MOUNT (T)

STRONG (T)

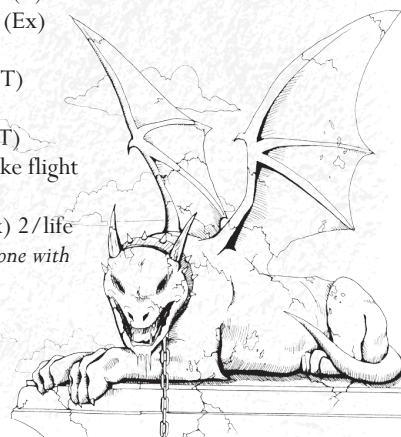
THICK SKINNED (T)

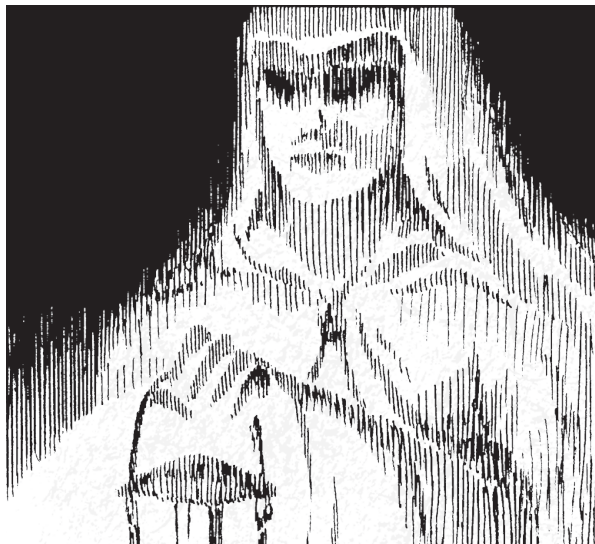
LEAP (Ex) Can take flight

from the leap

CAMOUFLAGE (Ex) 2/life

(Incant "I become one with the stone" x2)





GHOST

Hopelessly wandering the earth, these creatures are the life force of a restless, dead being. Ghosts spend their unlife in a state of continual incorporeality, during which times they cannot affect the world of the living directed. 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: Undead

POWER RATING (PR): 3

ARMOR: None

SHIELDS: None

WEAPONS: None

IMMUNITIES: Death, Disease, Poison, Stench, Subdual

NATURAL LIVES: 1

ABILITIES & TRAITS

DISPEL MAGIC (M) 2/life

EXTINGUISH (M) Unlimited

INCORPOREAL (T)

IMMORTALITY (T)

VULNERABILITIES

AVERSION (Paladins, Holy Ground, anything Holy)

Ghost Abilities By Level

2nd	Gain Confusion (M) 4/life
3rd	Gain Sleep (M) Unlimited
4th	Gain Forcewall (M) Unlimited (May have up to 2 active at a time)
5th	Dispel Magic becomes Unlimited
6th	Gain Possession (M)

GHOUL

These are undead creatures roaming graveyards for carrion and unlucky travelers. They are cunning, but mindless in their pursuit of meat, rotting or fresh. 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. Suggested:

Gory make-up.

TYPE: Undead

POWER RATING (PR): 3

ARMOR: 1 (Natural)

SHIELDS: None

WEAPONS: Short (Natural), Dagger, Long

IMMUNITIES: Subdual, Control, Death, Disease,

Poison, Stench

NATURAL LIVES: 4

ABILITIES & TRAITS

CONVERSION (Disease Effect) (Ex) 1/life (This ability should be removed for normal battle game play)

TOUCH OF PARALYZATION (Ex) 2/life (Incant "Touch of Paralyzation" x1)

VULNERABILITIES

AVERSION (Paladins, Holy Ground, anything Holy)

Ghoul Abilities By Level

2nd	Gain Regeneration (Flame) (T); +1 Armor (Natural) (2 total)
3rd	Touch of Paralyzation becomes 4/life; Gain Hard to Kill (T)
4th	+1 Armor (Natural) (3 total); Gain Devour (Heal) (Ex) 2/life
5th	Gains Strong (T); Touch of Paralyzation becomes Unlimited
6th	Conversion becomes 2/life; Devour becomes Unlimited



GIANT, FIRE

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 garb in red and black colors. Red hair.

TYPE: Humanoid

POWER RATING (PR): 2

ARMOR: 3 (Natural)

SHIELDS: None

WEAPONS: Any Melee (Red), Rocks

IMMUNITIES: Flame

NATURAL LIVES: 4

ABILITIES & TRAITS

LARGE (T)

STRONG (T)

FIREBALL (M) 1bolt/U

VULNERABILITIES

SUSCEPTIBILITY (Cold)



Giant, Fire Abilities By Level

2nd	Gain Shove (Ex) 2/life
3rd	Gain Flameblade (Ex) 1/life
4th	Fireball becomes 2 bolts/U
5th	Gain Flamewall (Ex) 1/life
6th	Fireball becomes 3 bolts/U All fireballs thrown act as 'Remain Active'

GIANT, FROST

Frost Giants stand fifteen to twenty feet tall. Grim, brooding and silent, they resemble the image of Vikings in dress and appearance 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

POWER RATING (PR): 2

ARMOR: 3 (Natural), 3 (Worn)

SHIELDS: None

WEAPONS: Any Melee (Red), Rocks

IMMUNITIES: Subdual

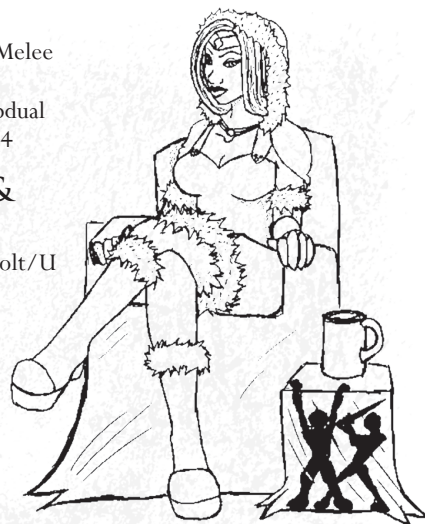
NATURAL LIVES: 4

ABILITIES & TRAITS

ICEBALL (M) 1 bolt/U

LARGE (T)

STRONG (T)



Giant, Frost Abilities By Level

2nd	Iceball becomes 2 bolts/U
3rd	Gain Avalanche (Ex) 1/life
4th	Iceball becomes 3 bolts/U
5th	Gain Mass Shove (Ex) 1/life
6th	Iceball becomes 4 bolts/U

GIANT, HILL

Standing ten to fifteen feet tall, 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 or larger, a smear of white or brown face paint.

TYPE: Humanoid

POWER RATING (PR): 1

ARMOR: 1(Natural), 2(Worn)

SHIELDS: None

WEAPONS: All Melee (Red), Rocks

IMMUNITIES: None

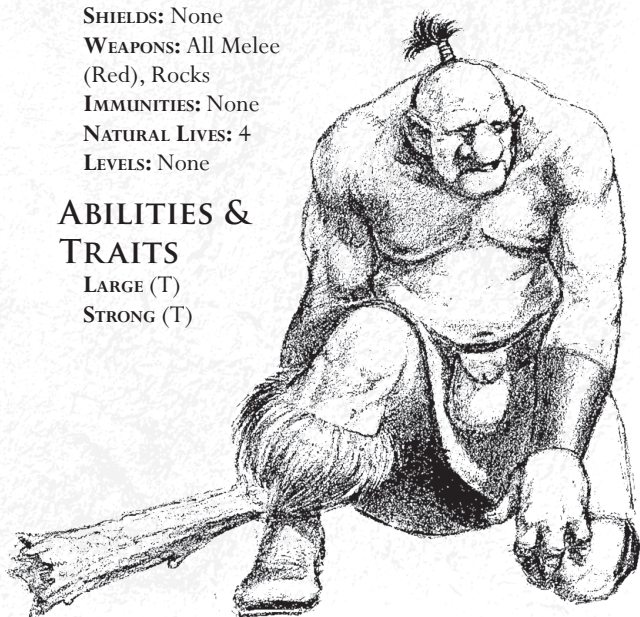
NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

LARGE (T)

STRONG (T)



GOBLIN

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

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

TYPE: Humanoid

POWER RATING (PR): 0.5

ARMOR: 1 (Worn)

SHIELDS: None

WEAPONS: Single Short

IMMUNITIES: None

NATURAL LIVES: 8



ABILITIES & TRAITS

SHEER NUMBERS (T)

VULNERABILITIES

WEAK

TYPE: Animation

POWER RATING (PR): 4

ARMOR: 4 (Natural, Invulnerable Armor)

SHIELDS: None

WEAPONS: Short (Natural, Red) or single Long (Red)

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

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

ENERGY HEAL (Flame) (T)

STRONG (T)

VULNERABILITIES

ALTERED EFFECT: Dispel Magic (Banish)

ALTERED EFFECT: Lightning (Hold Person)

ALTERED EFFECT: (Anti Magic: Petrify) These Monsters will not willingly enter Anti-magic zones. If they are forced to enter one they are affected as by Petrify which does not end until they are removed from the zone.

SLOW



Goblin Abilities By Level

2nd	+2 Natural Lives (10 lives total)
3rd	May use Short Bow or Medium Shield
4th	+2 Natural Lives (12 lives total)
5th	+3 Natural Lives (15 lives total)
6th	+1 Armor (Worn) (2 Total)

GOLEM

These massive animations are colossi of different materials worked into human shapes and brought to life with intense magical energies.

GARB: Garb for the type of golem you are playing.

SIDEBAR: ADDING THE MAGIC TO YOUR UNIQUE GOLEM

Golems of legend and modern myth come in a wide selection of varieties based on the material used to construct them. Below you will find the properties that will help you create unique types of golems. Garb requirements are listed as well.

Metal	Garb: Silver and gray metallic garb. Gain Death Cloud (M) 1/life
Rock	Garb: Grays and stone-like colors and patterns. Gain Hold Person (M) 4/life
Flesh	Garb: Pale and/or gory face make-up, tattered clothing and a shambling walk. Energy Heal (Flame) becomes Energy Heal (Lightning); Loses Altered Effect: Lightning (Hold Person); Gain Aversion (Flame)
Mud	Garb: Earth tones and brown make-up. Gain Entangle (Ex) 3 bolt/U; Gain Altered Effect: Pyrotechnics (Finger of Death); Loses Altered Effect: Lightning (Hold Person)

GREMLIN

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

GARB: White fur and face paint, or dark green scales and a mo hawk.

TYPE: Humanoid

POWER RATING (PR): 1

ARMOR: None

SHIELDS: None

WEAPONS: Dagger (Natural), single Short

IMMUNITIES: None

NATURAL LIVES: 4



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

WEAK

Gremlin Abilities By Level

2nd	Heat Weapon becomes 5/life
3rd	Gain 1 Armor (Worn); Warp Wood becomes 5/life
4th	+1 Natural Lives (5 total)
5th	Dispel Magic becomes Unlimited
6th	+1 Natural Lives (6 total); Teleport becomes Unlimited

GRIFFIN

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

GARB: Feathered wings and a beak, furry lion body and tail.

TYPE: Beast

POWER RATING (PR): 3

ARMOR: 4 (Natural)

SHIELDS: None

WEAPONS: Long (Natural, Red)

IMMUNITIES: None

NATURAL LIVES: 4

LEVELS: None



ABILITIES & TRAITS

AERIAL MOUNT (T)

AERIAL SUPERIORITY (T)

NATURAL FLIGHT (Ex) Unlimited

DIVE ATTACK (Ex) 1/Life

MANY LEGGED (2) (T)

SHOVE (Ex) 2/life

STRONG (T)



HARPY

Harpies are avian 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. Without a doubt, Harpies are amongst the most vile and evil creatures.

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

TYPE: Humanoid

POWER RATING (PR): 1

ARMOR: None

SHIELDS: None

WEAPONS: Short (Natural), Javelin (While flying only)

IMMUNITIES: None

NATURAL LIVES: 4

ABILITIES & TRAITS

NATURAL FLIGHT (Ex) Unlimited

AERIAL SUPERIORITY (T)

FEAR (Ex) 1/life

POISON WEAPON (Ex) 1/life

Harpy Abilities By Level

2nd	Gain 1 Armor (Natural) (1 total)
3rd	Fear becomes 2/life
4th	Poison Weapon becomes 2/life
5th	+1 Armor (Natural) (2 total)
6th	Charm (M) Unlimited



HELL-HOUND

The Hounds of Hell are lumbering, toothy canines of demonic visage and ruthless temperament. Only powerful undead lords, demons and Anti-Paladins can command these fell beasts, for it takes an especially diabolic outlook to properly raise any animal that thrives on living flesh and the screams of the tormented dying. Most Hell-hounds serve a dark master of some kind, but tales of free-range packs of these evil monstrosities abound.

GARB: Red or black garb, tails and dog ears. Spiked leather collar.

TYPE: Extra-Planar Beast

POWER RATING (PR): 2

ARMOR: None

SHIELDS: None

WEAPONS: Single Dagger (Flameblade, Natural, Magical)

IMMUNITIES: Control, Death, Flame, Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

ENERGY HEAL (Flame) (T)

MANY-LEGGED (1) (T)

VULNERABILITIES

ALTERED EFFECT: Banish (Finger of Death)

Hell Hound Abilities By Level

2nd	Gains Fireball (M) 1 bolt/U
3rd	Gains 1 Armor (Natural, Invulnerability) (1 total)
4th	Gains Fear (M) 1/life
5th	+1 Armor (Natural, Invulnerability) (2 total)
6th	May use Single Short Weapon (Flameblade, Natural)

HORSE, WAR

These are the powerful horses ridden by knights, both good and evil, 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, white or black tunic and matching fur leggings. Suggested: Look as horse like as possible.

TYPE: Beast

POWER RATING (PR): 1

ARMOR: 1 (Natural), 1 (Worn)

SHIELDS: None

WEAPONS: Long
(Bludgeoning, Natural)

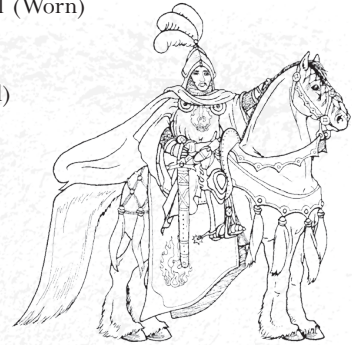
IMMUNITIES: None

NATURAL LIVES: 4

ABILITIES & TRAITS

MANY LEGGED (1) (T)

MOUNT (T)



Horse, War Abilities By Level

2nd	+1 Armor (Worn) (2 Total)
3rd	Gain As One (T)
4th	+2 Armor (Worn) (4 Total)
5th	Weapons wielded by the War Horse's Rider while mounted are considered Red
6th	Gains the Immunities of its Rider while being ridden or gains Strong

LEPUS

A six foot tall humanoid Rabbit. They are 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 as a holy creature and will give their lives to protect it from harm.

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

TYPE: Humanoid

POWER RATING (PR): 1

ARMOR: 2 (Worn)

SHIELDS: None

WEAPONS: All Melee, Bows

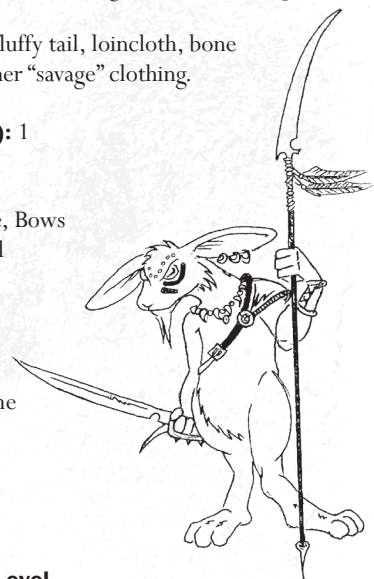
IMMUNITIES: Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

BERSERK (Ex) 1/game

MISSILE BLOCK (T)



Lepus Abilities By Level

2nd	Gain Tunneling (Ex) 1/game (May be used while moving)
3rd	Berserk becomes 2/game
4th	Gain Accuracy (T); Tunneling becomes 1/life
5th	Gain Greater Missile Block (T)
6th	Gain Fight After Death (T) while Berserk



LICH

Liches are wizards who have used their magical skill to prolong their existence by becoming undead. The wizard creates a phylactery, or magical vessel, to hold their soul. By removing their soul from the equation, the lich can then use simple magics to maintain the 'meat' part of their existence to channel magic. But such choices do not come without sacrifice. As time wears on, the lich becomes dependable on its home to help maintain the undead body. The lich is forced to create special hearth spells to help maintain its flesh until it can learn how to take another body to occupy.

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

TYPE: Undead

POWER RATING (PR): 4

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Staff

IMMUNITIES: Control, Death, Poison, Disease, Stench

NATURAL LIVES: 1

ABILITIES & TRAITS

MAGIC CASTER (Wizard) (T) Cast Magic at Monster Level

LAIR (T) Man-made structure

IMMORTALITY (T)

ITEM (Phylactery) In order to play this monster, a player must have a physical object at least 3"x3" in size that looks like a container or a jeweled pendant. This item represents where the Lich has hidden their soul. This is the most valuable item to a Lich as it has the ability to end its existence. By having dispel magic cast on it, and then taking at least 10 Points of damage, (meaning ten hits from a single point weapon, five from a two point weapon, etc.) the item is destroyed. If the item is destroyed the Lich loses all remaining lives, and is shattered. The item can be on the Lich or hidden within its lair but it would not be placed somewhere unsafe or easy for just anyone to get.

VULNERABILITIES

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.

Lich Abilities By Level

2nd	Gain Spell Mastery (T)
3rd	Gain Energy Heal (Magic) (T) (only functions while in its lair)
4th	Gain Hard to Kill (T)
5th	Gain Regeneration (Flame) (T) (only functions while in its lair)
6th	Gain Possession (M) Unlimited

LIZARDMAN

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

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

TYPE: Humanoid

POWER RATING (PR): 1

ARMOR: 1 (Natural)

SHIELDS: Medium

WEAPONS: Single Hinged (Natural), any Melee, Rocks

IMMUNITIES: Poison

NATURAL LIVES: 4

ABILITIES & TRAITS

POISON WEAPON (Ex) 1/game

BLEND (Any) (Ex) 1/game



Lizardman Abilities By Level

2nd	+1 Armor (Natural) (2 total); Gains Mend (Ex) 1/game
3rd	May use Javelins; Gain Tracking (Ex) 1/game
4th	Poison Weapon becomes 1/life; May use Bows (T)
5th	+1 Armor (Natural) (3 total); Gain Flame Arrow (T) 1/reusable
6th	Gain Berserk (Ex) 1/game

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, and boars – 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. Many 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 another 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

This entry also represents the common description for all lycanthropes, regardless of the type of creature they are or whether they are natural or afflicted.

GARB: Lots of fur and fangs, details to the garb to identify the type of creature.

TYPE: Beast

POWER RATING (PR): 3

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural, Red)

IMMUNITIES: Control, Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

BERSERK (Ex) 1/game

POWERFUL BLOWS (T)

CONVERSION (Disease effect, Werewolf) (Ex) 2/life (May be used while Berserk)

PLAYER CLASS (Peasant) (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 abilities and traits (but not Immunities) are lost while in Peasant form, but Monster form may be resumed at any time by



donning the appropriate garb. Once assuming Monster form, Peasant form cannot be resumed until the monster's next life (unless targeted with Cure Ailments).

STRONG (T)

THICK SKINNED (T)

TRACKING (Ex) Unlimited (May be used while Berserk)

VULNERABILITIES

REVERSION (Cure Ailments)

Werewolf Abilities By Level

2nd	Fear (Ex) 1/game (May be used while Berserk)
3rd	Devour (Heal) (Ex) 2/life (May be used while Berserk) Note: Devoured victims cannot be converted.
4th	Berserk becomes 2/game
5th	Fear becomes 1/life
6th	Berserk becomes 1/life

SIDEBAR: UNDER THE FUR

While the werewolf is certainly the most common lycanthrope, other types exist. Some of the common creatures are listed below, along with any listed changes for that entry. Conversion produces more of the same type of lycanthrope. (Wererats create more wererats, for example.) Weretigers can actually be any of the great cats.

Werebear	Gain Hard to Kill (T)
Wereboar	May use Long Weapons (Natural, Red); Gain Impale (T)
Wererat	Gain: Immunity: Poison; Gain Sneak (Ex) 1/life (May be used while Berserk)
Weretiger	Gain: Blend (Any) (Ex) 1/life; Leap (Ex) 2/life

MEDUSA

Medusa is the name of one of the Gorgon sisters and the only one that is mortal. An evil combination of woman and snake, she 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. Snake appearance below the waist. Suggested: females.

TYPE: Humanoid

POWER RATING (PR): 3

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Single Short (Flameblade), Bow (Poison)

IMMUNITIES: Poison, Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

LONGBOW (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)



Medusa Abilities By Level

2nd	Gain Fear (M) 1/life
3rd	Gain Stun (M) 2/life
4th	Fear becomes 2/life
5th	Armor becomes (Natural, Invulnerable)
6th	Touch of Paralyzation becomes Unlimited



MINOTAUR

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 or fur with a brown headband, mask, or safe to wear horns. Suggested: Males

TYPE: Humanoid

POWER RATING (PR): 1

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural, Red)

Immunities: Control, Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

STRONG (T)

THICK SKINNED (T)

Minotaur Abilities By Level

2nd	Gain Lost (M) 2/life
3rd	+1 Natural Lives(5 total)
4th	May use any Melee Weapon (Red)
5th	+1 Armor (Natural) (3 total)
6th	Gain Devour (Heal) (Ex) 1/life



MUMMY

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

POWER RATING (PR): 3

ARMOR: 1 (Natural)

SHIELDS: None

WEAPONS: Short (Natural)

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

NATURAL LIVES: 4

ABILITIES & TRAITS

TOUCH OF DEATH (Ex) Unlimited

FEAR (M) 2/life

STRONG (T)

HEAL (M) 2/life (Self Only)

VULNERABILITIES

SLOW

Mummy Abilities By Level

2nd	+1 Armor (Natural) (2 total)
3rd	Gain Regeneration (Flame) (T)
4th	+1 Armor (Natural) (3 total): Gain Teleport (M) 2/life
5th	Gain Hard to Kill (T)
6th	Regeneration becomes Greater Regeneration (Flame); Gain Vermin Hoard (Scarabs) (M) 1/life

OGRE

Ogres are the largest of the goblinoid races. 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

POWER RATING (PR): 2

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural, Red), any Melee (Red)

IMMUNITIES: Poison, Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

FEAR (M) 2/game

STRONG (T)



Ogre Abilities By Level

2nd	May use Rocks (T)
3rd	Gain Berserk (Ex) 1/game
4th	Fear becomes 1/life
5th	Gain Fight After Death (T) while Berserk
6th	Gain Thick Skinned (T)



ORC

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 gray makeup, animal fangs.

TYPE: Humanoid

POWER RATING (PR): 2

ARMOR: 2 (Worn)

SHIELDS: None

WEAPONS: All

IMMUNITIES: Poison, Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

BERSERK (Ex) 1/game

TRUTH (Ex) 1/game (Only on subdued enemies)

Orc Abilities By Level

2nd	Gain 1 Armor (Natural) (T)
3rd	Gain Fight After Death (T) while Berserk; Gain Flame Arrow (T) 1/reusable
4th	Gain Armor of Quality (T); Truth Becomes (1/life) Only on subdued enemies
5th	May use up to a Medium Shield (T); Gain Tracking (Ex) 1/game
6th	+1 Armor (Natural) (2 total); Improve Weapon (Ex) 1/game

PEGASUS

Pegasus are some of the most beautiful and well-known creatures in all creation. These winged horses are extremely intelligent beasts that 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: Beast

POWER RATING (PR): 1

ARMOR: None

SHIELDS: None

WEAPONS: Short (Natural)

IMMUNITIES: Control

NATURAL LIVES: 4

ABILITIES & TRAITS

NATURAL FLIGHT (Ex) Unlimited

MANY LEGGED (1) (T)

MOUNT (T)



Pegasus Abilities By Level

2nd	Gain 1 Armor (Natural) (1 total)
3rd	Gain Aerial Superiority (T)
4th	Gain Aerial Mount (T)
5th	+1 Armor (Natural) (2 total)
6th	Gain Aura of Wonder (T)



PHOENIX

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: Only a Knight may play a Phoenix.

TYPE: Legendary Beast

POWER RATING (PR): 10

ARMOR: 6 (Natural, Invulnerable)

SHIELDS: None

WEAPONS: Short (Natural, Magical, Red, Flameblade)

IMMUNITIES: Flame, Magic

NATURAL LIVES: 1

LEVELS: None

ABILITIES & TRAITS

NATURAL FLIGHT (Ex) Unlimited

BURNING BODY (T)

IMMORTALITY (T)

POWER WORD (T)

STRONG (T)

PRESENCE (Ex) Unlimited (Only against Paladins and Anti-Paladins)

EXTEND IMMUNITIES (Ex) Unlimited

REGENERATION, GREATER (None) (T)

RESURRECT (Ex) Unlimited (Incant: "Sword cut, spear stab, mace smash, arrow jab, the white light of healing hath resurrected

thee." May not use this ability on the same player more than once per game)

HEAL (Ex) Unlimited (Incant: "Sword cut, spear stab, mace smash, arrow jab, the white light of healing hath healed thee.")

VULNERABILITIES

Beneficent

RAPTOR

Velociraptor (commonly shortened to 'raptor') is one of the dinosaur genera most familiar to the general public due to its prominent role in the Jurassic Park motion picture series. Small, fast pack hunters that are tough on their own but worst when working together.

GARB: Green scales with a large tail

TYPE: Beast

POWER RATING (PR): 2

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural, Red) and Hinged (Natural, Red)

IMMUNITIES: Poison

NATURAL LIVES: 4

ABILITIES & TRAITS

TRACKING (Ex) 1/life

STRONG (T)



Raptor Abilities By Level

2nd	Gain Leap (Ex) 1/life
3rd	Tracking becomes 2/life
4th	+1 Armor (Natural) (3 total); Gain Fight After Death (Ex) 1/game
5th	Gain Blend (Any) (Ex) 2/life
6th	+1 Armor (Natural) (4 total); Fight After Death becomes 1/life

SATYR

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

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

TYPE: Fey

POWER RATING (PR): 1

ARMOR: None

SHIELDS: None

WEAPONS: Short, Dagger

IMMUNITIES: Control (except for Bardic Charm),
Poison, Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

CHARM (M) 1/life

CURE AILMENTS (M) 2/game

VULNERABILITIES

BENEFICENT (Anyone who is actively singing, dancing, or playing music, or who presents the Satyr with a tasty beverage)



Satyr Abilities By Level

2nd	Gain Bless (M) 1/life; Gain Pass Without Trace (M) 1/game
3rd	Gain Barkskin (M) 2/life
4th	Gain Warp Wood (M) 2/life; Pass Without Trace becomes 1/life
5th	Gain Voice (M)
6th	Gain Hallowed Ground (M) 1/life (Area: 10'X10')



SCALOR

The Scalor are a barbaric race of humanoid fish. They are the mortal enemies of humans, 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.

TYPE: Humanoid

POWER RATING (PR): 1

ARMOR: 1 (Natural), 2 (Worn)

SHIELDS: None

WEAPONS: Single Short or single Long, Javelin

IMMUNITIES: None

NATURAL LIVES: 4

ABILITIES & TRAITS

AQUATIC (T)

AQUATIC SUPERIORITY (T)

ENTANGLE (Ex) 2 bolts/U (Simulates intricate netting)

VULNERABILITIES

SUSCEPTIBILITY (Magic)

WEAK (vs. Magic Only) includes Magic weapons and wounds taken because of the Scalor's Susceptibility

AVERSION (Magic Users)

Scalor Abilities By Level

2nd	May use Throwing Weapons
3rd	Entangle becomes 3 bolts/U
4th	May use Polearms
5th	Entangle becomes 4 bolts/U
6th	Gain Poison Weapon (Ex) 1/life



SCOURGE

Scourge daemons appear as humanoid fighters wearing what seems to be normal chain mail or ring mail armor, but on closer examination their armor is actually made of barbed wire. Scourges are free-willed daemons, in that they are not summoned in the conventional manner, but rather sent to earth on missions given directly from their dire lords instead of mortal masters. Like most such horrors, Scourges thrive on inflicting pain and suffering. Scourges are not likely to lie and deceive their enemies, preferring a more direct and violent approach.

GARB: Tunic made of chain mail, ring mail or metallic gray fabric, horns and devil tail.

TYPE: Extra-Planar

POWER RATING (PR): 4

ARMOR: 5 (Natural, Invulnerable)

SHIELDS: None

WEAPONS: Long (Natural, Red)

IMMUNITIES: Control, Death, Flame, Poison, Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

ENTANGLE (Ex) 2 bolt/U (Simulates binding enemies with animate chains or wire. Individual affected by this ability can be moved around the battlefield at the discretion of the Scourge. Entangled targets are freed immediately when the Scourge is slain even if he is regenerating)

STRONG (T)

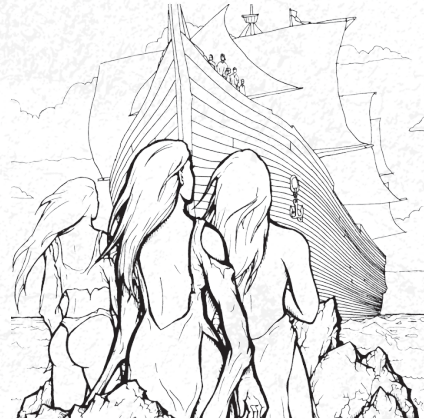
VULNERABILITIES

BLOOD-LUST Once engaged in combat, Scourges will not retreat until all enemies within 100' are slain.

ALTERED EFFECT: Holy Ground (Regeneration/Greater Regeneration does not function.)

Scourge Abilities By Level

2nd	Gain Poison Weapon (Ex) 1/life
3rd	Gain Regeneration (Sorcery) (T)
4th	+1 Armor (Natural, Invulnerable) (6 total)
5th	Entangle becomes 4 bolts/U
6th	Gain Reanimate (M) 2/life; Regeneration becomes Greater Regeneration (Sorcery)



SIREN

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

TYPE: Fey

POWER RATING (PR): 1

ARMOR: None

SHIELDS: None

WEAPONS: Single Dagger

IMMUNITIES: Control (Except for Bardic Charm)

NATURAL LIVES: 4

ABILITIES & TRAITS

AQUATIC (T)

CIRCLE OF PROTECTION (M) 1/life

YIELD (M) 2/life

VULNERABILITIES

BOUND (Water Terrain)

Siren Abilities By Level

2nd	Gain 1 Armor (Worn) (1 total)
3rd	Circle of Protection becomes 2/life
4th	Yield becomes 3/life
5th	Circle of Protection becomes 3/life
6th	Gain Magic Caster (Bard) (T) 3 Magic Points total on Spells (not all Magic) of any level



SKELETON

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.

TYPE: Undead

POWER RATING (PR): 2

ARMOR: None

SHIELDS: None

WEAPONS: Any Melee

IMMUNITIES: Control, Death, Disease, Poison, Piercing
NATURAL LIVES: 4

ABILITIES & TRAITS

REGENERATION (Flame, Magic) (T)

VULNERABILITIES

ALTERED EFFECT: Lightning (Iceball)

REVERSION (Resurrect)

WEAK

Skeleton Abilities By Level

2nd	Gain 1 Armor (Worn) (1 total)
3rd	May use Javelins
4th	+1 Armor (Worn) (2 total)
5th	May use up to a Medium Shield
6th	Gain 1 Armor (Natural) (1 total)

SKIRIT

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

POWER RATING (PR): 1

ARMOR: 1 (Worn)

SHIELDS: Medium

WEAPONS: Short

IMMUNITIES: Disease, Poison

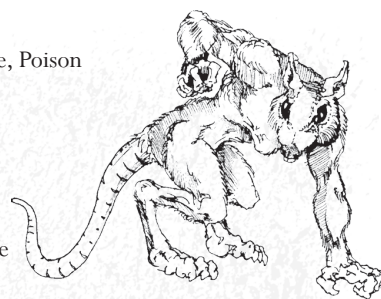
NATURAL LIVES: 4

ABILITIES & TRAITS

PLAGUE WEAPON

(Disease) (Ex) 1/life

SNEAK (Ex) 1/life



Skirit Abilities By Level

2nd	+1 Armor (Worn) (2 total); Gain Tracking (Ex) 1/life
3rd	May use Throwing Weapons
4th	Sneak becomes 2/life
5th	Plague Weapon becomes 2/life
6th	Sneak becomes 4/life

SLIME, DEADLY

Deadly Slimes are amorphous, amoebic 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 diameter to gigantic proportions, in color from chalk white to jet black and in translucency from opaque to very nearly transparent. Very primitive creatures, deadly slimes have no mind of which to speak. They exist only to reproduce: an exhausting process of cellular fission that requires vast amounts of food.

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

TYPE: Botanical

POWER RATING (PR): 3

ARMOR: 4 (Natural, Invulnerability)

SHIELDS: None

WEAPONS: Hinged (Natural, Red)

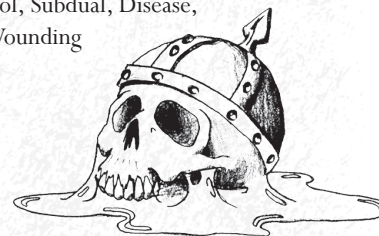
IMMUNITIES: Control, Subdual, Disease, Poison, Piercing, Wounding

NATURAL LIVES: 4

ABILITIES & TRAITS

AMORPHOUS (T)

STRONG (T)



Slime, Deadly Abilities By Level

2nd	Gain Acid Bolt (Ex) 2 bolts/U
3rd	+1 Armor (Natural, Invulnerability) (5 total); Gain Vulnerability: Slow
4th	+1 Armor (Natural, Invulnerability) (6 total); Gain Devour (Heal) (Unlimited) (T)
5th	+1 Armor (Natural, Invulnerability) (7 total)
6th	+1 Armor (Natural, Invulnerability) (8 total); Gain Large (T)

SPIDER, GIANT

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

POWER RATING (PR): 2

ARMOR: 1 (Natural)

SHIELDS: None

WEAPONS: Dagger (Natural, Poison)

IMMUNITIES: Poison, Webs

NATURAL LIVES: 4

ABILITIES & TRAITS

MANY LEGGED (3) (T)

ENTANGLE (Ex) 2 bolts/U (Web effect)

WEBS (Ex) 4/life



Spider, Giant Abilities By Level

2nd	+1 Armor (Natural) (2 total), Hunter's Snare (Ex) 2/life
3rd	May use Short Weapons; Webs become 6/life
4th	Gains Potency; Webs become 8/life
5th	Gain +1 Armor (Natural) (3 total); Gain Vermin Horde (Spiders) (M) 1/game
6th	Vermin Horde becomes 1/life; Gains Devour (Heal) (Ex) 1/life (Can use it on living creatures trapped in his web)

TROGLODYTE

An offshoot of the Lizardman race, Troglodytes evolved to fit into a more aquatic environment, terrorizing wetlands, and both above and below ground river and lake systems.

GARB: Green and/or blue garb, various fins, scales

TYPE: Humanoid

POWER RATING (PR): 1

ARMOR: 1 (Natural), 2 (Worn)

SHIELDS: None

WEAPONS: Any Melee, Javelin

IMMUNITIES: Poison, Stench

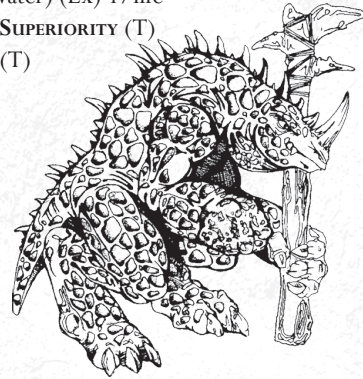
NATURAL LIVES: 4

ABILITIES & TRAITS

BLEND (Water) (Ex) 1/life

AQUATIC SUPERIORITY (T)

AQUATIC (T)



Troglodyte Abilities By Level

2nd	Gain Poison Weapon (Ex) 1/game
3rd	May use a Small or Medium Shield
4th	Poison Weapon becomes 2/game
5th	Gain Strong (T)
6th	Gain Acid Bolt (Ex) 1/unlimited

TROLL, REGENERATING

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: Humanoid

POWER RATING (PR): 3

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural, Red)

IMMUNITIES: None

NATURAL LIVES: 4

ABILITIES & TRAITS

REGENERATION (Lightning) (T)

STRONG (T)



Troll, Regenerating Abilities By Level

2nd	Gains Fear (Ex) 2/life;
3rd	+1 Armor (Natural) (3 total)
4th	Fear becomes 4/life
5th	+1 Armor (Natural) (4 total)
6th	Regeneration becomes Greater Regeneration (Lightning)

UNICORN

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

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

TYPE: Beast

POWER RATING (PR): 1

ARMOR: None

SHIELDS: None

WEAPONS: Single Short (Natural, Magical)

IMMUNITIES: Control

NATURAL LIVES: 4

ABILITIES & TRAITS

MANY LEGGED (1) (T)

HEAL (M) Unlimited

TELEPORT (M) Unlimited Self only, Place hood over head first and then start Incant to activate

MAGICAL COMPONENT (T) Horn – The short melee weapon carried by this creature. 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 horn has the following qualities:

- Weapon is considered Hardened as well as any traits granted by this ability.
- May not be further enhanced or enchanted by any means.
- Grants the use the 'Cure Ailments' spell, by touch, 2/Game



Unicorn Abilities By Level

2nd	Gain Resurrect (M) 1/life
3rd	Resurrect becomes 2/life
4th	Gain Lost (M) 1/life
5th	Resurrect becomes 3/life
6th	Lost becomes 3/life



URSINID

Ursinid is the term given to huge, bipedal bear-men. Ursinids walk on two legs, averaging over ten feet in height and weighing in excess of a ton of thick fur and dense muscle. Most of these thoughtful and cunning creatures range in coloration from blue-black to rich brown, though a clan of pure white Ursinids is rumored to live in the Frozen North. Ursinids 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. Ursinids make the strongest honey wine in the known world.

GARB: Fur ... and lots of it

TYPE: Humanoid

POWER RATING (PR): 2

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural, Red)

IMMUNITIES: Subdual

NATURAL LIVES: 4

ABILITIES & TRAITS

LAIR (T)

REGENERATION (Flame, Magic) (T) May only be used in Lair
STRONG (T)

Ursinid Abilities By Level

2nd	May use a single Long Weapon (Red) or single Reach Weapon (Red)
3rd	May use Any Shield; +1 Armor (Natural) (3 total)
4th	Gain Hard To Kill (T)
5th	+1 Armor (Natural) (4 total)
6th	Regeneration becomes Greater Regeneration (Flame, Magic) (T) May only be used in Lair

VAMPIRE

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

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

TYPE: Undead

POWER RATING (PR): 3

ARMOR: 4 (Invulnerable)

SHIELDS: As Player Class

WEAPONS: As Player Class

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

NATURAL LIVES: 4

LEVELS: Per Player Class



ABILITIES & TRAITS

YIELD (Ex) 2/life

STEAL LIFE (Ex) 2/game

CONVERSION (Disease Effect)

(Ex) 1/life (This ability should be removed for normal battle game play)

PLAYER CLASS (Any Class) (T) Vampires are humans who have died while infected with a mystical disease

VULNERABILITIES

SUSCEPTIBILITY (Wooden Piercing)

WOLF

Not your friendly domestic house pet, these canines are natural's land based perfect predators.

GARB: Gray, brown, or black fur. A big furry tail and long pointed ears.

TYPE: Beast

POWER RATING (PR): 1

ARMOR: None

SHIELDS: None

WEAPONS: Dagger or single Short (Natural)

IMMUNITIES: Control (except Bard Charm)

NATURAL LIVES: 4

LEVELS: None



ABILITIES & TRAITS

TRACKING (Ex)
4/life

SIDEBAR: RUNNING WITH THE PACK

If you use a group of wolves you need to assign an Alpha to leader the pack and a pack mother to help keep the pack together. Use the following abilities to enhance the role of these creatures.

Wolf, Alpha	Gain Strong (T)
Wolf, Pack Mother	Gain Heal (Ex) 4/life
Wolf, Cub	Loses Sneak; Gain Weak

LUCK POINT (Ex) 1/life

PASS WITHOUT TRACE (Ex) 2/life

MANY LEGGED (1) (T)

SNEAK (Ex) 3/life

WYVERN

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

POWER RATING (PR): 3

ARMOR: 2 (Natural, Invulnerable)

SHIELDS: None

WEAPONS: Long (Natural, Red, Poison), Throwing Weapons (Natural, Poison)

IMMUNITIES: None

NATURAL LIVES: 4

ABILITIES & TRAITS

NATURAL FLIGHT (Ex) Unlimited

STRONG (T)

Wyvern Abilities By Level

2nd	Gain Aerial Superiority (T)
3rd	+1 Armor (Natural, Invulnerable) (3 total)
4th	Gain Immunity: Subdual
5th	+1 Armor (Natural, Invulnerable) (4 total)
6th	Gain Large (T)





YETI

These creatures of the high mountain ranges are rarely seen. They tend to be territorial, attacking only if their turf is invaded; but have also been known to range far and wide if roused. The yeti is very physically strong, and stands 8 (young adult) to 11 feet (mature) tall.

GARB: White tunic trimmed with white fur.

TYPE: Beast

POWER RATING (PR): 1

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural , Red)

IMMUNITIES: Cold

NATURAL LIVES: 4

LEVELS: None

ABILITIES & TRAITS

ICEBALL (Ex) Unlimited

AVALANCHE (Ex) 1/life

STRONG (T)

BERSERK (Ex) 1/game

FIGHT AFTER DEATH (T) while Berserk

ZOMBIE

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

TYPE: Undead

POWER RATING (PR): 2

ARMOR: None

SHIELDS: None

WEAPONS: Short (Bludgeoning, Natural)

IMMUNITIES: Death, Subdual, Control, Poison, Disease, Bludgeoning

NATURAL LIVES: 4

ABILITIES & TRAITS

REGENERATION (Fire) (T)

CONVERSION (Disease Effect) (Ex) Unlimited (This ability should be removed for normal battle game play)

VULNERABILITIES

SLOW



Zombie Abilities By Level

2nd	Gain 1 point Natural Armor (1 total)
3rd	Loses Slow
4th	Gain Strong (T)
5th	+1 Armor (Natural) (2 Total)
6th	Gain Hard to Kill (T)

