

Requirements _____ 2

Dragon, Lizard man _____ 4

Dryad, Ghost _____ 5

Minotaur, Medusa, Mummy _____ 6

Giant, Siren _____ 7

Unicorn, Vampire _____ 8

Wraith, Deva, Zombie _____ 9

Special Notes _____ 10

REQUIREMENTS:

1. In the game only one monster per 10 people should be allowed.
2. No one should be allowed to play a monster more than twice per month.
3. 12 games as any monster type is the requirement for masterhood.
4. Garb must be approved by a majority vote of the monster committee.
5. Garb must be distinctive and typify the monster played.
6. Monster must show a willingness to play in character.
7. Neutral monsters must remain neutral.
8. Monster abilities can be altered by the monster committee.
9. Certain monsters will be restricted to special games and quests.

All creatures described will be characterized in the following format:

ARMOR: armor in points.

ATTACKS: number and types of attacks.

SPECIAL ABILITIES: brief description of immunities, spells, and special attacks.

DESCRIPTIONS: description of and notes on the creature in question.

VULNERABILITIES: special weaknesses.

GARB SUGGESTIONS: garb advice.

TERMS:

ARMOR- Intrinsic point value defense acting exactly as described in the combat rule book. Unless otherwise specified this defense covers the torso and the limbs equally(eg. 2 pt. armor: 2 pt. torso, 2 pt. arms, 2 pt. legs.)

ADDITIONAL ARMOR- Non-intrinsic defense which may be worn to augment original armor class.

INVULNERABILITY- The best form of protection. Each hit: by weapon, arrow, spell, or magical bolt counts as a one point hit. Damage by weapon or spell augmented to do damage more than a single point at a time will do only one point of damage per hit upon a creature so endowed.

MAGICAL ABILITY- Any ability which acts as a magic-user spell. Thus various spells will modify, stop, or otherwise effect the ability.

NATURAL ABILITY- An ability which acts as a skill or is inherent to a creatures species, such as fireballs to a dragon.
Note: Dispel magic will not effect a natural ability.

WHITE WEAPONS- Two types of white weapon exist; the first acts as a poisoned weapon. These are not as commonly found with monster abilities. The attack must strike an unarmored portion of the opponent, and does no additional damage to armor or shields. It will kill, however, with a single hit. If this ability is present it will be noted as "White/Poisoned weapon."

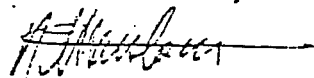
The second type of white weapon does damage as a siege weapon. It will destroy shields, armor, and people with a single hit. This type of weapon is very rare and dangerous and will be noted as "White/Siege weapon".

Those who wish to play a monster class must know and meet the requirements of the creature they wish to play.

1. Know spells and how to cast them.
2. Have required devices to preform the spells:
 - A. Rope for FORCE WALLS.
 - B. Color coded balls for Fireballs, Flesh to Stone, etc.
 - C. Rope (yellow) for Circle Of Protection.
 - D. Black head bands and copies of class for Vampires.
 - E. White hood for teleportation of Unicorn.

These classes of monsters are designed to enhance and bring color into the battle games and quests. The monsters should be played as closely to their true being as possible. Neutral monsters should remain so, etc. The guidelines that have been set forth should not be deviated from as that will cause confusion among the populace.

Yours in service,



Master Nithanalorn
Guild of Art
Guild of Monsters



DRAGON

ARMOR: 8 pts.

ATTACKS: Claws (2 white weapons)

SPECIAL ABILITIES:

1. Breath weapon (unlimited fireballs, lightning bolts, ice balls.)*

2. Invulnerability

3. Magical ability; Dipel magic as the wizard spell. $\frac{1}{4}$ LIFE
Mend three per life

*4. Breath weapon inherent to the type of dragon played ie. red dragons throw fireballs, blue dragons throw lightning bolts etc.

Description:

One of the most beautiful and terrifying creatures yet encountered on this plane. These huge scaly beasts are often found sprawled atop a mound of treasures when their not out hunting. They have many different colors and personalities, but more often than not, since they dislike any disturbances, will dispose of any intruders that have unknowingly stumbled upon them.

5. Dragons have 1 life.

LIZARD MAN

ARMOR: 2 pts.

ATTACKS: Normal (as warrior)

SPECIAL ABILITY: A tail, (one morningstar, or flail,) considered as a red weapon.

ADDITIONAL ARMOR: ~~As warrior.~~ NONE

DESCRIPTION:

These creatures are very dangerous but fortunately they are quite primitive and few in number. They tend to like watter climates but can be found in most environments. They are also known to have a rather unfortunate taste for human flesh.

1. Lizard men have 4 lives.

DRYAD

ARMOR: 1 pt.

ATTACKS: None.

SPECIAL ABILITIES:

1. Dryads have the following spells:

HEAL (unlimited): Same as the healer spell.

20' YIELD (3 per life): This is very much like the magic-user spell, the affects are the same but the vocal component is different. The dryad must say twice, "Yield thy arms and come to me."

VANISH (unlimited): The dryad says twice "Oh forest hide and protect me". The dryad must be within 50 ft. of a tree. Once completed she is gone and may reappear up to five minutes later.

2. Dryads must declare a home tree. He/she cannot be finally killed until the tree is destroyed. (i.e. Fireball)

* SAME TREE

DESCRIPTION:

Dryads are beautiful, mischevious wood spirits. little is known of them except that they are able to employ powerful magic and always demand a high price for their benevolent use. This price is often the enslavement of pretty members of the opposite sex.

Dryads have 3 lives.

GHOST

ARMOR: Special

ATTACKS: Spells only(see below)

SPECIAL ABILITIES:

1. The following spells:

FORCE WALLS: No more than three at a time.

EXTINGUISH: Extinguishes any fires, bolts or flames within 50 ft. The ghost must say 5 times "Extinguish". 2/2 LIFE

SLEEP: Only 4 spells per team in a game.

DISPEL MAGIC: As the wizard spell. 4/ LIFE

2. The ghost is immune to physical attacks except when during spell casting. When casting a spell the ghost may only be harmed by magic or an enchanted weapon.

DESCRIPTION:

These creatures are the life force of an unrestful dead being. Ghosts spend most of their time incorporeal and in such a state cannot be harmed. They are occasionally tied to a single area but many times they are totally independent. They are pranksters and rarely dangerous unless provoked.

Ghosts have 3 lives.

DOUBLES RANGE
OF SPELL when
touching HOME TREE

I.E. 40' YIELD
20' HEAL

MINOTAUR

ARMOR: 3 pts.

ATTACKS: Normal as a warrior. Red weapons only.

SPECIAL ABILITIES: ~~Always considered berserk (as per barbarians)~~

DESCRIPTION:

These are the huge savage bull men of legend. They have the head of a bull and the body of a man. They are always dangerous, unpredictable and merciless. Everyone should avoid these beasts unless you are a mighty paladin or anti-paladin *OR GARATH*

Minotaur have 4 lives.

MEDUSA

ARMOR: NONE

ATTACKS: Bow and arrow (as 1 st level scout)

SPECIAL ABILITIES: The medusa has the natural ability to cast the following spell: FLESH TO STONE (unlimited)

"PETRIFY" X5

Medusa simply says "~~petrify~~" and throws a grey ball of stone. If the ball hits a person they are turned to stone.

DESCRIPTION:

Medusa have atop their heads a writhing mass of snakes. They are extraordinarily ugly and are very cruel. Avert thy eyes.

Medusa have 3 lives.

MUMMY

ARMOR: ~~2 pts.~~ *3 PTS*

ATTACKS: Touch of hand.

SPECIAL ABILITIES:

1. TOUCH OF DEATH (unlimited) No casting time.
2. Mummies are immune to all magics except fire and lightning.
3. Arrows do no damage.

DESCRIPTION:

Mummies are living, bandaged corpse of a dead human.



GIANT

ARMOR: 3 pts.

ATTACKS: Normal as a warrior.

SPECIAL ABILITIES:

1. All weapons are considered red weapons. *BLUNT WEAPONS CAL*
2. May hurl huge rocks (1 ft. diameter min.) as white weapons. *1/6 AME*

DESCRIPTION:

Giants are huge creatures who roam all climes and terrains. While some are stupid and ugly many can be clever and very dangerous, especially those who delve in metal work.

Giants have 4 lives.

SIREN

ARMOR: None.

ATTACKS: None.

SPECIAL ABILITIES:

1. Sirens have the following spells:

YIELD (unlimited): The range is 100 ft.

This spell is as the ~~day~~ spell. *WIZARD SPELL*

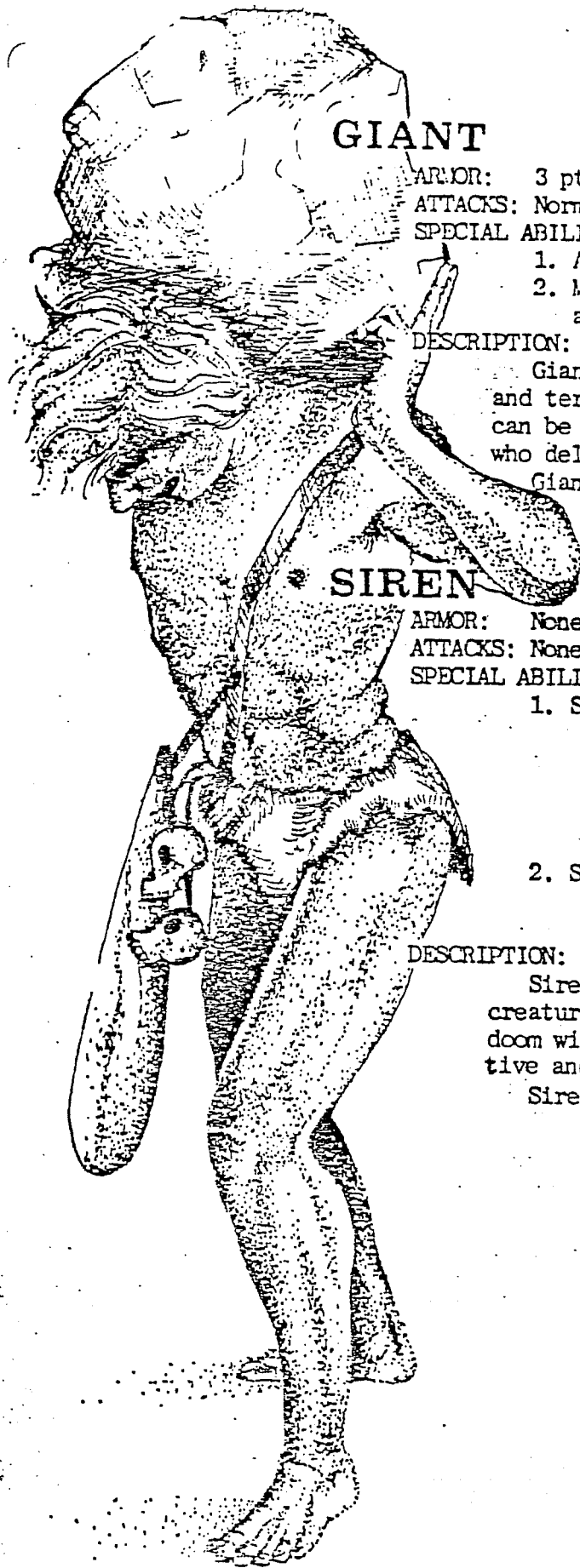
CIRCLE OF PROTECTION (5 per life): This spell is the same as the magic spell except the siren must say 3 times "Nature protect me".

2. Sirens are tied to a specific spot or object and may not move more than 50 ft. away from it. *AT LEAST 150' FROM ANY BASE*

DESCRIPTION:

Sirens are a species of females and partly human creatures who lure unsuspecting travelers to their doom with their singing. They are insidiously seductive and use it very well.

Sirens have 3 lives.



UNICORN

ARMOR: None

ATTACKS: None

SPECIAL ABILITIES:

1. HEAL(unlimited) As the healer spell.
2. TELEPORT(unlimited) When a unicorn teleports they draw their hood over their head, this signifies that the unicorn is teleporting. (this means the garb of white must include a hood.)
3. The unicorn must declare a home tree. The unicorn is not tied to this spot but may wander the battle field. If a dead person is brought to the tree the unicorn may resurrect the body.
4. The Unicorn is usually played as a neutral creature, but may be played as a team character. In this case the Unicorn can only resurrect 2 times per life.

DESCRIPTION:

The unicorn is a beautiful creature of legend. It appears as a white horse with a single spiraling horn reaching out from its forehead. They are extremely good and will help out a party when in dire need. (especially beautiful young virgins.)
Unicorns have 3 lives.

VAMPIRE

ARMOR: 2 pts.

ATTACKS: SWORD ONLY

SPECIAL ABILITIES:

1. YIELD(2 per life) as the spell. AS WIZARD SPA
2. TELEPORT(1 per battle) as the spell.
3. Vampires may not be resurrected.
4. Anyone killed 3 times by a vampire becomes a vampire and must fight for the original vampires team. The person converted will fight as a vampire only for their remaining lives in the game.

NOTE: The sign of a person converted to a vampire is a black head band. The original vampire must carry extra copies of the class to hand out to his converts and extra head bands.

DESCRIPTION:

Vampires live off the life blood of people and will do almost anything to get it. Vampires usually live in big scary castles.
Vampires have three lives.

When NEUTRAL, HAS
UNLIMITED RESURRECT

WRAITH

ARMOR: 2 pts.

ATTACKS: Sword only, as a warrior.

SPECIAL ABILITIES:

1. WOUNDING(1 per battle) as the wizard spell.
2. HEAT WEAPON(1 per life) as wizard spell.
3. SCARE(2 per life)The wraith must say 2 times "I make thee afraid." *ACTS AS LOST SPELL*
4. TELEPORT(1 per life)The wraith must say 5 times "teleport."

ADDITIONAL ARMOR: As a warrior.

DESCRIPTION:

Wraiths are a form of undead hailing from the Astral Plane. They are very destructive and tend to do everything in their power to hinder and frighten travelers. Wraiths appear as dark shadows or black mist. Wraiths have 3 lives.

DEVA

ARMOR: 2 pts.

ATTACKS: Sword and shield, as a warrior.

SPECIAL ABILITIES:

1. HEAL(1 per life) as the healer spell.
2. MEND(1 per battle)as the healer spell.
3. AWE(2 per life) same as the ~~spell~~ *300 COW*, except the Deva must say 2 times "I make thee in awe."
4. TELEPORT(2 per life) Same as the wraith spell.

NO ADDITIONAL ARMOR.

NOTE: The Deva can only HEAL and MEND other entities, not itself.

DESCRIPTION:

Deva are the lawkeepers of the astral plane, they uphold all that is good and pure. They appear as a globe of white light or in human form with wings. Deva have 3 lives.

ZOMBIE

ARMOR: None.

ATTACKS: Normal(as a warrior)

SPECIAL ABILITIES:

1. They carry a zombie making virus. If they kill a person with a hand weapon the victim becomes a zombie.
2. Zombies die for only 1 minute.
3. Zombies regenerate lost limbs in 30 seconds.

DESCRIPTION:

These are foul and loathsome creatures who are of an undead status. There are two types of Zombies;

1. The true Zombie, which is cursed forever to shamble the earth. It is impossible to cure one but they may be destroyed by fire.
 2. The animated corpse, which is a living person converted by spell or disease and may be cured by a simple spell of healing.
- Zombie have 1 life.

QUEST MONSTERS:

The following monsters may only be played in special games and quests.

1. Dragons
2. Ghosts
3. ~~Wraiths~~

ZOMBIES

VULNERABILITIES:

Ghost.

- a. Banish will not destroy but act as a lost spell.

Medusa

- a. If a flesh to stone strikes the shield of reflection the Medusa is turned to stone.

Siren

- a. Spells of muting will nullify their singing thus releasing any captives.

Vampire

- a. Banish will not destroy but act as a lost spell.

Wraith

- a. Banish will disrupt the energies of a Wraith, totally destroying their essence which results in their death.

These results are not concrete and are subject to change by a majority ruling. Changes will be studied by the monster committee, at which time the monster in question will be frozen from play.

ADDITIONAL LIVES:

Since the monster class system doesn't provide higher levels to attain, the class will be allotted 1 extra life at the 12th time of play. No more lives will be permitted after this is reached.

NEW MONSTERS:

Anyone may submit a new creature for consideration to be published in the Dor-Un-Avathar. Creatures submitted must be in the format set forth in this manual. The monster committee will monthly to discuss new creatures and changes.

MONSTER COMMITTEE:

The monster committee consists of those persons who have played a monster class at least 6 times in the last year. Meetings will be conducted on the first saturday of each month one hour before the scheduled battle games. Meetings will be conducted at the battle field.

The preview issue of the bi-yearly publication of Dor Un Avathar was distributed to certain parties of the Amtgard Corporation for review. The feedback on changes and additions have been compiled and noted in this report. Changes made are subject to alterations and additions by a majority ruling of the Amtgard populace.

Dor Un Avathar Revisions

Changes	
Requirements:	A reeve must be present during neutral monster play.
Dragon	Dispel magic 1/life
Lizard Man	No additional armor
Dryad	No armor, Yield 20 ft. range, Home tree cannot be within 100 ft. of a fort, Vanish spell; must reappear at same tree. When touching home tree spell distances are doubled(40 ft. yield, 20 ft. heal).
Ghost	Force walls 2/life unlimited, Extinguish 2/life, Dispel magic 4/ game, A Ghost is affected by spoken magic.
Minotaur	No longer berserk
Medusa	Flesh to Stone(must say "petrify" 5 times) A person petrified cannot move or be harmed until healed.
Mummy	3 pts. armor.
Giant	Blunt weapon only, May hurl a huge rock (2 ft. in dia.) as a white weapon 1/ game.
Siren	Yield as the wizard spell, must be tied to a specific spot a minimum of 150 ft. from any fort.
Unicorn	must declare a home tree not a bridge etc.
Vampire	Yield as the wizard spell, Teleport as the wizard spell.
Wraith	Scare acts as a lost spell.
Deva	Awe acts as an iceball for 300 count.
Quest Monsters	Zombies are quest monsters not mummies.

ROCK TROLL

Armor: 4 pts., 1 level of Invulnerability (as per Healer Protect).
No shields.

Attacks: Any melee weapon over 3 feet, treated as red weapons. May hurl boulders.

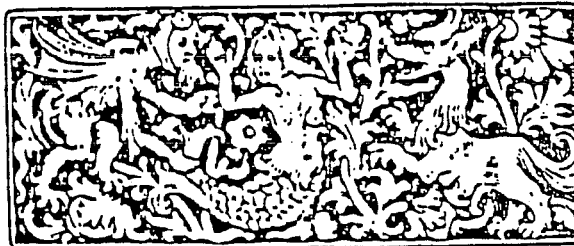
Special Abilities:

1. Rock Trolls have all the immunities of a barbarian.
2. A rock troll may fight after death (like the barbarian ability) on each of its lives.
3. Rock trolls regenerate lost limbs in 20 seconds (though not their armor). Their armor can be repaired by a mend spell. Note that a troll is considered "armored" for purposes of Touch of Death and Vibrating Palm.
4. Rock trolls will not carry any enchantments except Bladesharp, Bludgeon, or Harden on a weapon.

Description:

Rock Trolls are massive creatures, reaching heights of 8 feet or more. They are grey in color, brawny, over-muscled and extremely ugly. They are generally hairless. Rock Trolls tend to be stupid and brutish, yet possess a strange cunning that makes them dangerous opponents. They fight with crudely-fashioned weapons, preferring maces, hammers and clubs. These horrid brutes often conduct raids to capture other beings to be used as slaves and food. They are particularly fond of elvish flesh.

Rock Trolls have 3 lives.



ROCK TROLL

Armor: 4 pts., 1 level of Invulnerability (as per Healer Protect).
No shields.

Attacks: Any melee weapon over 3 feet, treated as red weapons. May
hurl boulders.

Special Abilities:

1. Rock Trolls have all the immunities of a barbarian.
2. A rock troll may fight after death (like the barbarian ability) on each of its lives.
3. Rock trolls regenerate lost limbs in 20 seconds (though not their armor). Their armor can be repaired by a mend spell. Note that a troll is considered "armored" for purposes of Touch of Death and Vibrating Palm.
4. Rock trolls will not carry any enchantments except Bladesharp, Bludgeon, or Harden on a weapon.

Description:

Rock Trolls are massive creatures, reaching heights of 8 feet or more. They are grey in color, brawny, over-muscled and extremely ugly. They are generally hairless. Rock Trolls tend to be stupid and brutish, yet possess a strange cunning that makes them dangerous opponents. They fight with crudely-fashioned weapons, preferring maces, hammers and clubs. These horrid brutes often conduct raids to capture other beings to be used as slaves and food. They are particularly fond of elvish flesh.

Rock Trolls have 3 lives.



GIANT SCORPION

(two people play this monster)

ARMOR: 2pts natural

WEAPONS: 2 claws (swords) & 1 stinger (polearm or spear)

ABILITIES

- 1) Scorpion can GRAB with its "claws"
- 2) The "stinger" has 3 types of poisons depending on the reeve or person running the scenario:
 - A. Fast acting - Kills automatically (white weapon)
 - B. Mild acting - Kills after a 100 count (as the assassin's poison)
 - C. Low acting - Stuns person for a 100 count (victim can't attack but can be attacked)

GRAB- the claw person says "grab" when striking a person is held in place until the claw person says "release" or is killed. The "claw" grabbing a person cannot be used during a grab. Victim's arms are held in place as well (no attacks).

note: The person playing the tail must be behind the person playing the claws. The "tail" can turn anywhere but must be behind the "claws".

MATICORE

ARMOR: 3pts natural

WEAPONS: daggers (2 hand "claws" & up to 16 throwing "tail spikes")

ABILITIES

- 1) Throws daggers as spikes. After throwing a total of 16 the beast cannot throw any more until its next life.
- 2) "Claws" are considered RED WEAPONS
- 3) Creature can FLY for a 100 count, then must land to rest (300 count).

FLY - Creature is high above everyone and cannot be hit. Exceptions: 3rd level ARCHER with shortbow, 2nd level ARCHER with longbow or crossbow, 4th level SCOUT with longbow, and 6th level ASSASSIN with shortbow.

MINIONS

ARMOR: 2pts natural

WEAPONS: allowed as WARRIOR (RED)

ABILITIES

- ICE MINION- 1)Immune to ICE-BALLS
2)Unlimited use of ICE-BALLS
 - FIRE MINION- 1)Immune to any sort of flame
2)Unlimited use of FIRE-BALLS
3)Cast WALL OF FIRE (1/LIFE)
4)Use FLAME BLADE (1/BATTLE)
 - WIND MINION- 1)Immune to WIND spell
2)Can cast a shortened WIND spell (6/LIFE)
3)Can become a BREEZE or WISP OF WIND (3/LIFE)
 - STONE MINION- 1)Immune to petrification, and flesh to stone.
2)FIRE-BALL acts as a MAGIC-BOLT
3)Unlimited PETRIFY
4)Can use STONE TO FLESH (2/LIFE)
 - ALL- 1)SUMMON lesser minions (on last life)
2)Touch a dead person to "steal soul" (person cannot be RESURRECTED)
- SHORTWIND- "Blow thee away" 15 times
- BREEZE or WISP OF WIND- Beast becomes intangible as the wind (for a 100 count) "Shape my body to the wind" 10 times
- SUMMON- "Minions of mine come to my aid" 10 times.
Reeve asks dead players to help as lesser minions of the caller's type. The lesser minions have the 1) ability of that type, 1 pt of armor, and the RED WEAPON use.

GOLEMS

Description: Golems (Flesh, Clay, Stone, Iron) are created by use of a powerful spell known only to a few very powerful wizards. The formula for the creation of these monsters is rumored to be found in Tome of the Ancient Mage.

Flesh Golem (2)

Armor: 1 point

Attacks: 2 Fists (maces)

Abilities: 1) Immune to Magic of all sorts. Magical weapons have normal effect. Treat as normal weapons, for damage.
2) Fire and Ice spells act as an Hold Person spell.
3) Lightning acts as a heal spell, healing lost limbs and mending armor points.

Description: These monsters are created by a magical spell, and the piecing together of flesh and bone or other materials to form the body, and magic to animate it.

Clay Golem (4)

Armor: 2 points

Attacks: Fist (mace)

Abilities: 1) Immune to bladed weapons
2) Immune to all magic except; dispel magic, and pyrotechniques.

Description: These monsters are created just like their brethren the flesh golem, except these monsters are created from wood and clay materials. It also is held together and animated by magical means.

Stone Golem (6)

A armor: 3 points

Attacks: Sword (Red Weapon)

Abilities: 1) Cast hold person (4/Battle), 25ft range
2) Immune to all magic.
3) Magical weapons effect as normal.

Description: Man-like shape constucted by means of a magical tome. They are made of stone, iron, and wood. It also is held together and animated by magical means

Iron Golem (8)

A armor: 4 points

Attacks: Sword (Red Weapon)

Abilities: 1) Harmed only by magical weapons, all other magic has no effect.
2) Lightning will act as a hold person spell, and fireball will act as a heal and a mend.
3) Deathcloud spell (2/battle) say five times "deathcloud", all withing 10ft are dead due to a poisonous cloud.

Golems are very powerful monsters, and should only be used in certain special games and quests. For a special scenerio, a Magic-User could be given the ability to cast this spell. For those purposes it would be of fourth level, or above, able to used once per battlegame, limit of one, and the cost depending on the golem desired (# in parenthesis next to name). Each Golem only has one life. They may not be resurrected.

WEREWOLF

Armor: 2 points

Garb-

Attacks: 2 claws (short swords)

Equal to Red weapons due to strength

Natural Abilities: 1) Tracking as Scout
2) Fierce Fighters (Beserk 2/Game)
3) Anyone killed 3 times by the werewolf, will become one and serve the original werewolf's team. See Vampire for more.

Vulnerabilities: Only harmed by magical weapons. Any other will not affect the werewolf. Magic Bladesharp will only cause normal (1 Point) damage. All other magic will work against the werewolf as normal.

Description: The werewolf, a member of the lycanthrope family, are humans/humanoids, that can assume animal form. All werewolves suffer from the disease "lycanthrope", so a simple heal spell will cure them as they will for zombies. The most common form is a bipedal wolf-man.

Lives: 3

