

# DOZ-LIN-ALATHAR



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*RULES FOR MONSTERS  
FROM THE LANDS THAT BURN*

GREETINGS creature enthusiasts! Welcome to the new Dor-Un-Avathar, the rule book for monsters from the Burning Lands. It has been a long time since current rules have been printed for the monster class, partly because to do so would mean writing a new book, and partly because nobody felt like taking on the task. Until now!

Over time, monsters have occasionally in battle games, and mostly quests, and from the experience of playing the monsters, changes were made for the better. But these changes were never really written down, so over time, some of the rules became warped, while others were just forgotten in the chaos of Amtgard. But now new rules have been written for the Burning Lands. Most monsters have stayed the same, but others have had some changes made, both in minor and in major ways. One of the most drastic changes, however, is the addition of levels to the monster class.

"But how practical are levels?" you ask. Well, for one thing, it allows people to become more acquainted with the monsters at lower, and less powerful, levels, so that they can appreciate the awesomeness of some of the more powerful monsters, when they are at higher levels. Levels with monsters will work similarly to that of normal Amtgard classes, with respects to gaining credits to attain higher levels. However, no one person may play monster more than twice per month, the same that it has always been.

Another question that may arise is how levels will work with so many different monsters. When a person gains a level playing monster, that person will be able to play that level of monster for any monster available. Thus a person can play werewolf long enough to reach second level, and then play a second level dragon if he so desires. Instead of being only a second level werewolf, that person may play second level for any one of the monsters available.

All monsters in this book will be set up in the following format:

ARMOR- The total amount of armor allowed "naturally". Additional armor may be noted.

ATTACKS- What kind of weapons may be used by that individual monster.

ABILITIES- These are both natural, and spell (-like) capabilities that a monster may possess, and make each monster unique.

DESCRIPTION- A brief idea of what a monster may look like, how it acts, or other things that give it personality.

VULNERABILITIES- Special weaknesses of a monster.

LIVES- How many lives are given per game.

LEVELS- At different levels, a monster may attain different abilities, extra armor, etc.

#### Requirements and Other Information:

1. There should be no more than one monster to every ten people in a game.
2. No one should be allowed to play a monster more than

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- twice per month.
3. Garb must be approved by the monster committee; or by the Guildmaster of Monsters, the Prime Minister, and the Monarch.
  4. Garb must be distinctive, and typify the monster in play.
  5. A monster must show a willingness to play within the monsters character, and neutral monsters must remain neutral.
  6. Monster abilities may be altered by the monster committee; or by the Guildmaster of Monsters, the Prime Minister, and the Monarch.
  7. Certain monsters will be limited to certain games.
  8. Twelve credits is the requirement for masterhood.
  9. All components for spells and other abilities must present when the ability is used.

There are also two terms that can bring confusion on to a battle field. These are Invulnerability and White Weapons:

Invulnerability- The ultimate form of protection that is placed upon a creature by either magic, or its armor. Every hit against invulnerability (whether it be a melee blow, a bolt of magic, a projectile, or a verbal spell) will do a single point of damage to where ever it strikes. Thus if a Sphere of Annihilation hits a dragon in the left arm, that dragon is minus one point of armor to that arm.

White Weapons- There are two types. The first is the poisonous ones. They are not commonly found, but act in just the same way as an Assassins poisoned weapon. The second are those that do damage as a siege weapon. This kind of weapon will kill a person through his/her shield and armor with a single blow. They are very rare, and in playing terms, dangerous, and will be noted as " White 'siege' weapons" when a monster can use them.

An additional life may be gained for any monster class for a person who has reached a third level monster. Unless specifically noted under a monster class, this is the only way to attain extra lives when playing a monster. Any new ideas for monsters must be submitted in the above format to the Guildmaster of Monsters. Lastly, if enough people play monsters, a monster committee will be formed. Anyone who has played a monster at least six times in the past year may be on the committee. Any meetings will be conducted on the first Saturday of each month, before Amtgard begins. If there is not a monster committee, any changes in the rules of monsters will be made by the Guildmaster of Monsters, the Prime Minister, and the Monarch.

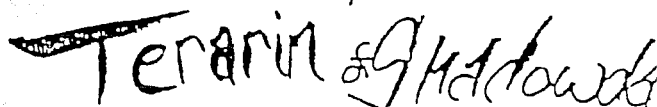
These monsters have been created to add a flavor to the battle games of Amtgard. All monsters should be played within character, subject to personal interpretation, and should never over balance a battle game. These

guidelines have been set so that people may enjoy the game, and these guidelines should not be deviated from, for that shall cause much confusion to the general populace of Amtgard.

I only ask a few things from anyone wishing to play a monster. Please have the appropriate garb for the monster you wish to play, and make it resemble, and typify the monster you are trying to play. Second, please play within character so that people will get a general idea of what to expect.

Lastly, I would like to thank Andrasha U'Satanna, Argon Darkwolf, and former Guildmaster of Monsters, Naes Weissdrake for their help with this rulebook.

Yours in service,

Terarin of Shadowdale

Terarin of Shadowdale,  
Guildmaster of Monsters

Armor: 1 point (due to size and speed)

Attacks: Either a dagger or a short sword.

Abilities: 1) Cast the following spells:

Flight (by levels), Circle of Protection (2/life), and Teleport (1/life) as per the Wizard spells; and Lost (by levels) as per the Healer spell.

2) Can blend into the landscape by saying "Oh forest hide & protect me" twice. This shows a brownie's ability to take refuge into a forest by using his small size and speed. The brownie must be within fifty feet of a tree. Once completed, it is gone, and may reappear up to five minutes later. The use for this is unlimited.

3) May wear additional armor, but it must not be made of metal, or in great quantities.

Description: These small (1 1/2' tall) creatures are distant relatives of both hobbits and pixies. They are usually very shy, but they will help strangers if treated nicely. They have elf-like (pointed) ears, and long noses. Being woodland creatures they usually wear clothing that is green and/or brown.

Lives: 3

Levels: 1st - Flight once per life, and Lost once per life.

2nd - As above.

3rd - Lost twice per life.

4th - Flight twice per life.

5th - Lost three times per life.

6th - Flight with unlimited usage.



### Catperson

Armor: 1, due to amazing dexterity.

Attacks: 2 short swords, as claws, or may use a single long sword.

Abilities: 1) Poison touch (once per life), that works as normal poison. The catperson must say "poison touch" five times, similar to Touch of Death.  
2) Tracking, as the Scout ability, once per life.  
3) Additional abilities gained at later levels.

Description: Catpeople, or cat folk, are a race of humanoid cat men. They are normally very refined in the field they specialize, whether it is the arts, or combat, and take great pride in whatever they do. They resemble cats like tigers, panthers, lions, or any of the other great cats. They tend to be hyperactive, and don't like to be slowed down by the little problems of life.

Lives: 3

Levels: 1st - As above.

2nd - Gains an immunity to all charm spells.

3rd - Poison touch becomes twice per life.

4th - Gains an immunity to Sleep and Lost spells.

5th - Can cast the Sleep spell once per life.

6th - Poison touch becomes three times per life, and ...

@ 6th level - ARMOR becomes 2pt.

## Centaur

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Armor: Only as a warrior, may use shields.

Attacks: By weapon: usually a bow, club, or spear.

Abilities: 1) Bow skills are equal to an archer of equal level.

2) Tracking as per the Scout ability.

3) Gains the ability to carry two enchantments at one time (2/game).

4) Due to the mobility of the horse half of the centaur, leg wounds will only be part effective.

- 1st leg wound will reduce a centaur to only walking, to simulate the loss of mobility.

- 2nd leg wound (on either leg) will count as a normal leg wound. The next wound to any limb will result in a normal death.

Description: Centaurs are half-horse, half-human creatures that are a wonder of the magical world. Rumored to have been created by an experimenting old wizard to senile too realize what he had done. These creatures do not trust many who they meet (especially humans) and are fierce when their territory is invaded by uninvited guests.

Lives: 4

Levels: 1st - One Stun arrow and one Flame arrow that are reuseable.

2nd - One Sleep Poison arrow (reuseable).

3rd - +1 damage with all arrows.

4th - One Armor Piercing arrow (reuseable).

5th - Can Gallop, once per life, and is similar to the Flight spell in effects. A centaur must state aloud that he is going to do this.

6th - One Penetration arrow (reusable).



## Death Knight

**Armor:** 2 points, and up to four points of additional armor may be worn.

**Attacks:** Any melee weapon, and javelins.

**Abilities:** 1) All swords (enchanted, Red, normal, etc.) do a single point of damage.

2) Immune to all forms of magic, and magical weapons do normal damage.

3) They have the following spells once per life:

-Heat Weapon

-Finger of Death

-Pyrotechnics

-Stun

-Sleep

-Reanimate (into zombie)

4) Scare once per life.

5) Paralyzation on touch, as per the GhouL class.

**Description:** Death Knights are the spirits of knights that went against their code of ethics, and thus were punished to death, only to be brought back as an undead knight that will forever walk the earth, always under internal conflict and despair. They appear to have once been noble people, by their build, but all that is normally seen is a ghost-like skeleton, wearing highly adorned armor, and having a pair of red, glowing eyes stare from beneath their helm. They know some magic, but would prefer to face an enemy in combat, rather than slay them using a spell. These creatures may only be played in special games, and it would be better if only those who have reached knighthood should play this.

**Lives:** 2

**Levels:** 1st - As above.

2nd - Gains Honor Duel (as per the Wizard spell) with unlimited usage, and nobody is immune.

3rd - Gains an immunity to the turning of undead.

4th - One additional Scare per life.

5th - As above.

6th - One additional life, total of three.



## Dragon

Armor: Up to 8 points

Attacks: Claws: 2 white "siege" weapons

Abilities: 1) Invulnerability

2) Dragons can cast the following spells:

Dispel Magic (by levels) as per the Wizard spell, and Mend (3/life) as per the Healer spell.

3) Unlimited uses of a breath weapon. The type of breath weapon is determined by the type of dragon being played:

- Black Dragons use Acid balls (similar to the Wizard spell Sphere of Annihilation). The dragon must state "Acidbolt" before throwing the black bolt.

- Blue Dragons use Lightning bolts (as per the Wizard spell), but must only state "Lightning bolt" once before throwing.

- Green Dragons have a Death Cloud bolt that poisons a person upon contact of a person, or anything he is holding. The poison is so fast acting that the poisoned person only has a fifty count to be cured. That dragon must say "Death cloud" once, and any person hit is automatically killed, except for a monk.

- Red Dragons breath Fire balls, as per the Wizard spell of the same name, and all that is said is "Fireball" once before throwing the red padded bolt.

- White Dragons have use of an Ice ball breath weapon, as per the Wizard spell, and must state loudly "Iceball" before throwing. Only barbarians are immune to this.

4) Flight (unlimited useage) at a later level.

Description: One of the most beautiful and terrifying beasts yet encountered in this world. These huge, scaly beasts are often found sprawled on top of mounds of treasure, when not out hunting. They are multicolored according to species, and each has a distinct personality of it's own, but will always dispose of intruders to their lair, whether someone knowingly intruded, or just accidentally happened by.

Lives: 1

Levels: 1st - 4 points of armor.

2nd - Dispel Magic once per life.

3rd - Dispel Magic twice per life, and 5 points of armor (total).

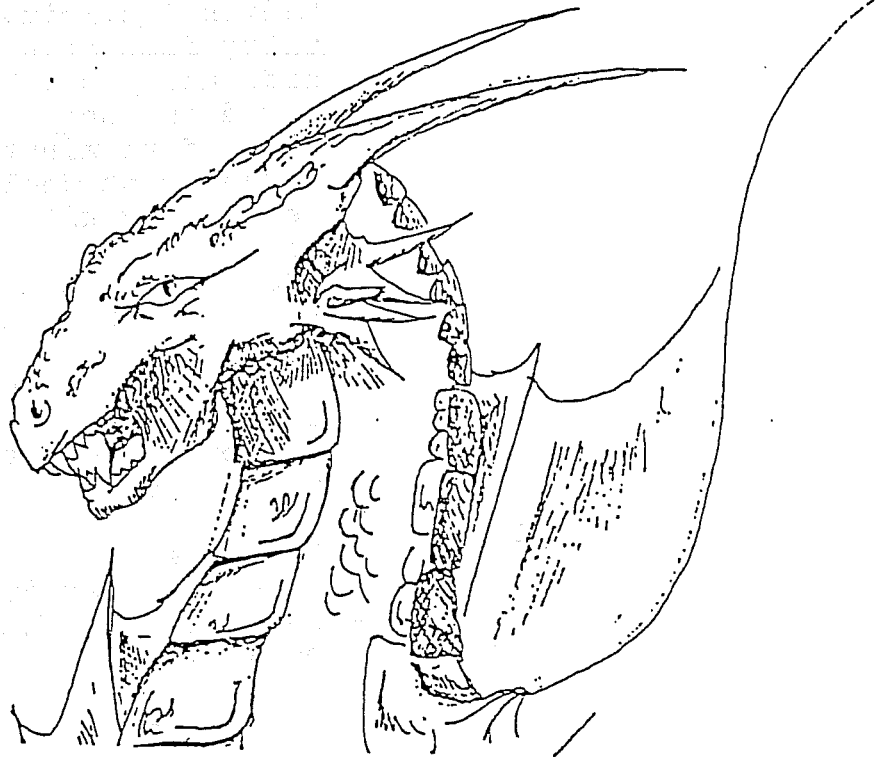
4th - 6 total points of armor, and a dragon gains the ability to cast the following wizard



spells: -Bladesharp/Bludgeon (2/battle)  
-Talk to Dead (1/battle)  
-Messenger (unlimited)  
-Shove(1/life [as a wing buffet]).

5th - Dispel Magic three times per life, +1 point of armor (7 total), and Flight (as per the Wizard spell).

6th - 8 points of armor, and Dispel Magic becomes four times per life.



Deva

Armor: 2 points.

Attacks: Swords and shields, as a warrior.

Abilities: 1) Heal once per life (as per the spell).

2) Mend once per battle (as per the spell).

3) Awe twice per life, similarly to the Scare ability of the Wraith, except the Deva must say "I make thee in awe" twice.

4) Teleport once per life (as per the spell).

5) Flight (as per the Wizard spell), unlimited usage.

\* NOTE - A deva can only use Heal and Mend on other people, and not itself.\*

Description: The Deva are the law keepers of the Astral Plane, always upholding what is good and pure. Sometimes they appear as globes of white light, but they usually appear to us as majestic humans with large wings, sort of like angels.

Lives: 3

Levels: 1st - As above.

2nd - Total of two Teleport spells per life.

3rd - As above.

4th - Mend becomes once per life.

@ 6th One additional Awe and may Heal self once per game from the two he has already.

## Dryad

Armor: None initially.

Attacks: A single dagger

Abilities: 1) Dryads have the following spells:

Heal (unlimited, as per the Healer spell).

Yield (3/life, similarly to the Wizard spell), the dryad must say "Yield thy arms and come to me" twice.

Vanish (unlimited), the dryad must be within fifty feet of a tree, and say twice "Oh forest hide and protect me". Once completed, the dryad is gone, and does not have to reappear until five minutes later.

2) Dryads must declare a home tree, and cannot be finally killed until the home tree is destroyed.

3) Additional abilities gained later.

Description: Dryads are beautiful, mischievous wood spirits. Little is known of them except for that they are able employ powerful magic, and always demand a high price for their benevolent use. This price is often an attractive member of the opposite sex.

Lives: 3

Levels: 1st - As above.

2nd - 1 point of armor.

3rd - Can cast Heat Weapon and Warp Wood (as per the Druid spells) once per life, each.

4th - As above.

5th - Heat Weapon and Warp Wood becomes twice per life.

6th - 2 points of armor.



## ELEMENTALS

Elementals are creatures that spawn from the elemental planes. They can be summoned under certain circumstances by archmages, or by a Great Druid (both being 6th level status) when given special permission by the Guildmaster of Monsters and the Prime Minister. The creation is similar to that of Golems. To summon one, a magic-user must spend three spell points from their fourth thru sixth level spell points. Once called upon this plane they are fierce fighters, and loyal servants of the summoner, but can be ultimately be expelled to their plane by the use of simple spells, named later in the description of each elemental. There are generally four types of elementals (Air, Earth, Fire, and Water), but no Water elemental has ever been known to exist in the Burning Lands.

### Air Elemental

Armor: 2 points

Attacks: Two short swords.

Abilities: 1) Teleport (as per the Wizard spell of the same name, two per life). This simulates the air elemental's ability to become total air.  
2) Call Lightning (2/life) as per the Druid spell of the same name.  
3) Shove (unlimited usage) as per the Wizard spell, but the elemental may be moving while casting. This simulates it's ability to "push" using a gust of wind.  
4) Immune to all spells of fire, lightning, and those that charm, control, and hold (such as Entangle, Petrify, Stun, but not Ice Ball).

Description: Air elementals are creatures summoned to this plane of existence from the elemental plane of air. Sometimes they appear as whirling cyclones, while other times they appear as seemingly transparent humanoids wearing lightly colored clothing. They are quite intelligent, and will always obey the orders of their summoners.

Vulnerabilities: A Wind spell will send an air elemental back to it's home plane, completely removing it from game play for the remainder of it's lives.

Lives: 3



## Earth Elemental

Armor: 2 points

Attacks: A single sword, useable as a Red weapon.

- Abilities:
- 1) Teleport (unlimited usage, as per the Wizard spell), and can carry it's summoner by these means(once per life).
  - 2) Can cast 2 points of Stoneskin upon itself (once per life, as per the Druid spell).
  - 3) Can turn Flesh to Stone once per life upon contact of an opponent by simply saying "Stone!" aloud on contact.
  - 4) Any form of Petrify will heal lost limbs, and mend armor.

Description: Earth elementals are massive beings made of solid, animated stone and earth, whose entities are brought on to this plane from the elemental plane of earth. They are totally obedient to their summoners, unless it's orders sounds too obscure, or ridiculous.

Vulnerabilities: A Stone to Flesh spell will completely dis-spell it from this plane, until it is summoned again.

Lives: 3

## Fire Elemental

Armor: 2 points

Attacks: Single sword, and a short bow.

- Abilities:
- 1) Heat Weapon (unlimited, as per the Wizard spell); Pyrotechnics (as per the Wizard spell, 2/life).
  - 2) Any sword it uses will count as if it were a Flameblade (see Druid spell), and all arrows it uses will be counted as Flame arrows.
  - 3) Immune to all forms of magic, except for those that are fire or ice based. Fire based spells will act as a heal and mend, and ice will act a Banish spell.

Description: These elementals are brought into this world from the elemental plane of fire. They appear as majestic humanoid, carrying a great sword, and having a quiver of arrows hanging from it's shoulder, all made of fire. They are not always reliable servants, but will never attack anyone that conjures them.

Vulnerabilities: If a fire elemental is hit by an Iceball five times in one life, then it will be completely Banished for the rest of it's lives.

Lives: 3

Levels: Elementals do not have levels.

## GOLEMS

Golems are huge, lumbering monsters created by the use of a powerful, ancient spell, known only by a few arch-mages. The formula for the creation of a golem is rumored to be found in the Tome of the Ancient Mage. Under special circumstances, an archmage may create one of these monsters by spending magic points (divided into the fifth and sixth level spell points, evenly) for their creation. The cost of the spell is in parenthesis next to the type of golem. An example of this is the Clay Golem, which costs four total spell points to make (two points from fifth level spell points, and two points from sixth level spell points).

### Flesh Golem (2)

Armor: 1 point

Attacks: 2 fists (non-hinged maces)

Abilities: 1) Immune to all forms of magic. Magic weapons do normal weapon damage.

2) Fire based and Ice based spells act as a Hold Person spell.

3) Lightning spells act as a Heal spell, healing lost limbs and mending armor.

Description: These are monsters similar in type to Frankenstein's monster. They are pieces of flesh and bone animated by magic.

### Clay Golem (4)

Armor: 2 points

Attacks: Single fist (any mace)

Abilities: 1) Immune to all bladed weapons.

2) Immune to all magic (like Flesh Golem), except for Dispel Magic and Pyrotechnics, which will cause the death of the golem.

Description: These are monsters created exactly like their brethren the Flesh Golem, except that these are constructed of a wooden frame, and are covered with clay, then animated by magic.

### Stone Golem (6)

Armor: 3 points

Attacks: Single Red weapon sword

Abilities: 1) Cast Hold Person (as per the Wizard spell, 4/game), with a 25 foot range

2) Immune to all magic, magic weapons do normal weapon damage.

3) Flesh to Stone or Petrify spells will heal all lost limbs, and mend all armor.

Description: Man-like shape constructed by means of a magical tome. They are made of solid stone, and are animated by magical means.

## Iron Golem (8)

Armor: 4 points

Attacks: Single Red weapon sword

Abilities: 1) Harmed only by magical weapons, which do normal weapon damage, most other magic has no effect.  
2) Lightning spells will act as Hold Person spell while Fire spells will heal any lost limbs, and will mend armor.  
3) Deathcloud spell (2/battle), say five times "deathcloud", all within 10 feet are dead due to a poisonous cloud the golem exhales.

Description: Iron Golems are huge carvings of humanoids, brought to life by immense magical powers.

Golems are very powerful creatures, and should only be played in certain special games and quests. For a special scenario, an archmage may possibly be given the ability to create one of these monsters. For this purpose, the spell may only be used once per battle game, limit one golem per magi. All golems have one life, and may not be resurrected.

Levels: None

# Griffon

Armor: 3 points

Attacks: Two short swords, as claws.

Abilities: 1) Flight (as to normal rules) by saying "I take flight" once, with unlimited uses.  
2) Shove (as per the Wizard spell) once per life, as a wing buffet.  
3) Hits to the legs count the same as per the centaur (see centaur for more details).

Description: Griffons are the mythological, half-lion, half-eagle beasts from Greek and Roman literature. They are viscous carnivores, but would rather eat horses than wandering travellers. Young griffons usually bring a large amount of money on the open, and black markets.

Lives: 3

Levels: 1st - As above.

2nd - Can carry a passenger once per life while in flight.

3rd - Can heal themselves once per life.

4th - Claws become Red weapons.

5th - Can carry up to two people, twice per life.

6th - One additional point of armor.



Lich

Armor: None.

Attacks: Spells, and weapons bought from spell points (as a sixth level Wizard).

Abilities: As per an Archmage (sixth level Wizard).

Description: Liches are not a normal monster class, but are are worth mentioning. To play a lich, a person must be a sixth level Wizard, and have bought the spell called Lich. They are, however, still a monster that should be noted. They are actually a corpse of a powerful Archmage that has been re-animated by the Archmage's spirit, thus giving it an undead status. They are always very cunning, extremely intelligent, and disgusting to be near. Their attitudes depend on the wizard itself.

Vulnerabilities: Do to becoming undead, a Lich becomes vulnerable to any turn undead abilities, or to the Banish spell.

Lives: 3

## Lizard Man

Armor: 2 points; Additional armor may be worn, as per the Warrior class.

Attacks: Any, as a Warrior.

Abilities: 1) Lizard men receive a tail (a morning star, or other flail) which they can use as a Red weapon.

Description: Lizard men are a dangerous, tribal people who are quite primitive, and few in number. They can be found in any climate, but they tend to prefer a more marsh-like environment. They are also known to have a rather unfortunate taste for human flesh, although they don't visibly display this craving.

Lives: 4

Levels: 1st - As above.

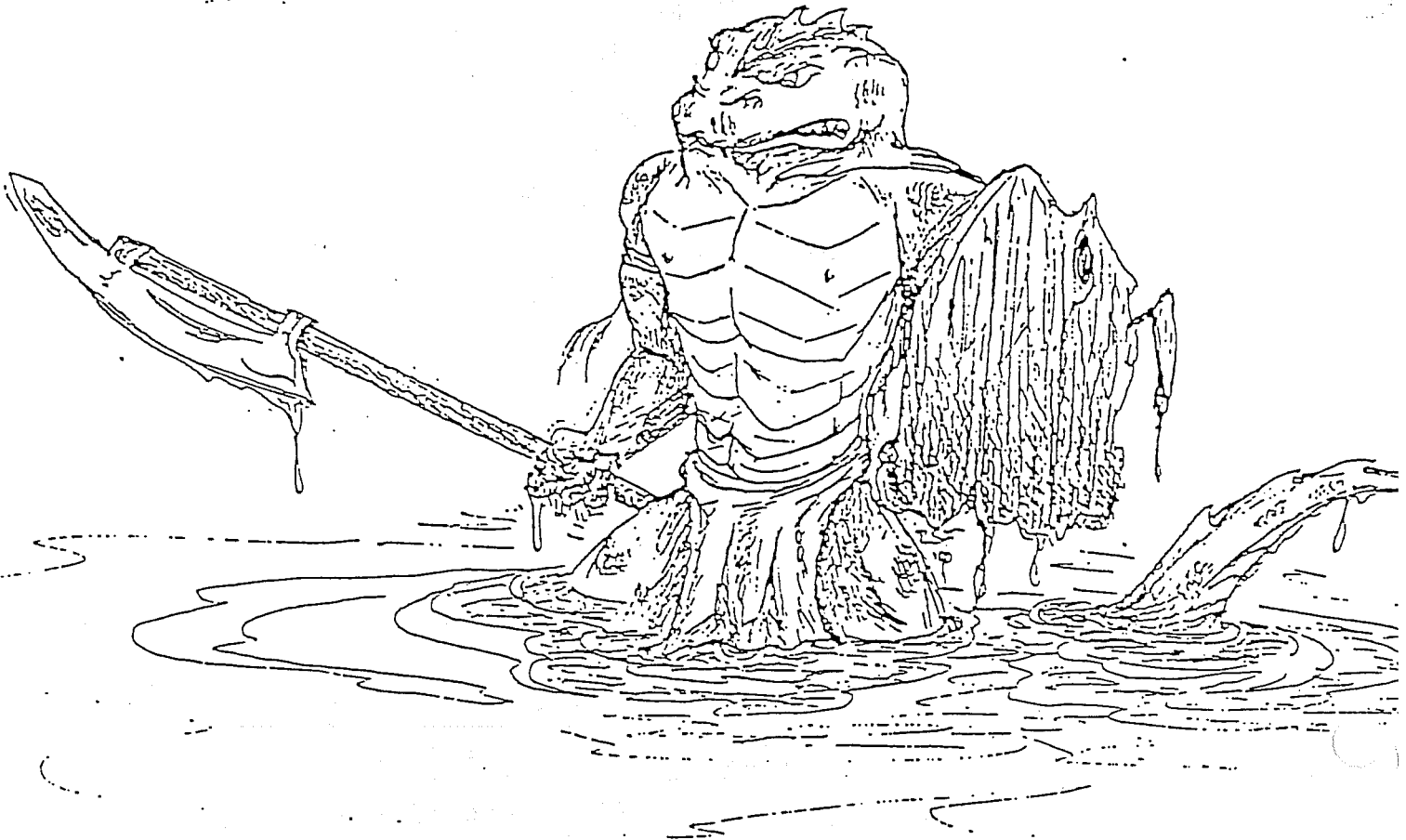
2nd - Warrior Bladesharpener, once per battle.

3rd - May use javelins.

4th - Harden shield once per battle, Bladesharpener becomes once per life.

5th - Repair once per life (as per the warrior ability).

6th - +1 point to any armor.





## Minotaur

Armor: By levels

Attacks: As a warrior, all weapons considered Red weapons.

Abilities: Always considered beserk (as per the barbarian ability) but does not get the additional armor allowed.

Description: These are the savage bull men of legend. They have the head of a bull and the body of a giant man. They are always dangerous, unpredictable, and completely merciless.

Lives: 4

Levels: 1st - 1 point of armor.  
 2nd - As above.  
 3rd - 2 points of armor.  
 4th - As above.  
 5th - 3 points of armor.  
 6th - As above.



## Medusa

Armor: 1 point

Attacks: Short bow, and a dagger.

Abilities: 1) Medusa have the natural ability to cast the Flesh to Stone spell (as per the Druid spell) with unlimited usage. By simply stating "Petrify" the medusa can throw a grey, padded bolt at an enemy and that person is turned to stone if it strikes. If a petrify bolt should hit the Shield of Reflection the casting medusa is turned to stone.

Description: Medusa are humanoid women whose hair is a writhing coil of snakes. Sometimes they have the lower body of a snake, too, but are always ugly, and have a great hatred for humanity.

Lives: 2

Levels: 1st - As above.

2nd - Fire Arrow (once per life).

3rd - Poison Arrow (like normal)

levels 5th unlimited poison dagger  
 6th yell once per life

## Shambling Mound

Armor: 1 point.

Attacks: Two short swords, treated as Red weapons.

Abilities: 1) Immune to the Fireball and Iceball spells.  
2) Can regenerate limbs after a fifty count, and Lightning spells regenerate it immediately.  
3) Entangle (as per the Druid spell), two bolts per life with unlimited usage.

Description: These creatures appear as heaps of rotting vegetable matter, but despite appearances, are actually an intelligent form of life. A shambling mound is normally from six to nine feet in height and has a girth of about six feet at its base, and two feet at its summit.

Lives: 3

Levels: 1st - As above.

2nd - As above.

3rd - Can use as many Entangle bolts as the monster can carry (but within reason).

4th - + 1 point of armor, total of two.

5th - As above.

6th - Can regenerate one point of lost armor every three hundred count.

## Mummy

Armor: 2 points.

Attacks: Single short sword, and touch of hand.

Abilities: 1) Touch of Death (unlimited usage), no casting time necessary, can not be extended through a sword.

2) Mummies are immune to all magic, except for any form of fire or lightning.

3) Arrows, and other piercing weapons do no damage.

4) Mummies gain abilities at later levels.

Description: Mummies are undead creatures that are the corpses of humans, wrapped in preserving fluids and bandages, and are usually part of a curse. If something about mummy has desecrated, the mummy will "come to life" to kill the guilty people. Other times it is just a restless spirit that has inhabited a body to wreak havoc unto a populace. They are quite mindless, and will destroy anyone, or thing that gets in its way.

Lives: 3

Levels: 1st - As above.

2nd - Short sword counts as a Red weapon.

3rd - As above.

4th - + 1 point of armor, total three.

5th - Can use the Scare ability twice per life. ★

6th - Can heal itself twice per life. ★

## Siren

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Armor: None initially.

Attacks: Single dagger.

- Abilities: 1) Yield (unlimited usage), similarly to the same ability the Dryad class has, but with a range of 100 feet.
- 2) Circle of Protection (three per life), and is similar to the Wizards' spell, but all that is needed to be said is "Nature protect me" three times.
- 3) Sirens are tied to a specific area, and may not move more than fifty feet away from it.
- 4) Additional abilities gained later.

Description: Sirens are a race of creatures that resemble human females, and something very inhuman. They sing most of their lives, luring unsuspecting travellers 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 male.

Lives: 3

Levels: 1st - As above.

2nd - 1 point of armor.

3rd - One additional Circle of Protection per life.

4th - As above.

5th - One additional Circle of Protection per life, total of five per life.

6th - Confusion (as per the Druid spell) once per life.

## Troll

Armor: Up to 3 points

Attacks: 2 claws (short swords), treated as Red weapons due to strength.

- Abilities: 1) Regeneration. All limbs lost will grow back after a twenty count. After a death shot, a Troll will come back to life (with out the loss of one) within a fifty count. The process of regeneration will be negated if the Troll is hit by any form of fire, or by a magical weapon.
- 2) Scare (2/life), The Troll must say "I make thee afraid" twice. Any victim of this will tend to remain at a great distance from the Troll, and cannot attack the Troll for a one thousand count. Once a person has been scared, he may not be scared again until his next life.

Description: The hide of a Troll is a nauseating mixture of a moss green, a mottled green, and a form of grey colors. These creatures are disgusting to look at, and are very relentless when attacking due to their pea sized brains.

Lives: 2

Levels: 1st - 1 point of armor.

2nd - As above.

3rd - 2 points of armor.

4th - One additional life (3 total).

5th - 3 points of armor.



## Unicorn

Armor: None initially..

Attacks: None.

Abilities: 1) Heal (unlimited), as per the Healer spell.  
2) Teleport (unlimited). To teleport, the unicorn must draw its hood over its head. That means that the appropriate garb must include a hood.  
3) The unicorn must declare a home tree. The unicorn may wander the battle field, and is not tied to this spot. A unicorn can not be killed until the home tree is destroyed.  
4) Additional abilities are gained at greater levels.

Description: A unicorn is a magical creature that resembles a great white horse with a single, spiralling horn protruding from its head. They are very kind hearted, and will usually help out a party that is in dire need. By this, they will always remain neutral.

Lives: 3

Levels: 1st - As above.

2nd - A unicorn can resurrect a dead person that is brought to its home tree (unlimited usage).

3rd - As above.

4th - Can cast Lost (as per the Healer spell) once per life.

5th - As above.

6th - Lost becomes three times per life.



## Vampire

Armor: 1 point

Attacks: Short swords and/or daggers only

- Abilities:
- 1) Yield spell (by level) as per the Wizard spell, but with a fifty foot range.
  - 2) Teleport (by level) as per the Wizard spell. This simulates the vampires ability to turn into a gaseous form.
  - 3) Vampires regenerate lost limbs after sixty seconds.
  - 4) Vampires are immune to all non-magical attacks except for any wooden stabbing weapon (such as arrows, pole arms, javelins, etc.). Note that enchantments placed on a weapon make that weapon "magical" for purposes of affecting a vampire.
  - 5) Only fire, arrows, or other wooden stabbing weapons will kill a vampire. Killing blows with a magical weapon will cause a vampire to turn gaseous (into a fine mist) and return to it's home base for 150 count, without the loss of a life. This doesn't use it's teleporting ability, but is a simple escape mechanism. For the mechanics of a game, Lightning spells count as fire.
  - 6) Vampires are immune to: (spells) Yield, Touch of Death, Lost, Sleep, Mass Sleep, Confusion, Feeblemind, and Fear. (Abilities) Touch of Death, Vibrating Palm, all bardic abilities, and poison. Petrify and Flesh to Stone will force a vampire to gaseous form (as in # 5).
  - 7) A vampire cannot be resurrected, healed, reanimated, transformed, or reincarnated. Summon Dead will bring a dead vampire back to life, as if it were a Resurrect spell.
  - 8) A Banish spell will only make a vampire "lost" while a Monk's Turn Undead ability will cause a vampire to not attack the monk; but a vampire can still attack the monk's team. If the monk attacks the turned vampire, the turning is broken.
  - 9) A vampire may never be subdued.
  - 10) Any weapon wielded by a vampire does two pts. to armor (as if they were Blade Sharpened).
  - 11) Anyone killed by a vampire three times will become one for the remainder of their lives, and will fight for the original vampires team. The vampire must have black head bands and additional copies of the vampire class to give to a converted vampire.

Description: Vampires are undead who must drink the blood of

the living in order to survive. They are fear-  
some creature who roam the night and are parti-  
cularly dangerous as they appear as pale humans  
wearing dark clothing, with large canines  
(teeth). They are weakened from direct exposure  
to sunlight, and are usually found in haunted  
keeps and graveyards, from which they conduct  
their nightly hunts for prey.

Lives: 3

Levels: 1st - Yield once per life.  
2nd - Teleport once per life.  
3rd - Yield twice per life.  
4th - As above.  
5th - As above.  
6th - Teleport twice per life.



## Vampire Lord

Armor: 2 points

Attacks: Swords only, that count as Red weapons.

Abilities: Vampire lords have all the basic abilities of common vampires, but with some exceptions:

- 1) Yield spell with unlimited uses, and a 100 ft. range.
- 2) Flight (unlimited, similar to the Wizard spell of the same name). Vampire says "I shall transform and take flight" three times. The vampire lord must flap it's cloak and squeak like a bat. In this form, the vampire lord can not attack, and it can only be attacked by ranged weapons (as per the rules for Flight).
- 3) Vampire lords have natural Protection from Death, similarly to the Monk ability and the Healer spell of the same name.
- 4) A vampire lord can point at someone and Summon Rats (3/life) by saying "I call upon armies of rats to devour thee" three times, with a range of fifty feet. Note that only a Protect spell can prevent someone from dying from this spell (because this causes the victims' instant death) and a Protection from Death, or a Defend spell will provide no protection.
- 5) In special games (the only time a vampire lord may play) only the vampire lord may turn human beings into vampires. To do this (2/life), a vampire must take a person it killed, and say "I transform thee nosferatu" ten times. The victim becomes a common vampire with full lives, and will fight for the vampire lord for the remainder of the game, or until it loses all of it's lives. The lord should provide black arm bands (to signify a "new" vampire), and extra copies of the vampire rules.
- 6) Shove (3/life), like the Wizard spell of the same name, but with a range of 30 feet. This simulates the vampire lord's great telekinetic strength.
- 7) Messenger (2/life), as per the Wizard spell, representing telepathy possessed by the lord.

Description: Vampire lords (or ladies) are the oldest and the most powerful of all the vampiric undead. They are feared by all mankind as one of these foul creatures could endanger an entire community, as they possess the power to make more of their kind. Only the bravest and most skilled individuals should ever attempt to confront one of these fiends, and then only with magical protection and a wooden stake. Vampire lords do

not become weakened in sunlight, but avoid it anyways. They normally live in scary castles or haunted manners, usually inhabited by all forms of undead, including the vampiric concubines of the lord or lady.

Lives: 2

Levels: Being a special form of monster, Vampire Lords do not have levels.

### Wraith

Armor: 2 points, additional armor may be worn (up to four points).

Attacks: Swords only, as a warrior.

Abilities: 1) Wounding (as per the Wizard spell) once per life.

2) Scare (once per life) by saying "I make thee afraid" twice. This works similarly to the Monks' turn undead.

3) Teleport once per life (as per the Wizard spell).

4) Immune to all sleep and charm spells.

5) Can cast Sever Spirit (once per life, as the wizard spell), representing a wraith's urge to devour fresh mortal souls.

6) Other abilities gained later.

Description: Wraiths are a form of undead hailing from the Negative Plane of Existence. They are very destructive, and tend to frighten or hinder anyone they choose. Wraiths appear as dark, shadow-like humanoids, or black mists.

Vulnerabilities: A Banish spell will disrupt a wraith's energies, resulting in a death.

Lives: 3

Levels: 1st - As above.

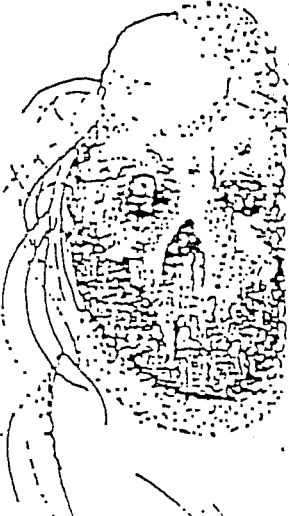
2nd - Gains an immunity to the Hold Person spell, and can Sever Spirit twice per life.

3rd - Heat Weapon (as per the Wizard spell) once per life.

4th - Can Sever Spirit three times per life

5th - One additional Scare per life.

6th - Gain an immunity to all death magics, and a wraith gains an ability to "drain" a person's level (of the class they're playing) by one, once per life. Anyone affected by this is reduced by one level for the rest of the victim's life. All abilities and/or spells are reduced to the lower level for the remainder of that life. This ability is done through the touch of wraith, and must be announced to all possible victims.





## Werewolf

Armor: 2 points

Attacks: 2 claws (short swords) that count as Red weapons because of strength.

Abilities: 1) Tracking as per the Scout ability.  
2) Gains the ability to fight beserk (as per the barbarian ability, up to 3/game).  
3) Werewolves may only be harmed by magic. Only magic weapons will harm a werewolf, and these do normal weapon damage. All other magic will affect a werewolf normally.  
4) Immune to all forms of yield and sleep.

Description: Werewolves are humanoids (humans) that can alter their physical appearance to that of a wolf. There are two kinds of werewolves:

- 1) Natural (true) werewolves are those born with the lycanthrope disease. These wolves have full conscience control over their actions, and can be very sly and cunning. And there are...
- 2) those werewolves that have been injected with the lycanthrope disease through a bite from a true werewolf (who carry the virus in their saliva). These werewolves have no conscience control over their actions, attack ravenously and blindly, and are usually under the influence of a true werewolf. One killed three times by a true werewolf will become a werewolf of this type, and will then play on the original werewolf's team. See Vampire for more details.

Vulnerabilities: Being a disease, if a Cure Disease spell is cast against a werewolf, it will revert to a human form for the duration of that life.

Lives: 3

Levels: 1st - Beserk once per game.  
2nd - As above.  
3rd - Scare (see Wraith) once per life.  
4th - Beserk twice per game.  
5th - As above.  
6th - Beserk three times per game.



## Zombie

Armor: None.

Attacks: As per a warrior.

Abilities: 1) Zombies carry a virus that turns anyone hit by a melee weapon into a zombie.

2) Zombies only die for one minute.

3) Zombies regenerate lost limbs in 30 seconds.

Description: Zombies are foul, loathsome creatures who are an undead status. They are usually human corpses that walk the earth in search of brains. There are two types of zombies. The cursed ones, who will forever roam, and the animated corpses that were living beings that had fallen under the effects of a spell. Either way, when they are seen coming, it's best to run.

Vulnerabilities: Any fire or lightning will instantly kill a zombie. However, a simple healing spell will turn an animated corpse back into a human being. After this, though, that person may have an unfortunate craving for raw meat, and brains.

Lives: 1

Levels: 1st - As above.

2nd - As above.

3rd - Any additional armor, provided it isn't bulky, may be worn.

4th - As above.

5th - As above.

6th - One additional life, total two.