

WELCOME TO THE JUNGLE



ADVENTURES IN THE WILDLANDS OF AMTGARDIA

PRESENTED FOR USE WITH AMTGARD, 7TH EDITION

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THANKS, INTRODUCTION & CREDITS

THANKS

For twenty years, I've been reading the Thanks sections of books, never once thinking I'd actually ever get to write one. But here I sit, as a first time editor.

First off, ginormous thanks to Sir Luke Wyngarde, my friend, confidant and knight, for allowing me to spread my wings as it were and try something new.

Also thanks to Rewth, SAM Greystorm, and Greyden Laith for the continued support and motivation to get this book finished.

Finally big thanks to my fiancée, Rumer, for understanding that the Open Source Amtgard project is something that I care deeply about.

INTRODUCTION

Wow, what a ride this has been over the last couple of months. When Luke first approached me saying, "Squire, I want you to edit a book," my instinct was, "Can't be that hard... Talk to a few people for art, and just write everything out..." What I have learned since then. The tome before you is the product of three months of blood, sweat and tears trying to get this book out. After missing my first two self-imposed deadlines, I was amazed when Luke didn't pull me off the project. This book stems from the fallout of the rules changes that occurred with the new Rulebook and *Dor Un Avathar*.

Welcome to the Jungle takes questors far from their normal comfort zones and familiar monsters. New landscape features to cause heartache and grief are here, as are monsters, some of which have never seen the light of day before now. Two new archetypes lays deep within the bowels of this tome, as do some new relics from the wilderness that is the Jungle.

This book is released along the same time as *Nautical Nights (Maritime Games and Monsters)*, with *Sylvan Dreams (Adventures in the Wildlands of Amtgard)* and *What Lurks Below (A Dungeoneer's Survival Guide)* waiting in the wings. But we won't stop there. Other books are planned, and will be coming to a download point near you soon.

Long live Open Source Amtgard!

- Soldan McManus, October 21, 2005

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The pictures contained herein are presented for the enjoyment of the reader in the tradition of fantasy illustrations throughout time. The editors sincerely hope these images are viewed as a positive influence to game play, as they are not meant to offend, objectify or stereotype any group, gender, race or religion. The intended goal is to provide an inspired expression of each Monster, professionally and originally illustrated. To that end, the individual artists were given a fair amount of leeway in their renditions, which we hope you will agree make for fine viewing.



TERRAIN EFFECTS

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

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 five 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.

Current (Rapids): These streams are nearly impossible to resist under normal circumstances. The good news is they are largely stationary, and can be avoided by those in the know. Mark out these currents on the ground in blue ribbon, shaped like an arrow pointing in the direction of the rapids and use the same colored ribbon to mark a "stopping point". Any player who comes within five feet of these arrows is immediately swept toward the endpoint. They must move briskly toward the destination and may not be attacked in any way while moving. These streams may be set up in a series to relocate players to far-flung areas of the playing field or into other encounters far from their comrades.

Eternal Stench : Mark out areas of foul putrescence with green (and it better be really ugly green) ribbons. No one except Troglodytes, Skirit and other such creatures may enter, unless one hand covers the players nose and mouth at all times. Players who remove their hand are

immediately *Stunned* (per Healer spell) until removed from the area. Merely replacing a hand has no effect, the player *must* be removed from the area to continue.

Quicksand: Treated like a Fixed-Area Enchantment, the area being marked out by brown ribbons. Anyone stepping inside the Quicksand Area may take three more steps and no more. If, at that time, there is a tree or other large object within arms reach, then the victim may pull himself or herself to safety. If there is nothing to grab onto then the victim will die in a 30 count from drowning in the mire. If the victim has both of their hands free and are not wearing any armor, the time is increased to a 50 count. Other players who are not within the Quicksand any time during this process may pull victims to safety. Victims in Quicksand are still subject to attacks as normal. Victims killed in Quicksand are considered *Severed* and may not be *Resurrected*.

Water (Shallow): 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 which might force players to move slowly.

SWARMING INSECTS: WHAT'S THE BUZZ!

Want to simulate a crawling mass of poisonous scorpions or a buzzing throng of biting bees? Mark off the desired area with brightly colored flagging tape, either on the ground to represent terrestrial insects or chest-high for the flying varieties. Any unprotected player passing through the area is effected per the type of Insect Swarm represented. In all cases, Invulnerable Armor (including *Natural*, *Stoneskin* and *Protects*) is worn away at the rate of one point, all over, per 5 count spent in the area. Furthermore, unless noted otherwise, all Insect Swarms can be effectively *Dispelled* should an active *Fireball*, *Flameblade*, *Flamewall* or *Sword of Flame* enter the area, and remain so until the flaming object leaves the area for a 30 count. Some examples, and other potential protections, are detailed below:

- **Poisonous:** Enter and be *Poisoned* (as Assassin). Die in a 100 count. No wound taken.
- **Stinging:** Enter and take a *Wound* (arm or leg of the Reeve's choosing). Class immunities do not apply. Players with one empty hand may slap at themselves to keep these bugs away indefinitely.
- **Paralytic:** Enter for more than a 10 count and be *Stunned*, unless Immune to Poison.
- **Deadly:** You have 5 seconds to leave the area or die. Usual immunities to Death do not apply.
- **Confusion:** As Druid spell, after 5 seconds of unprotected exposure. No *Berserk* for Barbarians.
- **Webbing:** Anyone entering this area may only take one step every 10 seconds. No one is immune, except maybe Giants, Dragons and other huge Monsters.
- **Corrosive:** These horrors act as Death Swarms, but also function as a *Sever Spirit* to anyone so slain. No one is immune.
- **Stink Bugs:** Ugh! Step into this area and no one can come near you for a 300 count (except Troglodytes and other "smelly" Monsters!)



MONSTER FORMAT DEFINITIONS

From Amtgard : Handbook on the Rules of Play 7th Edition comes the basic format and outline for presenting Monster Classes. This information is detailed below, with additions and modifications made to include the information exclusive to this volume.

DESCRIPTION

Herein lies a narrative regarding the Monster. This may include physical descriptions, societal behaviors and/or historical, fictional and mythological references. Role-playing tips are also included in this section.

GARB

A person playing a Monster should look as much like it as possible. The Reeve can always disallow someone from playing a Monster if they feel this criteria is not met. Summoned Monsters should be given slightly more latitude, but they must have the minimum garb requirements and act in character. Monsters which suggest a specific gender are merely reflecting legendary or mythological forms of the creature. All facets of Amtgard are open to anyone who wishes to play the part.

If a Monster is summonable, it will include the following two categories:

SUMMONED BY

This will list the class, spell and/or number of spellpoints needed to bring the creature into the game.

PLAYER LIVES/LIFE

This is the number of lives a player has to give up to play this Monster for one life. Players cannot give up lives they do not have. Monsters who are killed cannot be *Reanimated*. If *Resurrected*, or given a life by a Monk, they return as their normal class, not as the Monster. Monsters summoned through sacrificing spellpoints or abilities (like Elementals) may buy additional lives as the Monster at the listed *Player Lives/Life* exchange rate, once the summoner has expended the requisite spellpoints or abilities and the initial life has been purchased. (i.e.: A Warrior with six lives elects to be a summoned Three-Horn with a Q/M of 3/1. Once the summoner spends the required spell points, the Warrior sacrifices three lives to be a Three-Horn with one life. Once slain, the player may now choose to give up his remaining three lives for one final life as a Three-Horn, or he may change garb and play out his last three lives as a Warrior.)

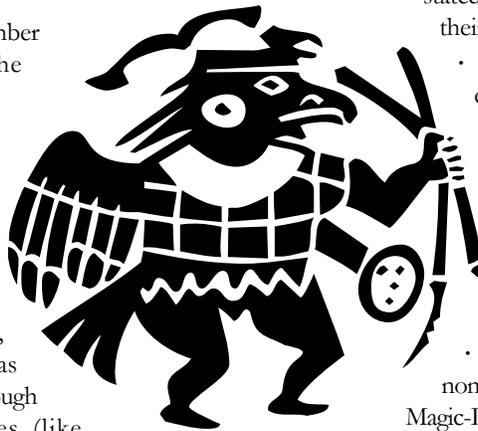
TYPE

There are a number of Monster Types, each with special Traits, Immunities, and/or Vulnerabilities. Most Monsters possess more than one Type distinction and the effects are cumulative unless indicated otherwise in the text.

- **Animations:** The term given to any Monster brought to life through magical means other than the standard creatures summoned through *Transform* and *Reincarnate* spells. These creatures are immune to Control, Subdual, and Death schools, as well as Poison and Disease. If *Dispel Magic* is cast on them, they act as if under the

effects of an *Iceball* (except they are not freed by *Fireball*, *Release* or other magical means). If placed in an *Anti-Magic* field, animations are *Petrified* until removed from the field, in which case they act as if just *Healed* from the *Petrify*. Animations cannot carry enchantments.

- **Beast:** These are non-humanoid creatures, most often with more than two legs. Beasts cannot carry enchantments and all weapons are considered Natural.
- **Humanoid:** Creatures in this category generally have two arms, two legs and walk upright, although there are notable exceptions (i.e. Centaurs have four legs but all the fine manipulation and functional intelligence common to this classification). Only Humanoids can use normal weapons and shields, creatures without this designation can only use Natural weapons unless detailed otherwise in their description. Humanoids may carry enchantments just like a regular class, unless otherwise stated in their description or limited by their Type.



- **Mystical:** Creatures with this distinction have an innately magical nature. Mystical Creatures hit with a *Dispel Magic* lose all their Magic-Like Abilities and Innate Magical Abilities for the remainder of that life. They may not use their Magical or Innate Abilities while in an *Anti-Magic* zone.

- **Standard:** Monsters of this type are non-magical in nature, and do not possess Magic-Like or Innate Magical Abilities.

Q/M RATIO

The Questor/Monster Ratio is a general indicator of how powerful the Monster is at any given level. It defines how many player characters of the same level as the Monster should be required to kill one. When designing quests or running battlegames, one uses this number to balance the sides. This assumes you use the 10/1 rules for magic-casters and 5/1 rules for bows.

ARMOR

There are several types of armor available to Monster classes, and this category will clearly detail which, if any, armor types are available to a specific Monster.

- **Armor, Invulnerable:** Each level of Invulnerable Armor will negate one physical or verbal hit. The protection is sectional, thus two points of Invulnerable Armor grants two points of protection to each limb and the torso. Magic casters must specify which area (torso, arm, leg) of Invulnerable Armor that they destroyed with verbal magic. If they fail to specify a location within 5 seconds, or in the cases of magics of mass destruction like *Doomsday*, the

magic hits the location of the target's choice. Wounding always targets the location chosen at the time of casting. Invulnerable Armor can be *Mended* as normal.

- **Armor, Natural:** This armor is a part of the creature in question and cannot be removed via *Pyrotechnics* or similar means, except by damaging attacks. Natural Armor is treated like Normal Armor in all respects, except it may be *Healed*. If protection magics do not protect Normal Armor, it *will* protect Natural Armor (i.e.: a Humanoid Monster with Natural Armor can still benefit from *Projectile Protection*). If Normal Armor can be worn, it is always destroyed before Natural Armor in a given location. Likewise all immunities extend to all types of Natural Armor. Monsters with a *Heal* Trait (such as *Mend Heal*) can regain their Natural armor at the rate of one point per sectional location per use of their ability. (ex.: it would take five *Mends* to heal a wounded Living Tiki and restore all of its armor to a single arm.)
- **Armor, Natural Invulnerable:** Natural Invulnerable Armor must be *Mended* instead of *Healed*, but otherwise has the abilities of both Natural and Invulnerable type armors. Monsters with a *Heal* Trait (such as *Ice Heal* or *Stone Heal*) can regain their Natural Invulnerable armor at the rate of one point per sectional location per use of their ability. (ex.: it would take three *Mends* to heal a wounded Gargoyle and restore both points of its armor to a single leg.)
- **Armor, Normal:** This is the regular type of armor worn by Humanoid creatures for normal levels of protection. All rules from the *Handbook on the Rules of Play* apply to Monsters who wear Normal Armor.
- **Invulnerability:** This type of protection differs from Invulnerable Armor in that each point of Invulnerability covers the entire creature, just like the *Protect* spell. Unless detailed otherwise in the Monster entry, Invulnerability cannot normally be *Healed* or *Mended* in any way.
- **Shields:** This section also states what kinds of shields, if any, may be used by a Monster. For a Monster to use a shield, this section must specifically state that a shield is available to it.

WEAPONS

Here is where you can find which specific and/or types of weapons may be used by the individual Monster. Unless the Monster holds the Humanoid descriptor, assume the weapons are Natural (see below).

- **Natural Weapons:** Cannot be *Heated*, *Warped*, or *Enchanted*. Things that destroy the weapon take the arm as well. Spells that destroy everything they touch (*Lightning Bolt*, *Fireball*, *Sphere of Annihilation*) that strike Natural Weapons affect the target as though they hit them in the arm. Immunities are extended to Natural Weapons. Although not removed or destroyed by

combat damage, Natural Weapons are assumed to have the same Natural Armor and other protections as the arm wielding it. Touch-based abilities, such as *Touch of Death*, can be extended through Natural weapons (both ways, by the monster, and by those attacking it). If a touch-based ability is used by the creature through its weapon, the creature must denote the effect immediately following the weapon hitting the victim. No more than a one second delay is reasonable. Ability effects are always played out before melee effects. (ex.: an Assassin sneaks up and uses *Touch of Death* on the “claw” of an unsuspecting Tezcatlipoca who is wounded and in the process of regenerating an arm. The Tezcatlipoca dies and the Assassin is unharmed.) Monsters actively attacking with their Natural weapons deal damage even if incapacitated or slain by the touch attack. (ex.: The Assassin instead uses *Touch of Death* to defend against an attacking Tezcatlipoca . The Assassin calls out “Touch of Death!” and sacrifices an arm to grab the Tezcatlipoca ’s claw. The Tezcatlipoca is slain, and the Assassin loses the limb.)

- **Siege Weapons:** Some weapons are termed *Black*, *Instant-Kill* or *Siege* weapons. These weapons will kill a person through his shield and/or normal armor in a single blow. Only Invulnerable Armor and Invulnerability can protect against these weapons.
- **Magical:** Weapons with this descriptor are treated as enchanted, even if they provide no other benefits.



IMMUNITIES

A listing of any Schools of Magic, terrain effects or specific spells or abilities to which the creature enjoys complete resistance. Immunities function as listed unless otherwise detailed in the Monster entry. Specific and recurring immunities are detailed below:

- **Immunity : Control** Creature is immune to all spells and abilities of the Control School unless otherwise detailed in the text.
- **Immunity : Death** Monster is immune to all spells and abilities belonging to the Death School and all other Death effects.
- **Immunity : Disease** Creature is immune to all disease based attacks as well as any/all disease which may occur in the course of a battlegame.
- **Immunity : Flame** Monster is immune to all spells and abilities belonging to the Flame School and all other fire- and lightning based attacks..
- **Immunity : Magic** Creature is immune to all forms of magic, including the effects of enchantments. However, relics still function against creatures with this immunity.
- **Immunity : Poison** Monster suffers no ill effects from Poisons.

- **Immunity : Specific Spell or Effect** Monster is immune to the listed spell or effect.
- **Immunity : Subdual** Monster is immune to effects and all magics in the Subdual School. Subdual blows wound and do damage instead of incapacitating.

NATURAL LIVES

While summoned Monsters usually only have one or two lives, Monsters used in quests use this category to determine their starting number of lives. If extra Natural Lives are gained through leveling, summoned Monsters *are not* given an extra life.

MONSTER TRAIT & ABILITY FORMAT KEY

- M: Materials needed
- I: Incantation and/or gestures
- R: Range (if any)
- E: Effect
- L: Limitations or Restrictions
- N: Notes

TRAITS

Traits are special abilities the Monster displays all or most of the time. This can include more lives, the ability to regenerate, the gaining of new weapons, wings for flying, and so on. Monsters have a much larger number of Traits than normal classes. Traits unique to this manual are detailed below. Otherwise, consult the *Amtgard Handbook on the Rules of Play, 7th Edition* for details.

AERIAL SUPERIORITY

This Trait allows a creature with *Natural Flight* to activate the ability while moving, though they must remain stationary to land. Additionally, if throwing weapons or projectiles are available to the Monster, they may be used while in flight.

AQUATIC

Monster may move freely through water.

ARMOR-PIERCING ATTACKS

All regular melee attacks destroy normal and Natural armor to wound or slay the target as appropriate.

COMPANION

Monsters with this Trait are known to associate with another particular type of creature. This association is so strong and vital to the Monster concept that Reeves and Questmasters are advised to insure that the Monster and *Companion* always begin the game together, unless the quest dictates otherwise.

CREATE MINION

- M: Copies of the Minion Monster.
- E: The ability to slay a victim and have them rise forevermore as a creature under the killer's control. The Monster description will detail what kind of Minion is created.
- L: Only the original Monster possesses this power, unless the scenario dictates otherwise. (In other words, Minions do not spawn other Minions.) This ability

should be removed for non-Quest battlegames unless dictated otherwise by the Reeve.

FLAME WEAPONS

Weapons used are considered to have a *Flameblade* enchantment. This may not be dispelled but may be subject to *Anti-Magic* areas. Certain weapons may be excluded, check creature entries for details.

HARD TO KILL

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

HOME TREE

Monster must declare a *Home Tree* to Reeves before the game. Creature returns to *Home Tree* instead of dying and does not lose lives as normal until *Home Tree* is destroyed. Trees may be destroyed by ten strikes with a hacking or slashing weapon or a single strike from a *Fireball*, *Lightning Bolt*, *Sphere of Annihilation* or *Siege* weapon.

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 does not have to go to knees in water due to their large size. May use melee weapons to attack flying players.

LIFE-DRAINING ATTACKS

Any player slain by a Monster with *Life Draining Attacks* is instantly affected by *Sever Spirit*.

MAGIC-CASTER

Monster casts spells as a member of the listed Player Class. See entries for details and any limitations which may apply. Unless otherwise noted, these creatures must obey all the rules of magic. No additional class abilities are gained, only the use of spells.

MANY-LEGGED

The first time a *Many-Legged* creature's leg is injured, it forces them to walk instead of dropping to one knee. A second leg shot that would injure the creature acts as normal (creature drops to one knee, and further shots to the same leg have no effect). *Many-Legged* creatures are immune to *Wounding* cast upon their legs.

MEND HEAL

A *Mend* spell will completely heal all limbs and one point of Natural armor of the creature. Creatures with *Mend Heal* may not use their own *Mend* abilities to *Heal* itself.

MOUNT

Some creatures can carry others, and share all movement based powers and effects (beneficial and harmful). If a mount is *Shoved* or *Teleported*, for example, so is the rider and vice versa. Leg shots to a rider do not force the player to drop to their knees, but two leg shots still kill. A rider must stay within physical contact of his mount with at least one arm to be considered mounted. Injured arms can be used for this purpose, but ones carrying weapons or a shield cannot. To use abilities that require one to stand still to activate, both rider and mount must remain stationary. Rider must declare “Mounted” x1 to saddle up and “Dismounted” x1 when climbing down or when otherwise removed from the saddle.

MOUNT, GREATER

These sturdy mounts may carry up to three riders, who may only use projectiles, thrown weapons and verbal magic while being carried, due to the sheer size of the creature being ridden. All other rules for being a Mount apply.

NATURAL FLIGHT

I: Repeat x5 “I take Flight,” to land repeat x5 “Landing.”

E: Creature cannot be attacked by melee weapons while flying unless the attacker is also flying or Large. Creatures flying must still drop to their knees if wounded in the leg (simulates wounding the wings). Creature must flap its arms or state “Flying” every two seconds to denote this. Magic and magic-like abilities still require the being to stand still to cast. Only verbals and innate abilities can be used while flying.



PREHENSILE TAIL

Because of their prehensile tail, the monster can ignore its first arm wound and continue fighting.

REGENERATION

Lost limbs will grow back after a 50 count. If slain, creature will come back to life after a 50 count (this does not count towards the total lives lost). *Regeneration* does not function against wounds or death caused by any form of fire, magical attack (including magic weapons) or *Powerful Blows*. Damage to Natural armor and wounds from these attacks remain even if the Monster is slain by non-magical means and regenerates back to life. (ex.: a Tezcatlipoca loses an arm to an *Acid Bolt*, but is slain by a normal arrow to the chest. When the Tezcatlipoca regenerates from death, it keeps the wounded arm.)

REGENERATION, GREATER

This power functions exactly like the *Regeneration* ability, except limbs grow back in a 25 count, and the death count is only 25. Natural armors are restored at the rate of one

point per location every 25 count. Armor begins regenerating after all wounds are healed. Player chooses the order in which armor is healed. Armor and limbs lost to magical attacks are restored after regenerating from any death caused by non-magical means.

SHEER NUMBERS

Each person playing a creature with this ability is actually representing a horde of similar Monsters. When one creature dies, the player must lie down in place, only to rise again after a 50 count. See individual entries for number of lives.

SPELL MASTERY

This trait allows magic-using Monsters to wear their own enchantments and still cast spells without the enchantments fading. Humanoid Monsters with this trait do not lose spellpoints for weapons unless otherwise stated in the entry.

STONE HEAL

Any magical stone attack (i.e.: *Petrify*) will completely heal all limbs and one point of Natural armor to the creature. A creature with *Stone Heal* may not use their own stone abilities to *Heal* themselves.

STRONG

Melee weapons (even Natural weapons) become Red. Melee weapons that are already Red do an extra point of damage to armor (total 3)

TOUGH

These creatures are innately able to resist most weapons. Strikes from non-magical weapons do not affect them. Characters with *Powerful Blows* can attack *Tough* monsters with their weapons.

VERY STRONG

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.

MONSTER ABILITIES

Innate Abilities are natural functions of the Monster (like a poisonous bite), *Innate Magical Abilities* are special, but still natural, magic-oriented functions of the Monster (like breath weapons) and *Magic-Like Abilities* are just like spells which have to be activated by the Monster.

INNATE ABILITIES

Innate Abilities have a limited number of uses. In many cases, they act just like magics. Innate Abilities require the person to stand still unless noted otherwise. If a school is listed, a magic that protects from that school, protects from the abilities. Otherwise, only Invulnerable Armor or Invulnerability will protect from the ability (though some have immunity to poison and traps, and thus are unaffected by them).

INNATE MAGICAL ABILITIES

Unless listed as magical, Innate Abilities are non-magical in nature. Innate Magical Abilities are cancelled or dispelled by *Anti-Magic* areas. Targets bearing *Protection from Magic* and those who are immune to magic are likewise unaffected by these abilities.

MAGIC-LIKE ABILITIES

Magic-Like Abilities are treated and activated in all ways as per the spell listed, except they do not cost magic points, do not require a free hand, and are given a set number of uses. Magic-Like Abilities cannot be used in *Anti-Magic* areas. Magic-Like abilities can be used with the *Extension* spell, if a Monster has access to both.

ABILITIES DEFINED

BLEND

I: Repeat x10 "Forest hide and protect me." To end the effect repeat x2 "Forest release me"

E: You are considered out of the game. You may move anywhere you like, as long as you remain within 50 feet of a tree. When you wish to return to the game, recite the phrase to end the effect.

L: If you go more than 50 feet from a tree, you cannot recite the phrase to end the effect until you are again within 50 feet of a tree. Someone within 20 feet can use Tracking to "dispel" this ability.

CLIMBING

I: "Climb" x5

E: Monster may scale any wall (tree, cliff, boulder, etc.) . The Monster is then considered to be on top of the surface in question and may only be attacked by ranged attacks and spells. Also, the Monster can only use projectile weapons as an attack while "on top of" the surface. To climb down again, the Monster must say "Climb" x5

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.

GRAB

While on the ground, the Monster can snatch up any creature less than Large sized by making a successful melee hit (which does no damage) preceded by the word "Grab". A Grabbed victim can do nothing but cast touch spells. The Monster may choose to drop a Grabbed victim at any time (who then falls to their death if the Monster is flying at the time).

Berserkers, other flying players, and players with Invulnerability cannot be Grabbed. Grabbed victims count against the number of riders that can be carried.

LEAP

Similar to *Tunneling* but must state loudly "Leap" x3. Can leap up to 50' away, then must land resuming play.

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.

RAPID HEAL

I: Player repeats "Healing" x10 while touching wounded player.

E: Wounded player is healed of a wound.

N: Neither healer or recipient may move or fight during this process. If disturbed, ability does not function and must be started over to take effect.

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 *Sanctuary*, except *Sneaking* players may hold Natural weapons in hands. May not deactivate ability within 10 feet of another player.

SPIT POISON

This ability requires a squirt gun loaded with clean water. The player is allowed one full squirt every 10 seconds. Victims struck on a non-armored location (including headshots!) are considered *Poisoned* and will die in 100 count unless *Cured* or immune.

STINKBALL

M: Padded purple "stink ball" with streamers

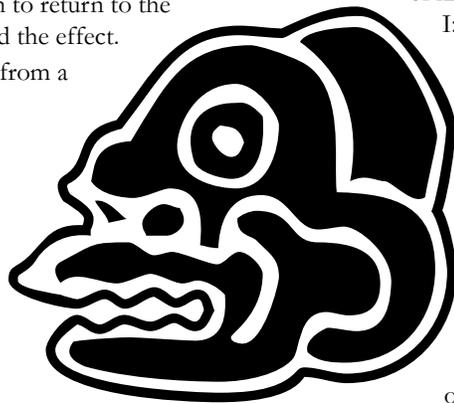
I: "Stinkball" x5

E: Targets struck by a *Stinkball* may neither approach nor be approached by any other player within 50 feet for a 150 count.

L: Monsters possessing this ability are immune to the effect of all *Stinkballs*, as are any Monsters deemed suitably foul enough to be immune to Eternal Stench.

SWINGING

To simulate the act of brachiation (vine-swinging), the monster may grasp any stout tree and declare "Swinging!" The Monster may then move to any other tree within 20 feet. They may continue to do so indefinitely, so long as there are trees within 20 of another. Only missile weapons and verbal magic may be used against brachiating monsters, and then the attacker must remain at a distance of 20 feet.



TOUCH OF PLAGUE

I: “Touch of the Plague” x5

R: Touch

E: Any player touched dies from the plague in a 100 count unless protected from Disease, immune to Disease or *Cure Disease* is cast on them. Stopped by Invulnerability or Invulnerable armor but bypasses normal armor.

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 to end

R: 100 feet

E: Creature must move in a straight line to any point within 100 feet and may not engage or be engaged in combat while moving. Tunneling creatures may delay arrival for up to a 100 count once they reach the destination by continuing to chant “Tunneling” once every five seconds. May not arrive within 50 feet of a base or Nirvana. May not carry game items.

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.

VULNERABILITIES

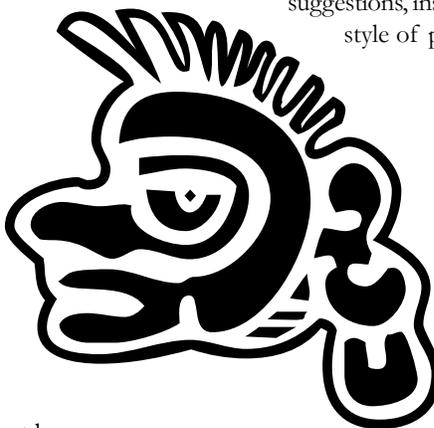
Vulnerabilities are special magical or environmental effects that are exceptions to the rules, usually to the detriment of the creature involved. They take precedence over immunities and are meant to act as a flaw to be exploited by the Monster’s enemies. For example, Air Elementals are immune to Subdual magic, but have *Iceball* listed as a Vulnerability. As such, these Elementals are affected by the spell as described. Common Vulnerabilities are listed below:

- **Altered Effect:** A general category for spells, effects or abilities that function in an irregular and generally harmful manner against a particular Monster. 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.
- **Slow:** Monsters with this distinction may not run or jump, and must move in a generally slow manner.
- **Spell Weakness:** A general category for spells or abilities that have unusually powerful effects against a particular Monster. See entries for details, but any spell or effect listed in this vulnerability bypasses all remaining armor and normal immunities to effect the target, leaving the armor intact.
- **Weak:** These sad critters are either so pathetic or so fragile that they die after receiving a wound to any limb.

ARCHETYPES

This “Monster” isn’t really a Monster at all. Instead it is a role-playing aid intended to show the versatility of the standard player classes. Archetypes are meant to provide suggestions, insight and ideas on how to play a specific style of persona with a standard player class.



ARCHETYPE FORMAT

Name of Concept (ex: Witchdoctor, etc.)

Class of Choice (The class which best personifies the concept. More than one class may apply or be adapted for a given Archetype.)

Description: A brief narrative on the basic premise.

- **Garb:** How to look like your chosen concept.
- **Essential Spells/Abilities:** Spells every caster of this type should have. These are the spells which best fit the specialist type. This heading is repeated for each class represented.
- **Suggested Spells/Abilities:** Some spells are not entirely out of line with the concept. Spend leftover spellpoints here. This heading is repeated for each class represented.
- **Role-Playing Notes:** Other suggestions (where applicable) for playing the class to its fullest. Summoning suggestions can be found here.
- **Weaponry:** If you have to spend points on weapons, choose these to stay in character. Shields are covered in this heading.

CARNIVOROUS PLANTS

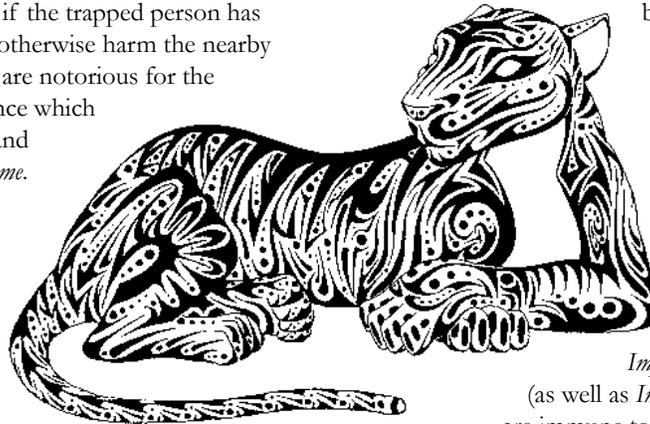
These encounters don't really qualify as Monsters *per se*, but are more of a hazard or condition of environment. In a fantastic jungle setting, many harmless forms of plant-life have evolved into deadly vegetation in response to the great number of natural and supernatural predators found there. These encounters are best played by a Reeve or other non-player participant (so long as they don't mind being smacked with a foam weapon) because, as plants, these encounters generally do not move around much.

All Carnivorous Plants have the *Bound* vulnerability and *Home Tree* Trait, unless the Reeve dictates otherwise. Remember, even *Bound* players can move a few feet between lives and Reeves should always be informed if a *Home Tree* moves.

All Carnivorous Plants have Immunity to Control, Death and Subdual effects. They may be destroyed by striking the trunk of the *Home Tree* ten times with a normal weapon, five times with a Red or Great weapon, three times with a *Flame Arrow*, *Flameblade* or the *Sword of Flame* or once with a *Fireball* or Siege weapon.

If a quest calls for a variant with water-soaking abilities (either balloons or squirt guns), all participants should be prepared for the possibility of getting wet.

- **Corrosion Bush:** This strain of carnivorous tree comes with 2 to 4 reusable *Acid Bolts*, a medium shield and a single Natural short sword.
- **Mantrapper Tree:** This strain of carnivorous tree comes with 2 to 4 reusable, non-magical *Entangle* balls (at the Reeve's option) and a Natural, Red polearm. Mantrappers can attack players trapped in their own *Entangles*, but usually only if the trapped person has tried to attack the tree or otherwise harm the nearby environment. These trees are notorious for the thick, mucous-like substance which composes their *Entangles* and grants them *Immunity : Flame*.
- **Poison Thornflinger:** A poisonous variant of the standard Thornflinger. The *Poison* works in a 100 count. All weapons thrown by this plant are considered *Poisoned* and normal immunities may or may not apply at the Reeve's option.
- **Thornflinger:** These trees are armed with a seemingly limitless supply of sharp thorns, which they use as ranged defense. Any creature foolish enough to come within 20 feet of a Thornflinger can expect a merciless



barrage of dangerous spikes as a welcome. Give the Thornflinger as many throwing daggers, axes or darts as they can carry. Once spent, the Flinger should be allowed a few moments to gather up his ammo to continue fighting.

- **Toxic Gob-Lobber:** Another variant of the Thornflinger, only this one gets a box full of water balloons to hurl. Getting full-on splashed slays the victim instantly unless bearing *Invulnerable Armor*. Partial soakings can *Wound* the limb struck and/or render a weapon or shield useless (a la *Pyrotechnics*) until *Mended*. *Hardened* and *Improved* weapons and shields (as well as *Imbued* shields and all Relics) are immune to the Toxic Gob-Lobber.
- **Zombificator:** A foul, evil-tempered Thornflinger, Zombificators have the nasty ability to place spores in those they slay. Once every 100 count, Zombificators may use a non-magical *Reanimate* on any victim it or one of its *Reanimated* minions has personally slain.

OTHER JUNGLE MONSTERS

Below is a list of a few other Monsters from the *Dor Un Avathar* and the A7 Expansions which may be suitable for the jungle environment. With a little creativity just about any critter can find a reason to dwell in your world's tropical rain forests. The most important part is the *story*, after all.

Basilisk (Dor)	Medusa (Dor)	Orc (Dor)	Flail Snail (SD)
Catperson (Dor)	Sable Dragon (Dor)	Scalor (Dor)	Bats (BNTD)
Corrosion Beast (Dor)	Troll (Dor)	Hill Giant (Dor)	Rakshasa (BNTD)
Deadly Slime (Dor)	Troglodyte (Dor)	Skeleton (Dor)	Wolves, All (BNTD)
Entangling Mass (Dor)	Wyvern (Dor)	Wraith (Dor)	Elemental, Storm (NN)
Giant Spider (Dor)	Ghoul (Dor)	Zombie (Dor)	Kelpie (NN)
Hydra (Dor)	Goblin (Dor)	Skirit (Dor)	Undine (NN)

Dor = Dor Un Avathar • BNTD = EX1: By Night They Dance • NN = EX3: Nautical Nights • SD = EX5: Sylvan Dreams

AMPHIBOID - BOG IMP

AMPHIBOID

(EH: Our Un Avathar/ Art: Nicholas Kole, Elfwood)

Description: These bipedal frogs have gained the gift of speech and are skilled in the use of poisons, though the rest of culture remains shrouded in mystery. They are formidable fighters, known for their glorious death runs and merciless mob tactics.

Garb: Green, tan, red polka dots, any pattern resembling a frog or toad.

Q/M: 1/1

Type: Standard Humanoid

Armor: None, small shield

Weapons: Two melee daggers (Natural) or short melee weapons, and javelins.

Immunities: Subdual, Traps, Poison

Natural Lives: 4

Abilities & Traits:

- **Innate Ability : Leap** (1/life)
- **Magic-Like Ability : Entangle** (1 bolt/U)
- **Vulnerability : Aversion (Fire)** Except when *Berserk*.

Levels:

1st As Above

2nd Gains 1 point Natural armor

3rd Gains **Innate Ability : Berserk** (last life)

Leap becomes (2/life)

4th Gains **Innate Ability : Poison Weapon** (1/life)

5th Gains +1 point Natural armor (total 2)

6th Gains **Fight After Death** (on *Berserk* life)



BOG IMP

(WL: Kudzu and Arg/ Art: Erin Kelso, Elfwood)

Description: Bog Imps are small evil creatures that inhabit marshes or extremely wet lands. They are filthy and plague-ridden, and enjoy spreading their disease around to others. It seems their sole purpose in life is to make others sick. They also have a great liking for pretty things, and will try to collect anything that catches their fancy.

Garb: Rags of brown and/or black, covered in muck.



Q/M : 1/1

Type: Mystical Humanoid

Armor: None

Weapons: Two daggers (Natural) or one short sword, throwing weapons

Immunities: Poison, Disease

Natural Lives: 6

Abilities & Traits:

- **Innate Ability : Touch of the Plague** (unlimited)
- **Vulnerability : Weak**
- **Vulnerability : Altered Effect:** *Call Lightning* destroys all Bog Imps within a 20' area of the *Lightning* strike.

Levels:

1st As Above

2nd Gains **Aquatic Trait**

3rd Gains **Magic-Like Ability : Teleport** (1/life)
Limited to within 20 feet of a body of water.

4th Gains **Magic-Like Ability : Confusion** (1/life)

5th *Teleport* becomes (2/life)

6th *Camouflage* becomes (4/life)

CAT, GREAT

(WL: Wyngarde / Art: Rumer)

Description: Great Cats come in many varieties, the most famous being Tigers, Panthers, Lions, and Cheetahs. 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 (i.e.: tiger stripes, cheetah spots) or tawny yellow, black or plain white. Of course, tails and ears help tremendously.

- Type:** Standard Beast
- Q/M:** 2/1
- Armor:** 2 points Natural
- Weapons:** Two short swords (Natural)
- Immunities:** Subdual
- Natural Lives:** 3
- Abilities & Traits:**
 - Strong

- **Innate Ability : Pass Without Trace** (1/game)
 - **Innate Ability : Rapid Heal** (1/life) Self only
- Levels:** None



CHANGING THEIR SPOTS : GIANTS CATS OF EVERY STRIPE

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 questors jumping at your park. Enjoy.

- **Pumas:** As above except gains *Innate Ability : Leap* (1/life). Garb should be tawny fur with tufted white ears.
- **Cheetahs:** As above except gains *Innate Ability : Sneak*. (1/life) Garb is typical spotted “leopard” print.
- **Tigers:** As above except gains *Innate Ability : Blend* (1/life) Garb is orange, black and white stripes for regular tigers, or just black and white stripes for the “snow tiger” variety.
- **Lions:** As above except gains *Innate Ability : Sneak* (1/life) and *Innate Ability: Leap* (1/life). Lions should have tawny fur and darker brown manes.
- **Jaguars:** As above except gains *Innate Ability : Leap* (1/life) and *Innate Ability : Blend* (1/life). Garb in tan, tawny or solid black, as appropriate.

CAT, SABERTOOTH

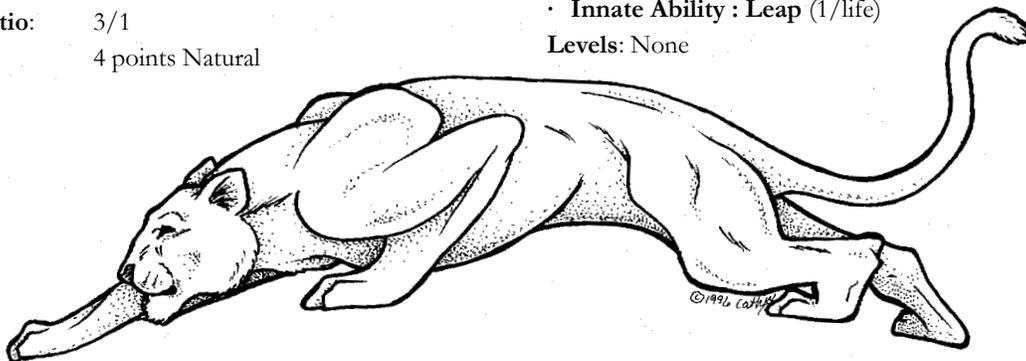
(RW: Soldan/Art: Denah)

Description: The meanest of the cats of old was the Sabertooth, also known as the Similodon, with its teeth as tall as a pygmy and claws as sharp as razors. An intelligent traveller knows to avoid lands where these beasts dwell, as the Sabertooth Cat is a vicious animal indeed.

Garb: Tawny yellow fur, make-up, ears, and tail

- Type:** Standard Beast
- Q/M Ratio:** 3/1
- Armor:** 4 points Natural

- Weapons:** Two long swords (Natural)
 - Immunities:** Subdual
 - Natural Lives:** 4
 - Abilities & Traits:**
 - Strong
 - Tough
 - **Innate Ability : Blend** (1/life)
 - **Innate Ability : Leap** (1/life)
- Levels:** None



CATOBLEPAS

(IM: Matthias of the Far Woods / Art: Denah)

Description: The Catoblepas is a hideous monster, as dangerous as it is ugly. It vaguely resembles some sort of random collection of animal parts stuck together and given life. It avoids most creatures, and kills the ones it meets. The Catoblepas is either too powerful or stupid to consider retreat under most circumstances.



Garb: Horns, snouts, tusks and fangs.

Type: Mystical Beast

Q/M Ratio: 3/1

Armor: 2 points Natural

Weapons: One short sword (Natural)

Immunities: Subdual

Natural Lives: 3

Abilities & Traits:

- **Innate Ability : Acid Bolt** (1 bolt/U)
- **Innate Ability : Poison Weapon** (1/life)
- **Innate Magical Ability : Finger of Death** (1/life)

Levels

1st As above

2nd +1 Natural Lives (total 4)

3rd Gains **Strong** Trait

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

Gains **Immunity : Poison**

5th Gains **Immunity : Death**

+1 point Natural Armor (total 3)

6th *Finger of Death* becomes (4/life)

Gains **Innate Magical Ability : Petrify** (1 bolt/U)

CROCODILE, GIANT

(WL: Sable / Art: Shef)

Description: These huge behemoths are usually content to hunt prey easier to catch than Man, but hunger and fear can cause even the most docile Croc to go on a wild rampage. These toothy, leather-skinned beasts, are sought after for their tough hides, sharp teeth, and tasty meat. The risk is perhaps greater than most hunters are willing to take.

Garb: Dark green scales and a BIG smile!

Type: Standard Beast

Q/M: 4/1

Armor: 4 points Natural Invulnerable

Weapons: One short and one hinged (Natu)

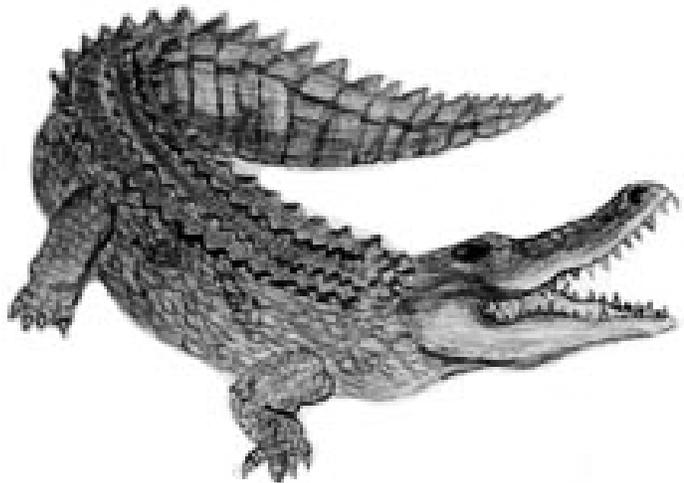
Immunities: Control, Flame, Subdual

Natural Lives: 3

Abilities & Traits:

- Aquatic
- Lair
- Large
- Life-Draining Attacks
- Very Strong
- **Innate Ability : Camouflage** (unlimited)
- **Innate Ability : Mass Shove** (2/life)
- **Vulnerability : Slow** Only when out of Water.

Levels: None



DRAGON, FEATHERED SERPENT

(WL: Pirate King / Art: Allison J. Pang, Elfwood)

Description: 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.



- Q/M:** 8/1 (QUEST)
- Type:** Mystical Beast
- Armor:** 4 points Natural
- Weapons:** One long sword (Natural)
- Immunities:** Death, Poison, Subdual
- Natural Lives:** 3
- Abilities & Traits:**
 - **Magic-Caster : Druid** Full spellpoints at same level as Serpent.
 - **Magic-Caster : Wizard** Full spellpoints at same level as Serpent.
 - **Natural Flight**
 - **Spell Mastery**
 - **Strong**
 - **Innate Ability : Poison Weapon (1/life)**
- Levels:**
 - 1st As above
 - 2nd Gains **Tough** trait
 - 3rd Natural Armor becomes Natural Invulnerable
 - 4th Gains **Immunity : Control**
 - 5th Gains **Very Strong** Trait
 - 6th Gains **Innate Ability : Camouflage** (unlimited)

GNOLL

(IM: Matthias of the Far Woods / Art: Stephanie Gorecki)

Description: Gnolls are belligerent hyena-men that wander in bands across the countryside raiding villages and carrying away captives for food or slave labor. They will band with Orcs, Ogres, and Trolls, but Gnolls tend to be unreliable especially when hunting for food is at stake.

Garb: Hyena-like spots on garb and/or make-up, tribal jewelry. Also, laugh maniacally from time to time.

- Type:** Standard Humanoid
- Q/M Ratio:** 1/1
- Armor:** 1 point Natural, may wear up to 2 points normal, up to a medium shield
- Weapons:** Short, projectiles, shortbow
- Immunities:** Subdual
- Natural Lives:** 4
- Abilities & Traits:**
 - **Strong**

- Levels:**
 - 1st As above
 - 2nd Gains **Innate Ability : Poison Weapon (1/life)**
 - 3rd May now use throwing weapons
 - 4th Gains **Innate Ability : Tracking (1/life)**
 - 5th May now wear up to 4 points of normal armor
 - 6th May use a longbow



GORILLA - HEADHUNTER

GORILLA, MAN-EATING

(WL: Man'Sun/ Art: Shef)

Description: These primates live in colonies in remote regions well away from the grasp of man. The males dominate the tribe, using their great physical strength and combat prowess. Most of the time, these Apes leave



humans alone, but they may be provoked to attack by any number of means, including fear, hunger, and defense of territory and young.

Garb: Black, dark brown, or white fur, ape-man masks, monkey-suits (not tuxedos!)

Type: Standard Beast

Q/M: 3/1

Armor: 1 point Natural

Weapons: Two short swords (Natural), rocks

Immunities: Subdual

Natural Lives: 3

Abilities & Traits:

- **Innate Ability : Swinging** (unlimited)
- **Innate Ability : Climbing** (1/life)
- **Vulnerability :** Man-Eating Gorillas will not attack anyone who remains motionless and shows no fear.

Levels:

1st As Above

2nd +1 Natural armor (total 2)

3rd May go **Berserk** on last life

4th *Climbing* becomes (2/life)

5th +1 Natural Lives (total 4)

6th Considered *Berserk* on last two lives

HEADHUNTER

(WL: Cricket and Howler / Art: Rabbit Boyett)

Description: Tribes of Headhunters have lived in the islands since before the arrival of civilized men. These savages dwell in thatched-roof huts, gather fruits and nuts, and ritualistically devour the slain of their enemies. The language of Headhunters is a series of animal sounds, unintelligible gibberish and war howls.

Garb: Grass skirts, tribal face paint, bone jewelry. Babble madly in shrill gibberish.

Type: Standard Humanoid

Q/M: 1/1

Armor: May carry a large shield

Attacks: Any spear, rocks, throwing weapons, any club

Immunities: Control

Natural Lives: 3

Traits & Abilities:

- **Innate Ability : Poison Weapon** (1/game)

Levels:

1st As above

2nd May go **Berserk** on one life (player's choice)

3rd Gains **Magic Like Ability : Sleep** (1/life)

4th +1 Natural Lives (total 4)

May now use javelins

5th Gains **Innate Ability : Improve Weapon** (1/game)

6th Gains **Innate Ability : Steal Life** (1/game)

Gains **Innate Ability : Camouflage** (1/life)

Not while *Berserk*.



All Giant Insects and Arachnids are immune to spells and abilities which affect the mind. (i.e.: *Charm, Hold, Yield*, etc.) Also, all Giant Insects must have the *Wounding* spell used against the same limb twice before it takes the limb. Additionally, Giant Crawling Insects (i.e.: Ant, Mantis, Scorpion) are immune to *Entangle* and *Thornwall*.

ANT, GIANT

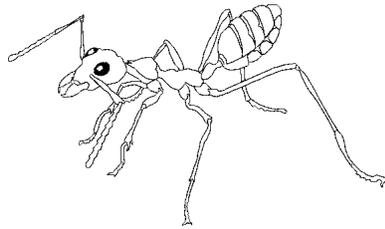
(MS: Orel McJoep)

Description: Giant Ants look like normal ants, which through magic or bizarre evolution have attained tremendous size. Giant Ants are omnivorous, eating anything that does not (or cannot) eat them first and carrying off the remainder for later consumption. Giant Ants are loyal only to each other and the Queen of their hive.

Garb: Red or black clothing and/or make-up, fake antennae.

Type: Standard Beast

Q/M: 3/1



Armor: 2 points Natural Invulnerable, any shield

Weapons: Any Short (Natural)

Immunities: Control, Subdual

Natural Lives: 4

Abilities & Traits:

- **Many-Legged**
- **Strong**
- **Innate Ability : Tunneling** (1/life)
- **Innate Ability : Improve Shield** (1/life)

Levels: None

FLAME BEETLE, GIANT

(MS: Orel McJoep)

Description: These hulking behemoths dwell near active volcanoes and other places where they can bask in the heat of magma. Their shiny chitinous exoskeletons are resistant to fire and heat and have been carved out by humans wishing to cross lava pits. They are omnivorous and eat almost anything that moves or has a strong odor.

Garb: Shiny black garb and/or shield with dark red spots.

Type: Standard Beast

Q/M: 3/1



Armor: 3 points Natural, any shield

Weapons: Any Long (Natural)

Immunities: Subdual, Control, Flame

Natural Lives: 3

Abilities & Traits:

- **Flame Weapons**
- **Many-Legged**
- **Strong**
- **Innate Ability : Fireball** (1 bolt/U)
- **Innate Ability : Tunneling** (1/life)

Levels: None

LIGHTNING BUG, GIANT

(MS: Orel McJoep/Art: Drilillithon)

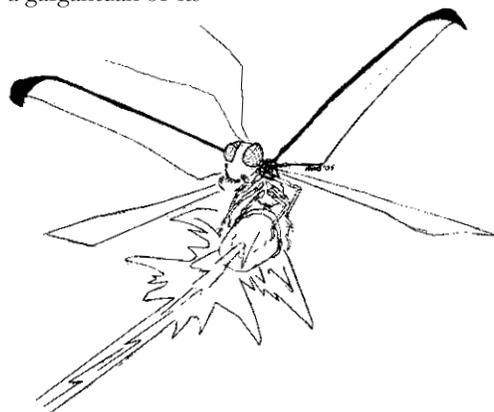
Description: This Lightning Bug is a gargantuan of its species. Giant Lightning Bugs have evolved into dangerous enemies, using their internal glow to cause a variety of deadly effects.

Garb: Black and brown clothing. Strap some of those glow sticks (the green kind sold everywhere) to your butt

Type: Standard Beast

Q/M: 2/1

Armor: 2 points Natural



Weapons: Short (Natural)

Immunities: Lightning (*not* Flame or Fire), Control, Subdual

Natural Lives: 3

Abilities & Traits:

- **Natural Flight**
- **Innate Ability : Call Lightning** (1/life)
- **Innate Ability : Lightning Bolt** (1 bolt/U)
- **Innate Ability : Pyrotechnics** (1/life)

Levels: None

LOCUST, GIANT

(MS: Orel McJope)

Description: Traveling in huge swarms of devastating potential, the Giant Locust is a scavenger without par. These beasts consume everyone and everything in their paths, stopping only long enough to digest a meal before moving along to the next.

Garb: Brown and dark green clothing, antennae.

Type: Standard Beast

Q/M Ratio: 2/1

Armor: 2 points Natural, up to a medium shield

Weapons: Two melee daggers (Natural)

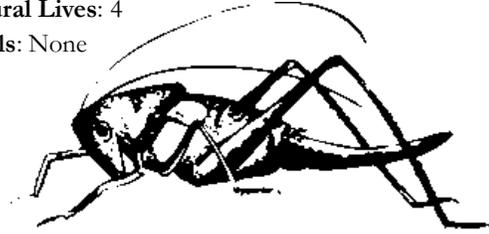
Immunities: Control, Subdual

Abilities & Traits:

- Natural Flight
- Innate Ability : Vermin Horde (Locust) (1/life)
- Innate Ability : Warp Wood (1/life)
- Innate Ability : Wounding (2/life)

Natural Lives: 4

Levels: None



MOSQUITO, GIANT

(WL: Orel McJope)

Description: Known to inhabit the deepest, darkest parts of Amtgardia, the giant mosquito is a fearsome bloodsucker that packs a punch far worse than West Nile. They are most frequently encountered individually, but have been known to travel in large swarms. Found in deep forests, swamps, and almost anywhere that has plenty of standing water. If encountered, should be swatted immediately.

Garb: Gray garb and gossamer wings, fake antenna.

Type: Standard Beast

Q/M: 3/1

Armor: 2 points Natural

Weapons: One polearm (Natural)

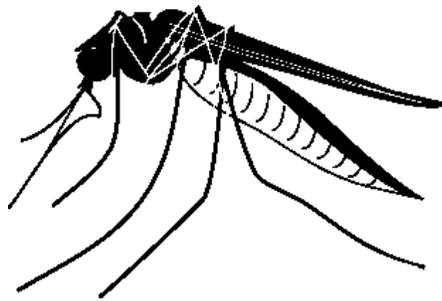
Immunities: Control, Subdual

Natural Lives: 3

Abilities & Traits:

- Life-Draining Attacks
- Natural Flight
- Innate Ability : Poison Weapon (1/life)

Levels: None



PRAYING MANTIS, GIANT

(MS: Orel McJope)

Description: With the ability to walk upright and the look of intellect in its eyes, the deadly Giant Mantis is the supreme hunter of the Giant Insect world. These silent giants are ruthless, tireless adversaries, relentlessly pursuing their prey until one or the other is slain.

Garb: Bright green tunic, with darker pants. A green face mask or make-up.

Type: Standard Beast

Q/M: 3/1

Armor: 3 points Natural

Weapons: Two long swords (Natural)

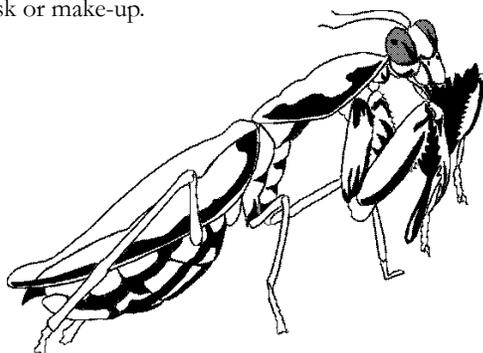
Immunities: Control, Subdual

Natural Lives: 4

Abilities & Traits:

- Large
- Life-Draining Attacks
- Powerful Blows
- Strong
- Innate Ability : Camouflage (unlimited)
- Innate Ability : Entangle (1 bolt/U) Simulates sticky saliva. May attack victims caught in own *Entangle*.
- Innate Ability : Leap (2/life)
- Innate Ability : Sneak (2/life)

Levels: None

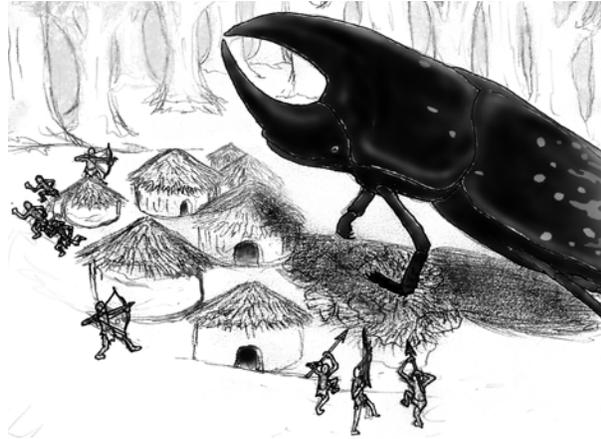


RHINOCEROS BEETLE, GIANT

(WL: Orel McJoep/Art: Grendel)

Description: These long-nosed monstrosities are the huge, but generally peaceful, insects. They are scavengers, however, and will attack other creatures when threatened or hungry.

Garb: Mottled gray and black, antennae, horned hat.



Type: Standard Beast
Q/M: 3/1
Armor: 4 points Natural Invulnerable
Weapons: One polearm (Natural)
Immunities: Control, Subdual
Natural Lives: 3
Abilities & Traits:

- Large
- Many-Legged
- Strong
- Innate Ability : Camouflage (1/life)
- Innate Ability : Tunneling (1/life)

Levels: None

SCORPION, GIANT

(WL: Orel McJoep)

Description: Another of the more terrifying Giant Arachnids is the Giant Scorpion. With its fast-acting poison and fearsome demeanor, the Giant Scorpion can decimate an unprepared group of adventurers. Luckily, Giant Scorpions prefer other Giant Insects to humans as a source of food, though they have been known to attack human settlements in search of easy prey.

Garb: Dark brown with segmented tail.

Type: Standard Beast



Q/M Ratio: 3/1
Armor: 2 points Natural
Weapons: One Short and one Hinged (both Natural)
Immunities: Control, Subdual
Natural Lives: 3
Abilities & Traits:

- Strong
- Innate Ability : Fear (2/life)
- Innate Ability : Poison Weapon (1/life) Hinged weapon only.

Levels: None

WASP, GIANT

(MS: Orel McJoep)

Description: Coming from a failed experiment when a wizard tried to use magic to get the perfect, rather large honey bee, these creatures have mutated into giants. More akin to the common wasps, these creatures are tough and fierce fighters. If one is angered, it will call on more. So be cautious when dealing with just one. Their stings are painful and inflict numbing effects. What to be on the look out for: red and yellow stripes and the biggest bee you will ever see.

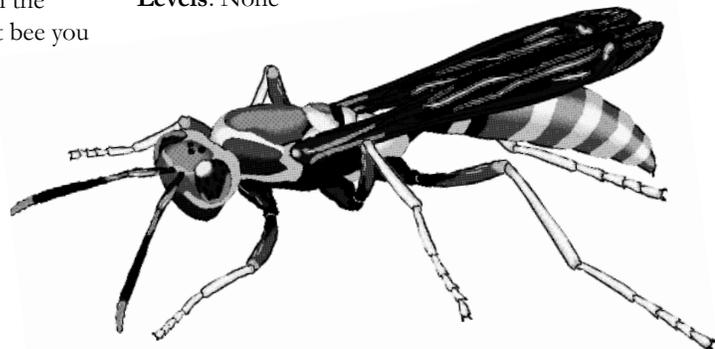
Garb: Red and yellow horizontal stripes, antennae gossamer wings.

Type: Standard Beast
Q/M: 2/1
Armor: 1 point Natural
Weapons: Long, Polearm (Natural)
Immunities: Control, Subdual
Natural Lives: 3

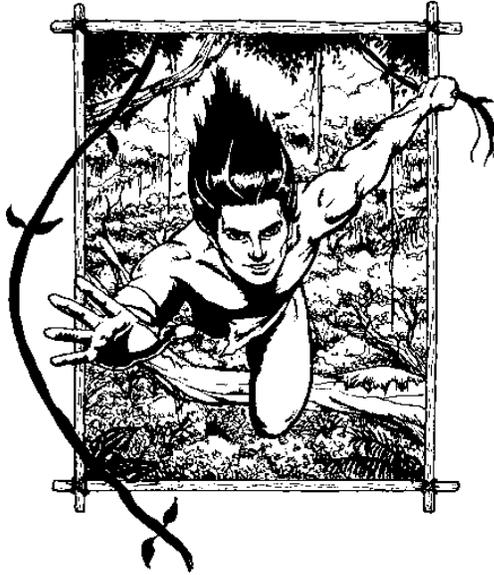
Abilities & Traits:

- Natural Flight
- Strong
- Innate Ability : Fear (1/life)
- Innate Ability : Stun (1/life)
- Innate Ability : Vermin Horde (Wasps) (1/game)

Levels: None



JUNGLE MAN



Barbarian Archetype (Art: Katherine Catlin, Elfwood)

Description: Being lost as a child and raised by jungle animals has done nothing to deter your joy of living. You lead a simple life, wasting nothing and maintaining the balance of nature. You are friends with the jungle animals that raised you, and the rest defer to your superior intellect and combat skills.

Garb: Fur loincloth (or fur bikini for the female version)

- **Essential Abilities:** *Berserk* lives are a great chance to daub mud on your face, scream like a madman and plunge into battle.
- **Suggested Abilities:** Summon a Three-Horn or Mammoth mount, or convince a friend to play as a Great Cat, Alpha Wolf, Goriolla, Rhinoceros or other jungle animal.

Role-Playing Notes: Pound your chest and howl like an animal before entering battle. Speak in short, choppy sentences and always refer to yourself in the first person. "Tarzan like monkeys." When encountering a Standard Beast, try and befriend it, then kick its ass if it still gives you crap.

Weaponry: Melee and throwing daggers, javelins, spear, short bow

MANOS

(SW: Slyddur Rahbet / Art: Grendel)

Description: The Hordes of Manos (plural: Manoi) are a race of corrupt humanoid amphibians, bred in polluted swamps near ancient burial mounds. The frog-like Manos have learned to coexist with the evil Undead, to the point of discovering rituals to turn slain warriors into the living dead. The Manos are entirely without remorse and emotion, going through their miserable lives with only a dim understanding of the world around them.

Garb: Green headband, dark brown, blue or green robes.

Type: Mystical Humanoid

Q/M: 2/1

Armor: 1 Point Natural Invulnerability

Weapons: Short, Long

Immunities: Death, Disease, Poison

Natural Lives: 3

Abilities & Traits:

- **Create Minion** (Skeleton, 1/game) Regardless of level and accrued abilities, an individual Manos can only have one Minion at a time.
- **Innate Magical Ability : Transfer Life** (1/game) Only to other Manoi and Manoi-summoned Minions.
- **Vulnerability : Altered Effect** *Cure Disease* causes them to fight as a 1st level Warrior for one life.
- **Vulnerability : Altered Effect** *Banish* works against Manoi as though they were Undead.
- **Vulnerability : Spell Weakness** *Sever Spirit* will slay a living Manos instantly.

Levels:

1st As above

2nd Gains **Immunity : Control**

3rd Gains **Create Minion** (Zombie, 1/game)

4th *Transfer Life* becomes (2/game)

+1 Natural Lives (total 4)

5th Gains **Create Minion** (Ghoul, 1/game)

6th +1 Point Natural Invulnerability (total 2)

Note: Skeleton, Ghoul and Zombie statistics can be found in the *Dor Un Avatbar, 8th Ed.*



MASTADON

(WL: Pirate King / Art: Denah)

Description: Mastodons, and their modern counterpart the Elephant, are giant vegetarian mammals. Though generally passive, bull elephants will charge to attack threats to the herd. Mastodons are huge furry brutes,



twice the size of an average elephant. Both varieties use their mighty ivory tusks to gore opponents and their gargantuan bulk to crush enemies underfoot.

Garb: Furry brown or mottled gray garb with wrinkles, floppy ears and a trunk. Bellow loudly.

Summoned By: Barbarian (6) or Warrior (6), must sacrifice all 6th level abilities and shield use to ride a Mammoth into battle.

Player Lives/Life: 3/1

Type: Standard Beast

Q/M: 3/1

Armor: 4 points Natural

Weapons: 2 short swords or a polearm (Natural)

Immunity: Subdual, Traps, Thrown Weapons

Abilities & Traits:

- Mount
- Strong
- Innate Ability : Trample (1/life)
- Vulnerability : Slow

Natural Lives: 3

Levels: None

MOOSH-MOOSH

(WL: Wyngarde / Art: Tim Jilesen, Elfwood)

Description: Mooshi are slim, dark fur-covered humanoids with long, prehensile tails. The average Moosh-Moosh is less than 3' tall and weighs about 40 pounds, looking like a cross between a large spider monkey and anorexic chimpanzee. The eyes of the Mooshi gleam with an evil green glow during their nocturnal hunting raids. These creatures are most well-known for their disgusting habit of flinging feces at their enemies. Being buried under a barrage of stinky monkey poo is enough to deter most predators from bothering Mooshi clans.

Garb: Well, since the Mooshi are just nasty little monkeys, act and dress like a monkey. Brown fur or make-up, face paint, long tails and rounded ears atop the head.

Type: Standard Beast

Q/M: 1/1

Armor: None

Weapons: One short melee weapon (Natural)

Immunities: Subdual

Natural Lives: 5

Abilities & Traits:

- Prehensile Tail
- Innate Ability : Stinkball (1 bolt/U)
- Innate Ability : Swinging (unlimited)
- Vulnerability : Aversion (Water) The filthy little buggers can't stand the stuff, and won't go in or near any type of Water area.
- Vulnerability : Weak

Levels:

1st As above

2nd May now use javelins

3rd *Stinkball* becomes (2 bolts/U)

Gains one point of Natural armor

4th May now throw boulders

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

6th +1 point of Natural armor (total 2)



NEANDERTHAL

(WL: Buddy Smasher / Art: Robert Elmore)

Description: The Neanderthal of Amtgard live in remote seclusion, far from the modern contrivances of civilization. These peaceful brutes eke out a meager existence by hunting and foraging in the wild. Their clothing is the crudest form, made from the furs of past meals, and their weaponry is nothing more than sharp sticks, heavy logs and rocks. Neanderthals can communicate with one another, but do not speak intelligently or intelligibly, making animal sounds, grunts, and bestial howls to convey meaning. Their fear of lightning and fire is legendary, as they can not master the forces of Nature on their own.

Garb: Furs, bones, mud, and skin!

Type: Standard Humanoid

Q/M Ratio: 1/1

Weapons: Melee Dagger, Short, javelins, rocks

Armor: 1 point Natural

Immunities: Poison

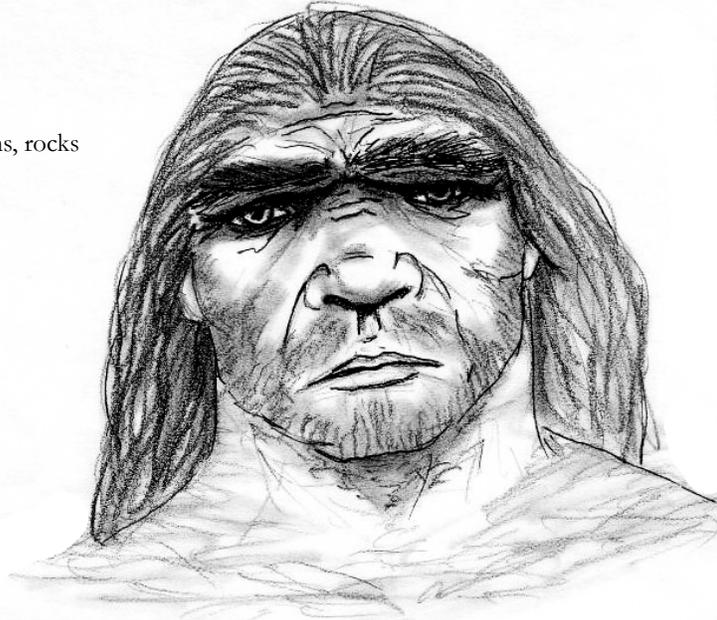
Natural Lives: 3

Abilities & Traits:

- **Strong**
- **Vulnerability : Aversion (Fire)**

Levels:

- 1st As above
- 2nd +1 Natural Lives (total 4)
- 3rd Gains **Immunity : Disease**
- 4th: +1 point Natural armor (total 2)
- 5th Gains **Immunity : Subdual**
- 6th +1 point Natural armor (total 3)

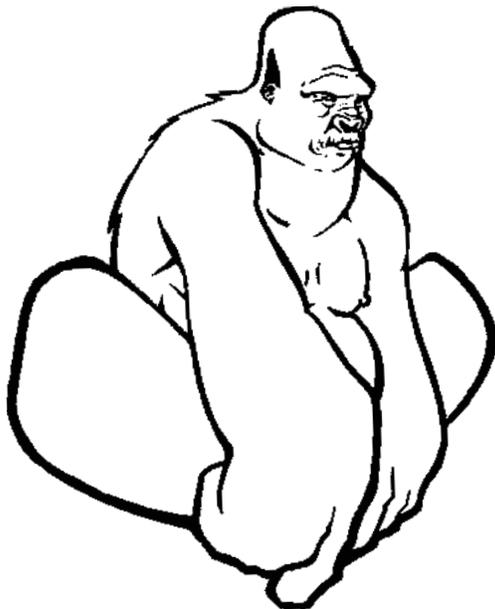


OGAMI

(WL: Wyngarde / Art: Tim Jilesen, Elfwood)

Description: The Ogami are a race of diminutive humanoids scratching out a meager, but fulfilling life-style in the dense tropical rain forest canopy. Ogami are a very spiritual people, and look for omens and portents in everything from a passing bird to the shape of the clouds during a monsoon. They have a rich story-telling history, passing tales verbally from generation to generation. Thus they have a great respect for Bards of any species.

Garb: Light sandy brown to dark black fur. Little pointy ears on top of the head, tribal jewelry and attire, grass skirts.



Q/M: 1/1

Armor: None

Weapons: Short, throwing weapons

Immunities: Traps

Natural Lives: 6

Abilities & Traits:

- **Missile Block**
- **Sheer Numbers**
- **Vulnerability : Weak**

Levels:

- 1st As Above
- 2nd *Sheer Numbers* becomes (8 lives total)
- 3rd May now use a small shield
- 4th Gains **Innate Ability : Swinging** (unlimited)
- 5th *Sheer Numbers* becomes (10 lives total)
- 6th May now use a short bow
Gains **Immunity : Subdual**

PTERON - QUILL BEAST

PTERON

(WL: Wyngarde / Art: Daniel Schenstrom, Elfwood)

Description: The Pteron dwell in tribal units near the tops of active volcanoes or high mountain peaks. They have little talent for mining and smithing, but are excellent jewelers, weavers and fletchers. Most Pteron tribes are raiders and scavengers, taking what they want and need to survive. Some few, however, have developed all the workings of a full civilization. In either event, Pterons have a very condescending view toward earthbound species, considering them poor, unfortunate neighbors.

Garb: Dark green garb, scaly patterns, bat wings and a dorsal ridge running across your head.

Type: Standard Humanoid
Q/M: 2/1
Aarmor: None
Weapons: Two short swords (Natural)
Immunities: Control
Natural Lives: 4

Abilities & Traits:

- **Missile Block** (While in flight only)
- **Natural Flight**
- **Innate Ability : Entangle** (1 bolt/U) Simulates netting. May be used in *Flight*.



- **Vulnerability : Altered Effect** Pteron struck by any effect which prevents them from using their wings while in flight will plummet to the ground and die.

Levels:

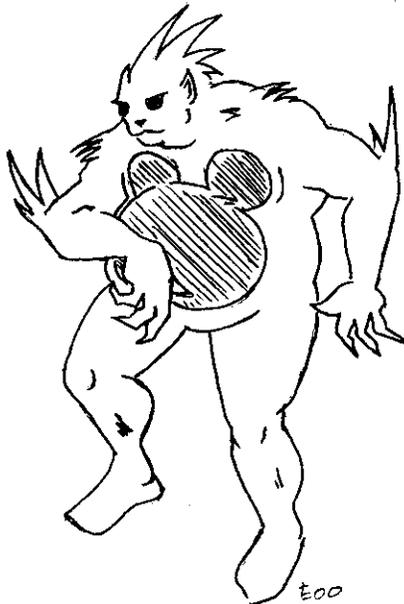
- 1st As above
- 2nd May use a spear instead of Natural Weapons
- 3rd Gains **Aerial Superiority** Trait
May now use javelins
- 4th *Entangle* becomes (2 bolts/U)
- 5th *Entangle* becomes (3 bolts/U)
- 6th *Entangle* becomes (4 bolts/U)
Gains one point Natural armor
May use a short bow

QUILL BEAST

(EH: Our Un Avatar / Art: Wyngarde)

Description: Quill Beasts are hideous, glowing-eyed humanoids covered in a thick coat of deadly quills. They are extremely cunning and easily angered. They eat all meat including carrion and human flesh. Quill Beasts (also called *Quillions*) have a primitive, tribal culture, where the largest and strongest specimens dominate the tribe.

Garb: Brown and black garb with frills representing quills



Q/M Ratio: 1/1
Type: Mystical Humanoid
Aarmor: 1 point Natural
Weapons: Two Short (Natural) or any spear, throwing daggers (quills)

Immunities: Subdual

Natural Lives: 3

Abilities & Traits:

- **Innate Magical Ability : Fear** (1/life)
- **Innate Ability : Tracking** (1/life).

Levels:

- 1st As above
- 2nd *Tracking* becomes (2/life).
- 3rd Gains **Strong** Trait
+1 Natural Lives (total 4)
- 4th +1 Point of Natural armor (total 2)
- 5th *Fear* becomes (2/life).
- 6th Gains **Innate Ability : Poison Weapon** (unlimited)

RHINOCEROS

(WL: Wyngarde / Art: Denah)

Description: Four-legged horned beasts, Rhinoceri, though largely vegetarian, are very territorial and will attack anyone who enters their grazing grounds.

Garb: Mottled gray garb with wrinkles, horned hat

Type: Standard Beast

Q/M: 3/1

Armor: 4 points Natural

Weapons: One polearm (Natural)

Immunities: Subdual

Natural Lives: 3

Abilities & Traits:

- Strong
- Innate Ability : Fight After Death (1/life)

Levels: None



ROC

(IM: Matthias of the Far Woods/ Art: Rumer)

Description: Rocs are legendary gigantic birds of enormous size and strength capable of carrying off whole cattle or even elephants for food. Rocs are by necessity solitary creatures because even a pair of these immense birds could devastate the hunting in any given area. Rocs have no natural enemies except Crimson Dragons, who view these glorious beasts as a tasty meal. A few daring heroes have been able to domesticate Rocs and use them as mounts, though such partnership rarely last for long due to the expense in keeping such a creature in domestication.

Garb: White, gold, or dark brown flowing garb with feathers or streamers, a beak.

Summoned By: Anti-Paladins (6) and Paladins (6) for all 4th and 5th level abilities.

Player Lives/Life: 6/1



Type: Mystical Beast

Q/M Ratio: 8/1 (QUEST)

Armor: 8 points Natural

Weapons: Short (Natural)

Immunities: Magic

Natural Lives: 3

Abilities & Traits:

- Armor-Piercing Attacks
- Greater Mount
- Natural Flight
- Innate Ability : Grab (2/life)
- Innate Ability : Mass Shove (1/life)

Levels: None

SPIDER, POP

(WL: Wyngarde)

Description: While these tiny monsters may seem weak and vulnerable, it is their tenacious nature that makes them truly a menace. The Pop Spider resembles a large, common garden spider. The real danger of these creepy crawlers is their tendency to congregate in massive swarms which overwhelm any potential predators.

Garb: Black tabard with extra arms, bug-eye goggles.

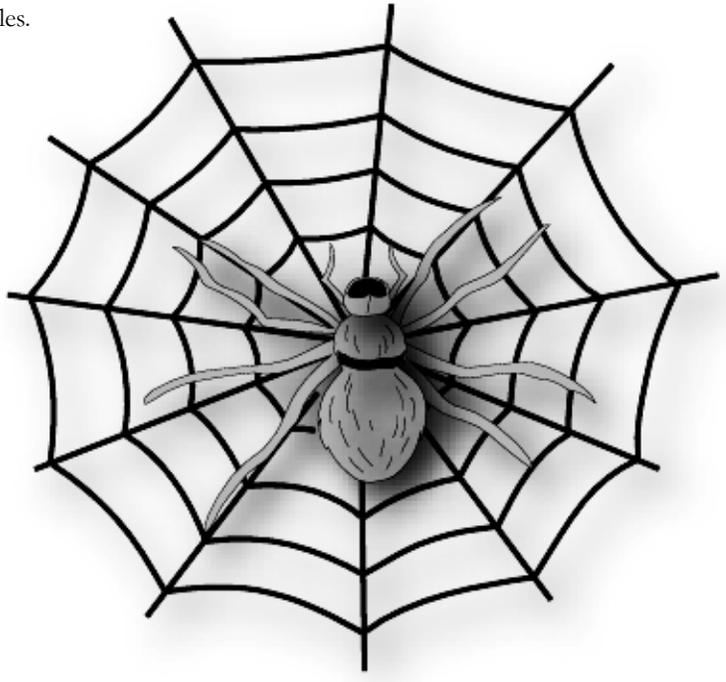
Type: Standard Beast
Q/M: .5/1
Armor: None
Weapons: One short sword (Natural)
Immunities: Poison, Webs
Natural Lives: 6

Abilities & Traits:

- **Sheer Numbers**
- **Innate Ability : Entangle** (1 bolt/U)
- **Innate Ability : Poison Weapon** (1/life)
- **Vulnerability : Weak**

Levels:

- 1st As above
- 2nd *Sheer Numbers* becomes (8 lives total)
- 3rd *Sheer Numbers* becomes (10 lives total)
- 4th *Sheer Numbers* becomes (12 lives total)
- 5th *Sheer Numbers* becomes (15 lives total)
- 6th *Sheer Numbers* becomes (20 lives total)



SNAKE, SPITTING

(WL: Corwin / Art: Grendel)

Description: These venomous reptiles are feared far and wide for their deadly poison. These snakes are not picky about their meals either, consuming human and cattle with equal vigor.

Garb: Scales, pale greens, maybe a baby rattle for effect.

Type: Standard Beast
Q/M: 1/1 (QUEST)
Armor: None
Weapons: One squirt gun, Melee Dagger (Natural)
Abilities & Traits:

- **Lair**
- **Spit Poison**
- **Innate Ability : Pass Without Trace** (1/life) Back to Lair only.
- **Vulnerability : Weak**

Lives: 3

Levels:

- 1st As Above
- 2nd Gains **Innate Ability : Poison Weapon** (1/life)
- 3rd *Spit Poison* takes effect in 50 count.
- 4th *Pass Without Trace* becomes (2/life)
- 5th *Spit Poison* works against those who are otherwise immune to the effects of Poison.
- 6th *Spit Poison* causes instant death unless target is bearing Invulnerable armor or Invulnerability.



Note: This Monster is strictly for comedy relief during the warmer parts of the year. Anytime this Monster is used in a Quest, all participants should be warned of the likelihood of getting very wet.

TATZLWURM - TEZCATLIPOCA

TATZLWURM

(WL: Reginald McGinty / Art: Alice Fitzsimons-Quail, Elfwood)

Description: These worms live in caves high in the rain forest mountains. Tatzlwurms like to surprise their victims with venomous spit and retreat into burrows. Sometimes tatzlwurms are used by intelligent cave-dwellers to guard treasure or entrances to the lair.

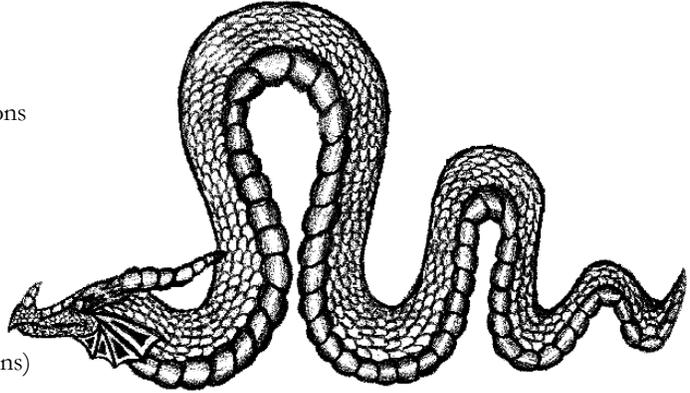
Garb: Dark green garb with segmented-looking rings like that of a worm.

• **Innate Ability : Tunneling** (1/life).

Levels: None

Type: Standard Beast
Q/M: 3/1
Armor: 4 points Natural
Weapons: Two Short (Natural), throwing weapons
Immunities: Poison
Natural Lives: 4
Abilities & Traits:

- Strong
- Tough
- **Innate Ability : Death Cloud** (1/game)
- **Innate Ability : Poison Weapon** (Throwing Weapons)



TEZCATLIPOCA

(RW: Soldan / Art: Grendel)

Description: Once voodoo practitioners, these poor souls fell victim to their own magics, and were scarred with permanent Jaguar markings and features. They blame the world for their misfortunes.

Garb: Fur and fangs, feline face paint.

Type: Mystical Beast
Q/M Ratio: 4/1
Armor: 2 points Natural
Weapons: Two melee daggers (Natural)
Immunities: Control, Subdual
Natural Lives: 3
Abilities & Traits:

- Strong
- Tough
- **Innate Ability : Sneak** (1/life)
- **Innate Magical Ability : Fear** (1/life)
- **Magic-Caster:** 30 Spell Points to split between Druid and Wizard, but only from Death, Spirit or Control, no neutrals or enchantments may be purchased.
- **Vulnerability : Altered Effect** *Cure Disease* forces a Tezcatlipoca to revert to a Peasant for the rest of that life and fight for the person that cast *Cure Disease* upon him.

Levels:

- 1st As above
- 2nd Gains **Regeneration** trait, even from wounds from Magic or *Powerful Blows*
- 3rd +1 Natural Lives (total 4)
- 4th Gains **Immunity : Poison and Disease**
- 5th *Regeneration* becomes **Greater Regeneration**
- 6th Gains **Create Minion : Great Cat** (1/game)



THUNDER LIZARD, LONGNECK

(WL: Wyngarde & RW: Varas)

Description: Longnecks are gigantic herbivores towering over treetops and grazing peacefully on the tasty leaves found there. Longnecks generally do not attack unless provoked, but once enraged these gentle giants are tireless, powerful enemies.

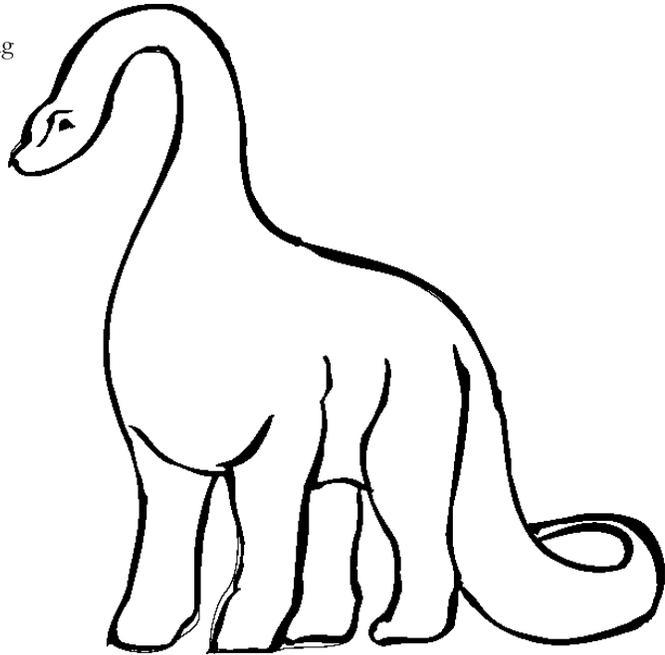
Garb: Scales or mottled greens to show the tough hides of these lizards.

- Type:** Standard Beast
- Q/M:** 3/1
- Armor:** 6 points Natural
- Weapons:** One polearm (Natural)
- Immunities:** Magic, Projectiles, Traps
- Natural Lives:** 4

Abilities & Traits:

- Large
- Very Strong
- Innate Ability : Trample (1/life)

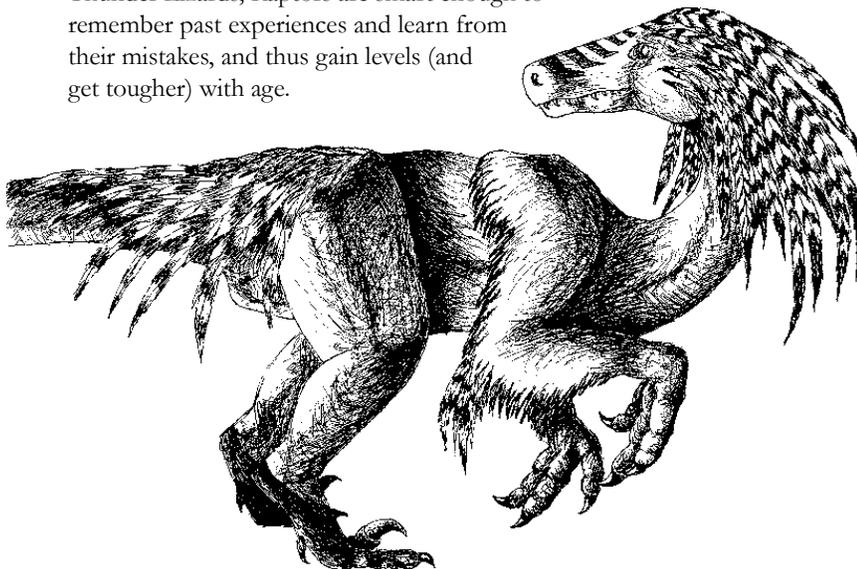
Levels: None



THUNDER LIZARD, RAPTOR

(WL: Wyngarde & RW: Varas/ Art: Kimberly Price, Elfwood)

Description: This speedy thief is one of the world's most feared reptiles. Standing barely three feet tall, but at least 10 feet in length, they are some of the greatest hunters ever known. With teeth like knives and claws as sharp as daggers, Raptors are capable of taking down prey several times its size and strength. Raptors primarily hunt in packs, but it is not unknown for them to send scouts into an area. They have a form of communication similar to the calling of some birds. Unlike most Thunder Lizards, Raptors are smart enough to remember past experiences and learn from their mistakes, and thus gain levels (and get tougher) with age.



Garb: Scales or mottled greens to show the tough hides of these lizards.

- Type:** Standard Beast
- Q/M:** 3/1
- Armor:** 2 points Natural
- Weapons:** Two Short and/or Hinged (Natural)
- Immunities:** Poison
- Natural Lives:** 3

Abilities & Traits:

- Strong
- Innate Ability : Tracking (1/life)

Levels:

- 1st As above
- 2nd +1 Natural Lives (total 4)
- 3rd *Tracking* becomes (2/life)
- 4th +1 point of Natural armor (total 3)
Gains Innate Ability : **Fight After Death** (1/game)
- 5th +1 Natural Lives (total 5)
- 6th +1 point of Natural armor (total 4)
Fight After Death becomes (1/life)

THUNDER LIZARD, REX

(WL: Wyngarde & RW: Varas/ Art: Jonathon Mayer, Elfwood)

Description: This hulking beast is the true king of the jungle. The jungle giant measure nearly fifty feet from the tip of its tail to its massive jaws. As big as he may be, on more than one occasion he has gotten the trip on hasty adventurers, and found himself a free snack. The Rex is immensely territorial, so the wise will steer around his lands.

Garb: Brown or mottled greens for the hides of these fearsome lizards.

Type: Standard Beast
Q/M: 5/1

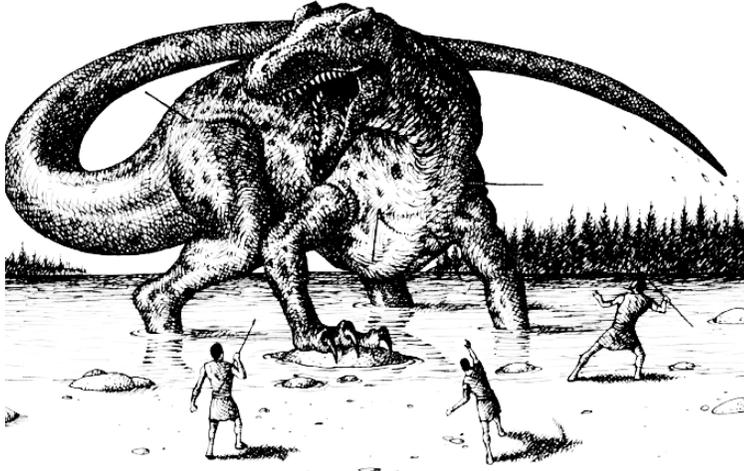
Armor: 4 points Natural
Weapons: Two Long swords (Natural)
Immunities: Control, Death, Projectiles, Subdual, Traps

Natural Lives: 3

Abilities & Traits:

- **Hard To Kill**
- **Large**
- **Life-Draining Attacks**
- **Strong**
- **Tough**
- **Innate Ability : Fight After Death (1/life)**

Levels: None



THUNDER LIZARD, THREE-HORN

(WL: Wyngarde & RW: Varas / Art: Susan Husted Nielson, Elfwood)

Description: These three-horned titans are massive herbivores. They reach up to thirty feet long, and have been known to act as mounts for beings smart and bold enough to ride and train them. While ferocious in appearance most are non-confrontational when alone. Singly, they are no challenge for predators for they are far too slow, but together a herd of three-horns can conquer most anything.

Garb: Scales or mottled greens to show the tough hides of these lizards, a three-horned hat, mask or make-up.

Summoned By: Barbarian (6), must sacrifice all 6th level abilities, projectiles and thrown weapons to ride a Three-Horn into battle. Also, the Reeve can award a Three-Horn to an Orc, Ogre, Troll, Lizardman or similar humanoid to act as a Mount.

Player Lives/Life: 3/1

Type: Standard Beast

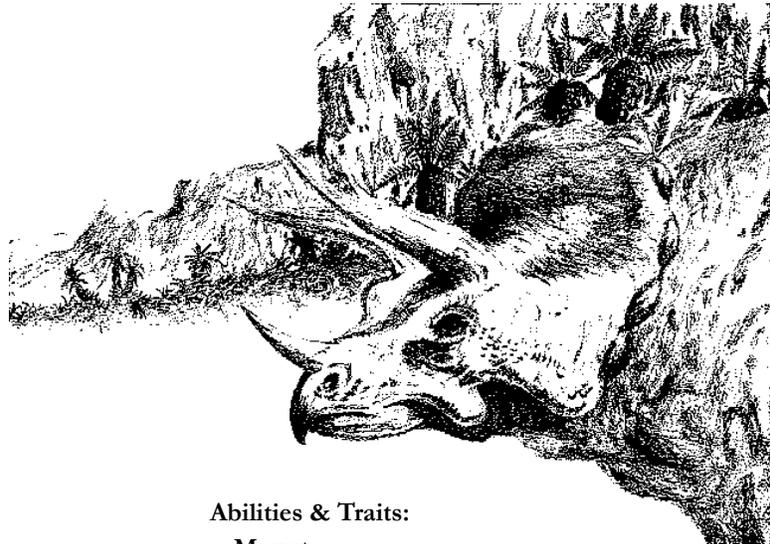
Q/M: 3/1

Armor: 3 points Natural, any shield

Weapons: One short sword (Natural)

Immunities: Control, Subdual

Natural Lives: 4



Abilities & Traits:

- **Mount**
- **Strong**
- **Innate Ability : Harden (1/life)** Shield only.
- **Innate Ability : Improve Shield (1/life)** The *Improve* and *Harden* abilities used in conjunction represent the legendary cranial plate of the Three-Horn. This bony ridge is proof against most forms of attack and acts as both a defensive and offensive measure, providing protection and a means of getting close enough to strike.
- **Innate Ability : Trample (1/life)**
- **Vulnerability : Slow** When not serving as a Mount.

Levels: None

TIKI, LIVING

(WL: Wyngarde / Art: Shef)

Description: Living Tikis are massive stone statues brought to life by powerful, unknown magic. They serve as protectors of a given region, usually a remote rain forest or tropical jungle island. The Living Tikis stand anywhere from 10 to 20 feet tall and, except for their footsteps, they make no other sound.

Garb: Gray or brown garb with a big tiki mask or make-up. Recommended: a grass skirt or other tribal attire.

Type: Mystical Animation

Q/M: 5/1 (QUEST)

Armor: 4 points Natural Invulnerable

Weapons: Two Short or Long weapons (Natural)

Immunities: Control, Death, Magic, Poison, Subdual

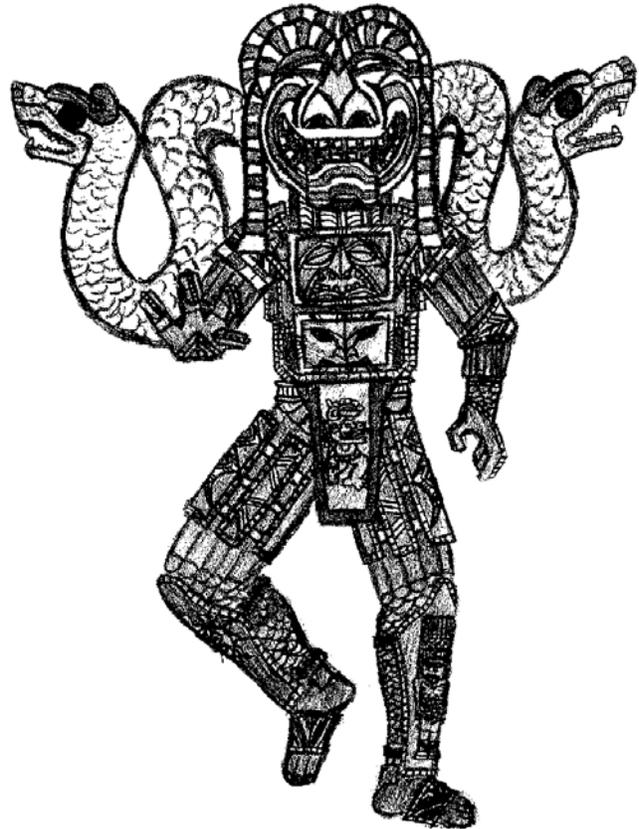
Natural Lives: 3

Abilities & Traits:

- Large
- Powerful Blows
- Strong
- Magic Like Ability : Fear (1/life)
- Vulnerability : Altered Effect *Dispel Magic* will remove one point of overall Invulnerability per spell.

Levels:

- 1st As above
- 2nd +1 point Natural Invulnerable armor (total 5)
- 3rd Gains Innate Ability : Mend Heal
- 4th *Fear* becomes (2/life)
+1 Natural Lives (total 4)
- 5th +1 point Natural Invulnerable armor (total 6)
- 6th Gains Stone Heal Trait



WARTHOG, GIANT

(WL: Wyngarde)

Description: This little piggy isn't so little after all. The Giant Warthog stands 4' at the shoulder and is more than



a match for most solitary hunters. Any time a Giant Warthog is encountered in a combat situation, it plunges headlong into battle without regard for its own safety and fights until slain.

Garb: Brown or pink tunic, pointed ears on top of head, curly tail. Hold your swords up like tusks and snort as you look for prey.

Type: Standard Beast

Q/M: 2/1

Armor: None

Weapons: Two Short swords (Natural)

Immunities: Subdual, Control, Stench

Natural Lives: 5

Abilities & Traits:

- Strong
- Berserk (1/life)
- Innate Ability : Fight After Death (1/life)

Levels: None

WITCHDOCTOR

Druid Archetype (Art: Juan Diego Dianderas, Elfwood)

Description: Part hedge wizard, part herbalist, part voodoo hougan, the tribal Witch Doctor is a potent mixture of offensive and defensive magic rolled into an insanely babbling sorcerer. Able to assist a team or survive solo, the Witch Doctor uses spear and spell to strike at his enemies with merciless abandon. It is said the Witch Doctors gain their power from invisible Ancestral Spirits. A notion strongly supported by their penchant for howling madly at unseen advisors and tendency to “consult the bones” when divining the future or seeking extra-planar support.

Garb: Tribal make-up and face paint, tiki mask, grass skirt, brown sash

- **Essential Spells:** *Cure Poison, Heal, Cure Disease, Mend, Confusion, Protection from Flame, Feeblemind, Regeneration, Reincarnation, Finger of Death*
- **Suggested Spells:** *Thornwall, Commune, Silence, Flamewall, Flameblade, Petrify, Immolation, Heat Weapon, Warp Wood*

Role-Playing Notes: You can play this one as seriously or silly as you like. On one hand, there are fewer things more frightening than the archetypical psychopathic Witch Doctor, a dark and wicked heathen bent on spreading evil and malice. On the other hand, think about the Witch Doctor from Gilligan’s Island, an inept, bumbling weirdo festooned with odd-ball trinkets and

tribal makeup. In either event, babble incoherently and use animal noises as punctuation.

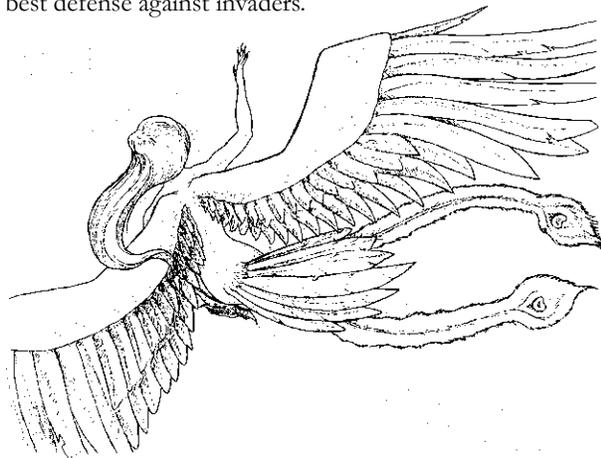
Weaponry: Spear and melee dagger or, if you’re feeling inclined to enter combat, a kite-shield and short spear (why do you think we call them “Zulu” spears?)



YOSTA-MARU

(WL: Pirate King/ Art: Denah)

Description: Yosta-Marú (or Marú, for short) are a race of winged humanoid avians native to remote tropical locales and high-peaked mountain ranges. The Marú are a peaceful folk, spending most days hunting for small game, harvesting native fruits and berries, or playing tag amid the thermal updrafts above the jungle floor. By night, they gather and rehearse the ancient dance by which all Marú may learn to summon air elementals. In this way, they pass their traditions along to young Marú and preserve their best defense against invaders.



Garb: Colorful feathers or bird-motif garb.

Type: Mystical Humanoid
Q/M: 3/1 (Quest)
Armor: None
Weapons: Two melee daggers (Natural), javelins, rocks, short bow

Immunities: None

Natural Lives: 4

Abilities & Traits:

- **Aerial Superiority**
- **Natural Flight**
- **Magic-Like Ability : Lightning Bolt** (1 bolt/U)

Levels:

- 1st As above
- 2nd Gains **Magic-Like Ability : Call Lightning** (1/game)
- 3rd *Lightning Bolt* becomes (2 bolts/U)
Call Lightning becomes (2/game)
- 4th *Lightning Bolt* becomes (3 bolts/U)
- 5th: *Call Lightning* becomes (1/life)
- 6th *Lightning Bolt* becomes (4 bolts/U)
Gains **Companion (Air Elemental)**

GARB

These objects of clothing must be worn openly to gain the benefits of their power.

CHIEFTAINS HEADDRESS

The ancient crown of a jungle tribe, this feathered headdress grants the wearer *Presence* (from barbarians and tribal humanoid monsters only), *Charm* (1/life) and *Legend* (1/game)

COWL OF THE PRIDE

This tawny furred hooded cape bestows the strength and power of a lion to the wearer. For one life per battlegame the owner may play a Great Cat (Lion variant).

GRIS-GRIS OF REBIRTH

This jeweled armband grants the wielder *Resurrect* (1/game) and *Reincarnate* (1/game). These spells may not be used on the same individual during the battle game.

LOINCLOTH OF THE APE-MAN

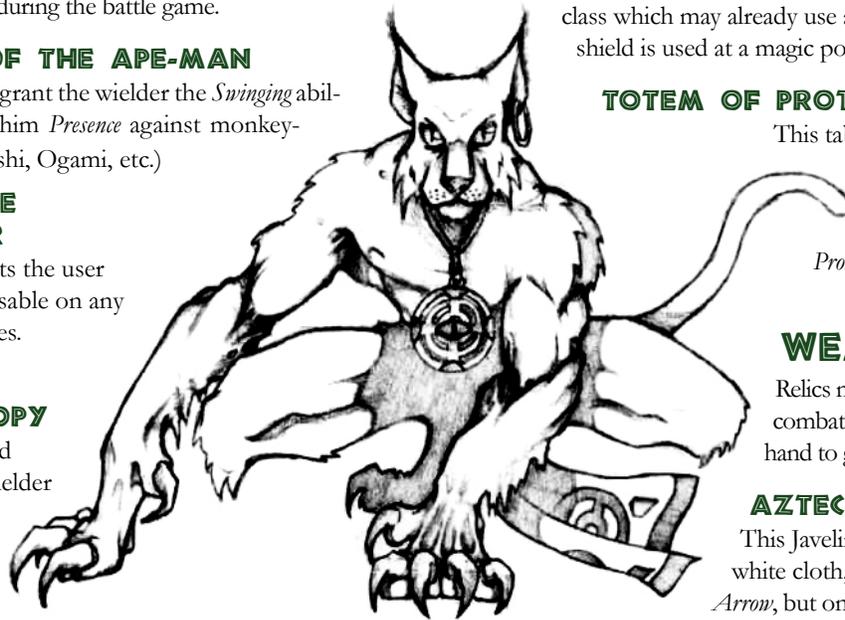
This Loincloth will grant the wielder the *Swinging* ability, as well as give him *Presence* against monkey-kind (gorillas, Mooshi, Ogami, etc.)

MASK OF THE HEADHUNTER

This tiki mask grants the user *Berserk* (1/game), usable on any life the owner wishes.

TABARD OF JUNGLE CANOPY

This brightly colored tabard grants the wielder *Immunity : Poison* as well as *Poison Weapon* (1/life).



ITEMS

Objects meant to be carried or prominently displayed in order to utilize properly.

AMULET OF DEFORESTATION

Repeat "By this evil amulet, I destroy thy home trees." x 3 and all Home Trees and/or trees used as Lairs in the game are considered destroyed. This wicked artifact can only be used (1/game).

BLOWGUN

This wand grants the user the *Sleep* spell (2/life). The incantation need only be repeated once to activate.

DRUM OF THE PYGMIES

A bard beating on this drum for a 100 count causes all barbarians in a 50' radius to go *Berserk*, as if the bard cast the enchantment on them. This instrument can only be thusly sounded once per game.

FETISH OF DISMEMBERMENT

This rough-looking wand grants the wielder the ability to cast *Wounding* (2/life).

MONTEZUMA'S REVENGE

This amulet grants the wielder the ability to fling poo at their enemies. The wielder gains *Stinkball* (2 bolts/U).

TOTEM OF DEFLECTION

This amulet grants the wielder *Protection from Projectiles* for one life of a battlegame.

ARMOR AND SHIELDS

Artifacts which provide protection. Must be worn or carried, as appropriate, to use its abilities.

PYGMY'S MOBILE WALL

This small shield can be used by any magic-using class which may already use a shield. This shield is used at a magic point cost of zero.

TOTEM OF PROTECTION

This tabard grants the wearer one point of Natural armor with one point of *Protect* underneath.

WEAPONS

Relics meant to be used in combat, must be held in the hand to gain their benefit.

AZTEC SPEAR

This Javelin, marked with a white cloth, acts as a *Penetration Arrow*, but only when thrown.

EXPLORER'S MACHETE

This magical, *Improved* shortsword gives the wielder the ability to cast *Earthbind* (1/game). As an added bonus, the wielder may instantly dispel any *Thornwall* enchantment by simply touching the blade to the spellcloth and declaring the effect.

STAFF OF THE SHAMAN

This magical *Hardened* staff is usable only by spellcasters, and grants the wielder *Immunity : Subdual* and *Immunity : Control* for one life per battlegame.

SWORD OF THE WILDERNESS

This magical shortsword grants the wielder *Immunity to Subdual*, *Earthbind*, *Lost*, and any terrain that simulates a "lost" effect.

BEAR PIT

(Tournament, Ditch)

Materials: None

Set-up: The Bear Pit is an easy to set-up battlegame that is really little more than a round-robin ditch fight with some tournament-style rules. All players form a ring around a single player in the center. Weapon choice may or may not be restricted, as the participants decide prior to beginning.

Object: The player in the center is considered the Bear and squares off against one opponent at a time. All players entering the Pit must declare their entrance and the Bear may never be struck unawares. The Bear wins all ties and regenerates wounds after each successful round. Players who defeat the Bear become the Bear for the next fight. Bears who win remain in the center until they are defeated or they “walk the circle” twice by defeating all other players.

C’MON AND SAFARI WITH ME

(Quest Idea)

Quests don’t always have to be filled with Dragons and Vampires. Some of the best gaming comes from low-powered encounters with few extra rules to argue over. The Safari is one of those types of games where the Monsters don’t have many additional or flashy abilities because they are basically just normal animals (or maybe larger “giant” versions of normal animals). The Questors could be Militia or even Ditchers and still have a fighting chance (in fact, that’s a great way to even out the playing field, because really, what chance does a Rhino have against a guy who can chuck *Fireballs* and *Teleport*?) Whatever option you decide, try and have your Monsters garbed appropriately, as it will really add to the *flavor* of the Quest if your players have to stalk a rare White Tigress who is dressed in white tiger stripes (not

to be confused with the herd of zebras over there...)

Another take on the safari is to run a quest based on Jumanji, using all the assorted wild animals and jungle dangers to torment players. This quest could be run “Linear style” as a series of encounters, or even as a real game where contestants roll dice, draw cards and then deal with the consequences of their luck. Either way, you’ll need several volunteers to portray the creatures assist with setting up encounter areas.

Suggested Monsters and Encounters: Great Bird (Vulture), Great Cat (Lion, Cheetah, Panther, Tiger), Mammoth (Elephant), Rhinoceros, Giant Warthog, Wolf (Jackal, Hyena), Giant Crocodile, Giant Mosquitos, Insect Swarms, Rapids

CONAN VS. THE VOLCANO

(Tournament, Ditch)

We all played “Hot Lava” as children, so this is a natural crossover for our type of adventure role-playing. Mark off the “Hot Lava” with orange ribbon or just say “everything outside of this area is Hot Lava”. The rules are simple: fall in, step in, touch it, whatever ... and you’re toast. *Protection* and *Immunity to Flame* withstanding, there is no way to survive or be *Resurrected* once you step in. Have bridge battles over Lava or place important game items in such areas, guarded by flame-dwelling Monsters. I mean, what good is a hazard

that’s not ... well ... *hazardous*? Another idea might be to have a timed game, where the adventurers have to complete a sacrificial quest to appease the Fire Gods. Have them bobbing and weaving through all kinds of obstacles and critters with a flame theme to complete the goal before their “island home” is incinerated. Come to think of it, wasn’t this an episode of *Gilligan’s Isle*?

Suggested Monsters: Fire Elemental, Salamander, Living Tiki, Headhunters, Ogami, Pteron, Yosta-Maru, Feathered Serpent

FORGOTTEN JUNGLE

These rules are suited only to forest playing areas with well marked or established trail systems. The purpose is to simulate an unexplored rain forest setting, a dangerous place where wandering off the beaten path can lead to disaster.

1. Except as noted below, players may not venture more than five feet off the established path. Doing so causes the players to become instantly *Lost* (as Healer spell) and must return to Nirvana and enter the Jungle again (only this time alone, or with other Lost players who are waiting in Nirvana).
2. Assassins may move singly (or with other immune classes) through the Forgotten Jungle up to 50 feet from the path.
3. Barbarians and Druids are immune to the effects of the Forgotten Jungle, and may roam freely throughout the gaming area. Any of these classes can escort one additional player through the Forgotten Jungle, though the escorted player must stay within 10 feet or suffer the usual effects.
4. Scouts may lead a party of adventurers through the Forgotten Jungle, though no more at a time than the Scout has levels of ability. (i.e.: a 6th level Scout may lead up to 6 players) However, the escorted players can not roam more than 20 feet from the Scout, or they are subjected to the usual Lost rules.
5. Most Monsters are immune to the Forgotten Jungle, but should consult the Reeve on a case-by-case basis. (i.e.: a swarm of Giant Mosquitos who nest in the Jungle would certainly be immune, but an Headhunter raiding party might not be from the area at all, and would still have to follow the trails.)



GILLIGAN'S ISLE

(Quest Idea)

Talk about too much TV! Still, put all the laugh-tracks and goofy dialogue to the side and Gilligan and his friends had it pretty rough. Giant insects, quicksand, savage cannibals and the always-present threat of volcanic activity were just a few of the terrors our brave sailing man confronted on a weekly basis. So, set up the quest with a few Questors and everyone else roaming around "the island." One of the characters (the "Professor") has plans to rebuild the shipwrecked Minnow, but he needs pieces from all over the island. Now it's up to the castaways to undertake a series of daring adventures in search of the eclectic ingredients to the Professor's crazy contraption. The Headhunters have

the giant cauldron, the rare bird feathers are in the Giant Spider Cave and a mysterious, intoxicating flower grows atop the lava-dripping volcano ... and so on. Top it all off with a cross-country search for 100 "coconut" tokens (scattered and hidden all over the island as well ... gotta have coconuts, this is Gilligan's Isle after all) and before you know it, the day is over and everyone had fun with another dorky quest based on a dorky television show.

Suggested Monsters: Giant Spider, Headhunters, Carnivorous Plant, Rope Golem, Giant Mosquitos, Living Tiki, Neanderthal, Giant Warthog, Pop Spiders

LAND OF THE LOST

So, no joke, there I was, on a routine rafting expedition, when the rumbling starts. The greatest magnitude earthquake ever recorded, I understand. The river opens up like a ripe fruit and we're plunged, raft, water and all, down this thousand foot ravine. Of course, we all blacked out, but when we came to, we weren't dead after all. The river water had formed into a white-water, one-way-only trip into a hidden, underground world; a strange, time-tossed place where giant prehistoric lizards and primitive humanoids live and struggle side-by-side. Truly, we had found a land of the lost ...

Okay, so I watched way too much "World of Sid and Marty Kroft" as a kid, but still, it makes an interesting quest arc, don't it? Your intrepid explorers, trapped in a lost world of dinosaurs, lizard men and Neanderthals, fighting for survival in a place both terrifyingly alien and frighteningly familiar. Heck, throw in a few cone-shaped teleporters and some

haunted techno-caves and you're in for a great afternoon of battlegaming. Do the heroes make it home again, or do they perish in the attempt? Stay tuned for scenes from next weeks show!

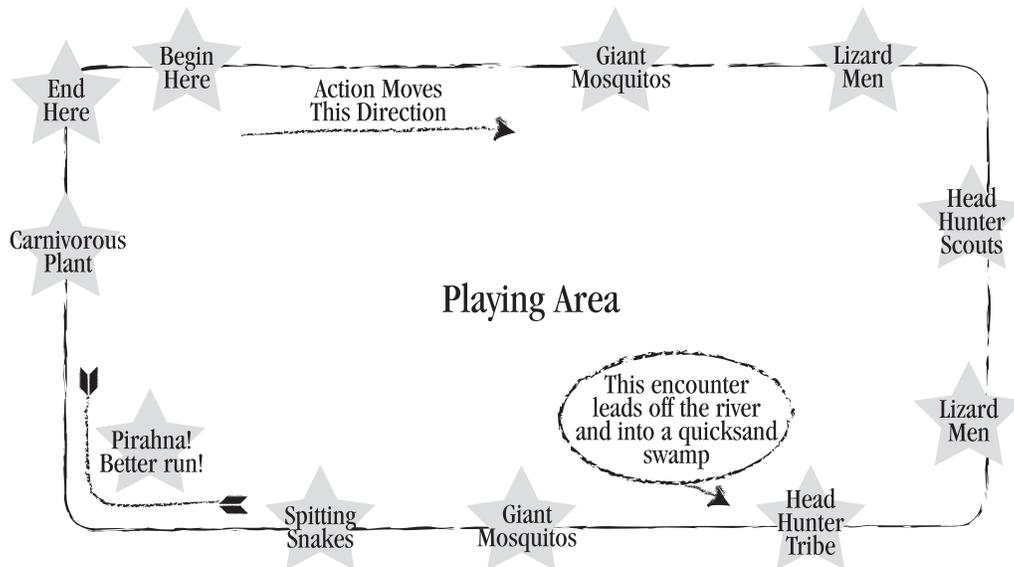
Suggested Monsters: Thunder Lizard (all), Carnivorous Plant, Pteron, Neanderthal, Mammoth, Great Cat, Sabertooth

THE RIVER WILD

(Quest Idea)

Mark out a clear section of trail with arrow markers to represent the flow of a mighty river. Once the game begins, questors may not go backward to previous encounters, as the flow of the river leads them inexorably toward the end. Players may exit and enter the river as appropriate, but may not backtrack, thus setting up a perfect chance for a linear-style quest. Each encounter leads to the next, some encounters may be helpful, though most will involve battle

or other dangers. Keep the theme throughout all the encounters, and have a storyline to go along with why the heroes are venturing down this river to being with. Suggested types of Monsters include giant insects, cannibal tribes, lizard men, amphiboids and spitting snakes. Mundane hazards might include piranha-infested waters or a side-trip through a quicksand-filled bog. An example is included below, but be creative and innovate!



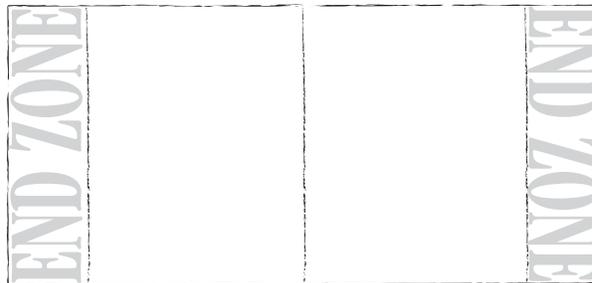
ODDBALL

(Modified Ditch)

Materials: Foam football or Juggling “dogskull”

Set-up: Using ribbon, lay out a field as shown in Figure One. Divide the populace into two equal teams. All players should have only a single sword. Place the ball or dogskull in the center of the field.

Object: Hold the ball in your own End Zone for 10 seconds to score a point. Winner is the first team to seven points. Players have unlimited lives, but must return to the End Zone to come alive. Lives regenerate instantly. The ball or dogskull may be used to block attacks.



STOP! CONGO TIME!

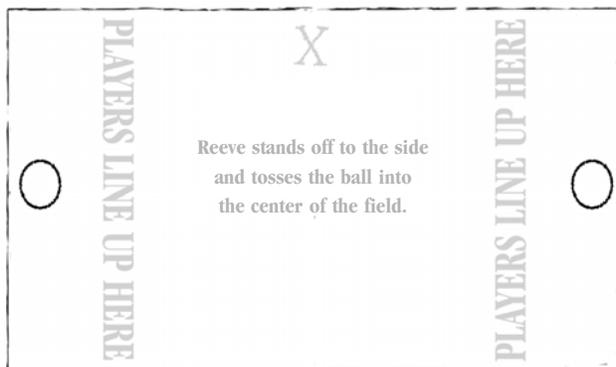
(Quest Idea)

A band of intelligent, Man-Eating Gorillas has kidnapped a nobleman on safari! Now, a crack team of adventurers is going in to the deepest jungle to get him back out! Lots of mad, screaming Gorillas, lots of hardcore, running combat. Set up a “temple ruins” area so questors can rest, explore and/or defend against an invasion of violent monkey-love! Don’t forget to rescue the prince and his

lovely assistant from the clutches of certain disaster! The Gorilla’s don’t have to go it alone, either. They can build their nest near a Carnivorous Plant or even hide their hostages in the branches of one, causing even more strife for the players. Or maybe they’ve “recruited” a few Mooshi to add a little poo-flinging frenzy to the mix. Whatever the choices, this is a quest fraught with peril!

TLATCHTLI

(Ditch) pronounced (tlach’ tlee)



Materials: Nerf-type football or other non-spherical padded ball, two shields or hoops for goals.

Set-up: Mark out the field. Divide the players into two equal teams, but best if played with less than ten players per team.

Object: Put ball in the goal, easy enough ... Caveat: Cannot touch or carry ball with hands or arms, may strike with swords, kick, etc. Standard ditch rules apply. Game goes for four points. When killed, move to the sideline behind your goal and come back in a 10 count. The ball also serves as a legal throwing weapon that may be used to wound or even kill an opponent. Catching a thrown ball incurs no wound or penalty on either side.

JUNGLE FEVERS

(OR WHAT DO YOU MEAN YOU DIDNT TAKE CURE DISEASE?)

Contracting a disease is another very real threat in a rain forest environment. Tainted water, poisonous berries, decayed matter and insects all carry the potential to cause debilitating and possibly fatal illnesses in the unwary traveler. Even the air itself can transmit disease in the most dismal and filthy backwater locales, where human waste and stagnant water mingle unchecked in the polluted canals near the borders of struggling tribes. Any time the Reeve decides, for whatever unclean condition met, he can afflict a player with a disease of the appropriate type. Most diseases take some time to take their toll, give the player an onset time of 30 - 300 count to seek a cure. Likewise, nonfatal diseases should eventually wear off in a similar time frame. A few examples include (but you’re certainly not limited to this list, get creative and make ‘em sweat!):

Debilitating: Player becomes very weak. May not wear armor or wield any bow or two-handed weapon until cured. Wears off after a 300 count.

Fatal: As regular Poison, but may work faster or slower at the Reeve’s discretion.

Sleep: Zzzzzz for a 300 count, then you’re fine.

Confusion: Loss of class abilities, no *Berserk* for Barbarians. Wander lost and listless for a 300.

The Plague: Player loses a life and rises transformed into a full-strength Plaguer for the rest of the game! This may become an entire battlegame unto itself, as the surviving players seek to stay alive and cure or slay the afflicted at the same time.

Contagious: As any of the above, but anyone who touches the afflicted suffers the same fate unless cured in a 100 count.

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Look for upcoming volumes with all new Monsters, battlegames, summonable creatures and expanded terrain features.

Send submissions of art or text to above address for possible inclusion in future tomes.

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ADDITIONAL ART CREDITS

P11 Alana Howe, Elfwood
P31 Nathaniel Morgan, Elfwood
P33-34 Maps by Wyngarde

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