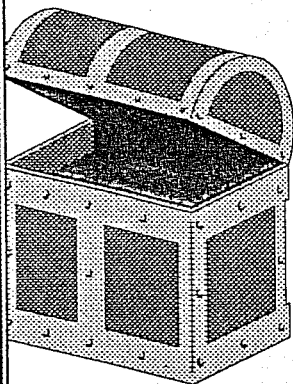


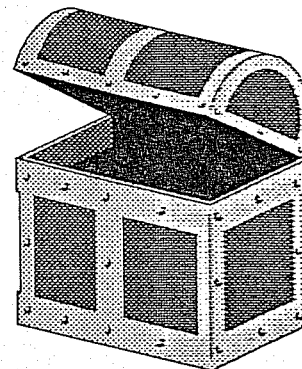
TALES FROM THE BURNING LANDS

VOL 9 NO 2





King Talinor Darkwolf
Princess Consort Clover Darkwolf
Prime Minister LadyHawke
Champion Argon Darkwolf
Scribe Terarin
Master of Reeves Rapheal Andalsa
Capt. of the Guards Naes Weissdrake
Court Herald Deimos Blackblade



CLASS BULDMASTERS

Antipaladins M'Deth
Archers Naes
Barbarians LadyHawke
Captains Talinor
Druids Talinor

Healers Kayrana
Knights M'Deth
Monks Joad
Monsters Argon
Paladins M'Deth

Scouts Andrasha
Warriors Naes
Wizards Astrean
Reeves Rapheal

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Artisans Vamir
Gladiator Andrasha

Garbers Tawnee
Literature Delion
Ministrels Otter

Smiths Naes
Theater Deimos

ROYAL GUARDSMEN

Captain Naes Weissdrake
Cthol
Tyranny
Delion
Deimos

Otter
Terarin
Shendo
Andrasha
Nikos

REEVES' BULL

Gilos
Kaylbrit
Talinor
Tawnee
Vamir

Astrean
Belgarin
Garlon
Naes
Clover

Delion
Joad
Aramithris
Argon
Mandrake

Dink
LadyHawke
Mogar
Shendo

Tales from the Burning Lands

Aug. 22, 1992

Vol. 9, No. 2

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Cover Art, Gryphon

Art, page 6, Terarin

Tales from the Burning Lands, Volume 9, Number 2, August 22, 1992

Amtgard, Kingdom of the Burning Lands, Inc. is a non-profit, non-sectarian group dedicated to the study and recreation of the more positive elements of Medieval history and fantasy literature genres. *Tales from the Burning Lands* is the official newsletter of Amtgard, Kingdom of the Burning Lands, Inc. (cc). Opinions expressed within are the authors' own and do not reflect official Amtgard policies. *Tales from the Burning Lands* is published on at least a bi-monthly basis.

NOTE for those people who want a newsletter, you had best start submitting entries, otherwise there will be no newsletter.

Unto the populace, Greetings

Well, it is now mid-reign for my term as Monarch. By now, I can assure you that this is no easy job. As I write, it is two days after the Gathering. Ah, yes, the Gathering. This year, Gathering of the Clans X was the largest Amtgard event ever, just barely falling short of four hundred people. This was two times the estimated number. I would like to extend my personal thanks to everyone in attendance for being there. Of course, as large as the group ended up being, there were bound to be a few problems. The largest problem was the fight between two "brothers", and while they might have reconciled, Amtgard has not. This incident is leading to several changes, definitely for the better. Precedents are being set and a stricter enforcement of certain rules are being forced. While this incident has hurt the club, once again a phoenix reemerges from the ashes, to show that something good results. In this case, the good is a forced set of rules, rules that are more and more needed. I am sorry this happened at what is usually the event of the year.

Overall, the rest of the weekend went great. We had an excellent war. I would like to congratulate everyone on good fighting and exceptional attitudes. I would especially like to thank the reeves for a job well done (is that a hold I just heard called; again). Without the reeves, this game would not have been possible. And of course, a final salute to the guardsmen. While some complained about our guardsmen and those of Iron Mountains winning, I say "you don't get to be a guardsmen by being a nice guy!" Excellent fighting guardsmen.

Next, on to the auction and the feast. The feast ended up being smaller than hoped for, but the food was superb nonetheless. My deepest thanks to Princess Clover for running it. It was also her idea to have a slave auction at Clan. This auction, with Sir Grand Duke Gilos Dawnhope and his slave master Squatmonger presiding, raised more money than we had ever hoped for. The hottest item was once again Paloma, shattering her own previous record by single handedly bringing in one hundred fifty dollars from Squire Nikos (or as we like to call him, Don Nikos). My thanks to everyone who participated

and/or donated.

The bardic, I am told, was great. The best ever. Thank you Guildmaster of Theater Deimos for running it. I have heard nothing but compliments on the bardic. I was, however, unable to attend it personally. I am sorry I missed it, but I had other pressing duties to perform Saturday night. My thanks to King Ivar and King Moss for helping me to attend to those duties. A king's job is never over (but as the saying goes, "we knew the risks").

Sunday morning everything ran late, yet we still had everything done. Court ran fairly well. There were, to say the least, some unnecessary actions at court. Oh well, someday we may all (hopefully) be above such immature actions. As the attendance to the event was unusually large, we ran out of Clan favors. We sent as many as possible out to other four kingdoms and the Kingdom of the Burning Lands will receive theirs as soon as possible. We took a picture of all the royalty in attendance. Maybe we can do that at every Clan Gathering.

Finally, amidst partings and farewells a plenty, was the plunder tourney. As I'm told, it was some good fighting. Thanks to Constanzie for organizing it. The placings are as follows:

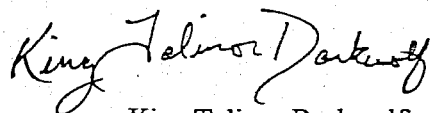
- First place - Thedro
- Second place - Argon
- Third place - Damien
- Fourth place - Kurse

Congratulations to all!

Once again, I would like to thank everyone for attending the Gathering of the Clans X. I hope for future events to be as large, or larger, and definitely with fewer problems. Thanks to all the Monarchs for attending, and of course to their populaces. In parting, I would like to say only this; "Next year, it won't be a draw."

Long Live Amtgard!

Yours in service,



King Talinor Darkwolf,
Monarch of the Burning Lands.

An Opinion....

Wasn't it nice to have a newsletter again? And this was a nice fat one with lots of stuff in it. Thanks for your hard work, Terrarin. I do have a comment about something published in this newsletter, "Tales from the Burning Lands", Volume 9, Number 1.

The proposed Duellist class, drawn up by then King Delion and then Prime Minister Joad was not published as submitted, but had a negative foreword added at the front of it. This foreword was unsigned, although presumably it was written by either Terrarin or King Talinor. I would like to express an opinion on this subject. First, I will quote the foreword.

"Unto the Populace,

This is a copy of the new, yet experimental, Duellist class. Initiated on May 2, 1992, by former King Delion Andalsa and Prime Minister Joad Retjick, this class is supposed to be play tested as a possible addition to the Amtgard Rulebook. Honestly, I can only say that any rules changes have to be made by an Allthing, but apparently someone is getting away with play testing a new class and its abilities. All levels are included, though the highest level attainable in the next six months will be third. However, any credits (and levels for that matter) are non-transferrable, that is, after the experimentation is complete, those credits are lost."

Whoever wrote this is clearly not familiar with the Corpora, which states the following under Section 3.4, Rules Changes:

- 3.41 Any decision agreed upon by the Monarch and Prime Minister is law until the next Allthing (a duration of one to seven weeks).*
- 3.42 Temporary rulings may be published in the newsletter.*
- 3.43 Final rulings will be added to the rulebook.*
- 3.44 Only the Allthing, or the Monarch and Prime Minister, can change, add or delete from the laws of Amtgard.*
- 3.45 Any suggested changes to a class should be first passed by the guildmaster of that class.*

King Delion and Prime Minister Delion were within their rights to enact this temporary playtesting of the Duellist class, although the playtest duration should have been seven weeks, not six months, unless approved by Allthing. As it was not approved by Allthing, King Talinor could have agreed with Prime Minister Joad to change this decision and not allow the playtesting of this class. Since Joad was one of the authors of this class, King Talinor may wish to discuss this with the new Prime Minister instead. An opportunity to resolve this issue legally was presented at the Allthing on June 20, but the Duellist class was not discussed, and no decision was made regarding it. However, by the letter of the Corpora, the playtesting of this class should have ended on that, the seventh week of playtesting, anyway. There are rules in place to govern this sort of activity, life would be much easier if we just abided by them, or were at least familiar with them.

I do not want it to appear, however, that I am supporting the Duellist class. I have some rather fundamental objections to this class and its special abilities, mostly stemming from the old argument that we should not substitute class abilities for real skill. If a fighter desires to dodge a blow, then he should do so, rather than calling out "Luck" when he is hit. If a fighter wants to disarm her opponent, let her do so, rather than tapping their blade and saying "Disarm". (Of course, I also argued that, if an assassin wants to use stealth, he should do so, rather than saying "teleport"; and that if a scout wants to maneuver an opponent onto uncertain footing she should do so, rather than saying "May mother nature bind thee") Gilos has suggested that, rather than developing this and the samurai class as new classes, they be added as sixth level options to the warrior class.

My greatest objection to this class, however, is the way we, as the Burning Lands, handled its suggestion. The Iron Mountains sent the duellist class to us, along with the samurai class, as suggested additions to the rulebook. Our King and Prime Minister were intrigued by the idea, and immediately re-wrote it and submitted it for playtesting in our lands. They did not first playtest the rules as submitted by the Iron Mountains, they did not correspond with the Iron Mountains to come up with a compromise between their ideas and those of our distant friends, they just re-wrote it the way they liked it. In my mind this supports claims by the other lands that we are arrogant and unwilling to consider other peoples' ideas. Imagine if the class had been developed here in our lands and dissected in such a fashion by the other kingdoms. We would be rightfully outraged. We must learn to treat others with the same respect we demand ourselves. I suggest that, when the playtesting of the class as developed by Delion and Joad is completed, we playtest the Iron Mountains version. I like neither particularly, but fair is fair.

I also suggest, in the future, any editorializing in the newsletter be signed and placed on a separate sheet from the original submission. I'm sure the author of the foreword simply overlooked signing it, but its very unfair to allow people to alter documents submitted to the newsletter without their permission. If positions of authority are used to embarrass or attack the authors of work for the newsletter, we will have a thin newsletter indeed, for no one will be fool enough to submit anything. Everyone is entitled to an opinion, and as long as it is not overly vituperative or profane it should be printed. But it shouldn't be attached to someone else's work as if it were a part of it, especially when it is a negative commentary on that very work.

As I noted before, thanks for your hard work, Terrarin. This is a hefty newsletter, with contributions by nine people in it. A worthy dent in the literary vacuum of the past year or so. I feared we had slid into barbarism and illiteracy here in the Lands that Burn. Keep up the good work.

Tawnee Darkfalcon

The Trouble With Bards: Archetypes and Amtgard Character Classes

Ask an Amtgardian at random, "what classes are the most unbalanced, the most difficult, and the most out of control?" The reply will uniformly implicate three offending classes. These are: the bards, the druids, and the healers. This essay will attempt to explain why these problems exist, and what can be done to remedy the situation.

We will begin by proposing a second question. What classes are played the best, are best defined, and have the best role playing? The reply is not quite so uniform, but a few classes leap to mind. The barbarian is perhaps the best role played class in Amtgard. The monk, although criticized as being too powerful, is a class with powers and abilities which fit together in a logical and organized fashion. Finally, the scout's abilities clearly reflect careful thought on what is to be a scout. The question is, what do these classes have that the first three lack, and how can they get it?

The answer is the well role played, and organized classes have archetypal characters that represent the class in the minds of the players. If one tries to think of a barbarian only one name springs to mind, Conan. He represents the barbarian in the mind of most Amtgardians. Similarly, the scouts can call on the images of Robin Hood, or Aragorn. In each case, the player has a clear example of the actions to take, and the abilities that are appropriate. The monk is a special case. They draw their archetypes from scores of martial arts movies, and with popular media images of the level of the monk class. They are drawing from a wide group for their abilities, and thus lack the singular focus of some classes.

The bards, druids, and healers lack archetypes. Ask a player to name a bard. The reply is either an obscure character from an obscure fantasy novel, or Robin Hood's merry man Alan O'Dale. Who is Alan O'Dale you ask? He appears quite prominently in many legends and older movies, but is entirely missing from more recent

treatments. Witness last year's *Robin Hood: Prince of Thieves*, Alan O'Dale was not even mentioned. Name a healer, the same problem results. All the characters named are either fantasy characters or medieval clergy, neither of which has particular relationship to the Amtgard class of healer, nor to one another.

The druids are a historic group, but one which has received tremendous attention from fantasy fiction. Ask the typical Amtgardian to name a druid. They might say Alanon (from the Shanarra series), but if one examines that series they will see that Alanon acts the part of the typical wizard. A well educated Amtgardian will say that Merlin from the Arthurian tales was a druid, again the problem is that most people see him as a wizard. Thus the druids at best have a muddled and inconsistent archetype. They clearly have no strong example to work from, and to provide play and ability examples.

Where do these classes look for examples of play and abilities. The answer is, they look to Dungeons and Dragons and other similar widely played games. This is not necessarily a problem in and of itself, these games have provided the beginnings of many Amtgard careers. The problem is that although these games are good starting points, character development has never been their strong point. Duke Naes Weisdrake has stated that when he created the druid class, he simply translated abilities from the D&D class into Amtgard terms. Similarly the Bard in D&D has always been something of a monster. That class, in D&D, originally combined Magic User, Fighter, and additional Bard abilities. Later the Magic User abilities were replaced with Druid abilities. The later second edition reorients the class nicely, but the damage is done in Amtgard. Finally the healer is roughly equivalent to the D&D Cleric. Indeed the most common answer, to "name" a healer, is a D&D Cleric. The point here being that each of these classes is looking to an example which is already two steps removed from the original source materials and archetypes.

What is the effect of this situation on the game of Amtgard. In short, the presence of an archetype provides consistent abilities for the class and a guide to role playing. An example is useful. Bonehead the barbarian proposes that the barbarian class should be allowed to cast fireballs. No one is going to agree to this idea, and the rationale for the reaction would be a simple one. The barbarian

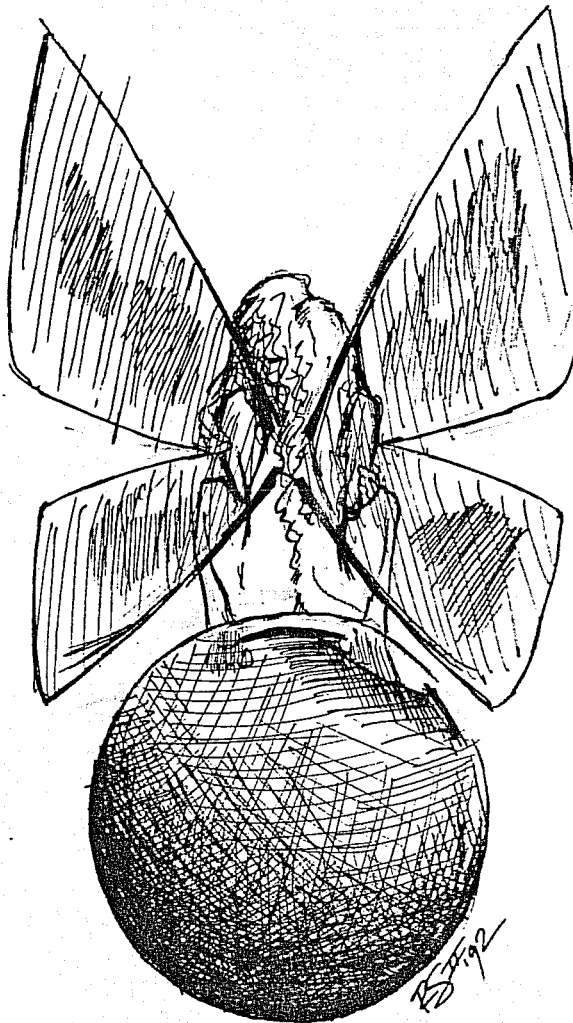
archetype (Conan) would never use such magic. The argument if Bonehead the healer proposed the same thing would be considerably weaker. That would be that the healers already had enough attack spells, and that this change would upset the game balance. This argument is not as obvious to a non-reeve, and lacks the moral component found in the first argument. The end result is that barbarians are a fun, consistent, and interesting class. Meanwhile, although the healers have become increasingly powerful, they are disorganized and muddled. Identifying a healer on the field by action is nearly impossible, they may be unarmed and helping their team or warriors who heal themselves.

The solution is to define these classes more carefully and in the rules. A few specific suggestions would be, to provide subclasses for several of these classes, note archetypal examples of each class at the beginning of the class description, and finally to recognize in the rules that some classes are more effective in a quest than battlefield situation. These ideas will help formulate a more unified approach to the revision of combat rules and classes.

Strange Inamorato

I know not who you are
Or where your interest lies
The shadow hides your heart
As shadow hides my eyes

A strangers kiss
Bitter sweet
Why, Inamorato, me?
why me?
why me?



Amtgard Persona(lities)

part 2

Last issue, we took a very general look at some of the different persona types on the Amtgard battlefield. Now, in *part 2* of this essay, you (the Amtgard populace) are being asked to participate in a poll; a poll designed to evaluate different personas on the field. On another piece of paper, determine who and what best suits the questions below, and submit your opinion to the scribe to be tallied. By *Tales... no. 3* the results will be published. Thank you.

Who do you think best fits into the following persona types:

1. The Crude Crusher?
2. A Showoff?
3. Dangerous Antagonist?
4. Fated Champion?
5. The Trickster?
6. A Natural Leader?
7. A Brash Newbie?

8. *What kind of persona are you?*

Greetings Your Majesty, Talinor
Darkwolf, and the Burning Lands,

We received your letter and I will see that it gets to the rest of the kingdom. We would like to thank you for Clan, as the event was excellent. We are hoping to get a large amount of our populace to Ten Year. Also, I would like to see more communication between our kingdoms so I have enclosed my address.

*Baron Felonious Blackwell
of Bifost*

Felonious Blackwell
c/o Kenny Hall
408 Gilmer
Kerrville, TX. 78028

Cooking for Feast and Family

The following recipes are very easy to prepare for the most part. They are all either adaptations of book recipes, approximations of dishes I've tried in restaurants, or self invented. I'll offer some cooking tips in general first:

1. Always read a recipe through at least once before starting it. I can't say how many times I've read the first few lines of a recipe, decided it sounded good, bought all the ingredients and started off without ever reading the whole recipe. Just when I've finished cutting up all the goods and got the stove heated up, I realize there's an ingredient listed in the body of the recipe that wasn't on the ingredients list. Or even worse, it says something like "marinate the meat in the sauce for at least 24 hours" or "soak the currants in wine for at least two hours".
2. Quality ingredients will generally yield a quality product. Don't cut corners. If a recipe calls for butter, margarine or oil often isn't a satisfactory substitute. Milk will rarely substitute for cream. A poor cut of meat tastes nothing like a good one, and vegetables which were commercially ripened bear only a passing resemblance to their natural counterparts. A meticulous shopper can find high quality food at reasonable prices, but it does require some effort. For a start I heartily recommend Sun Harvest Grocery on Mesa Street.
3. Anything that doesn't require a microwave may be prepared while camping. Wok cooking is best done over very hot coals, banked and encircled with stones on which the wok is set. I use a propane stove for the other pan foods. I generally cut up all my fruits and veggies and put them in a ziploc bag, and empty cans into ziplocs prior to leaving for the event. This minimizes the amount of event time wasted in cooking and the kitchen goods such as canopeners and knives which must be brought along. Dry goods such as seasonings may be bagged together in the appropriate proportions to save on baggies and space. In the end, cooking up a good meal takes the same amount of effort and dirty dishes as heating up a can of beef stew.

Green Chile Chicken Soup

This is a great cure for a cold or stuffy nose. It can be frozen in baggies and taken camping. Following is the basic recipe, but I have lately been adding raw rice to the cooking soup to make it heartier. You should adjust the chile to your personal taste. I also cut corners by using leftover fried chicken and eating the crunchy skin while I cut up the meat. This pot of soup serves four hungry people or one barbarian.

2 cans chicken broth
2 medium carrots, peeled and cut into small sticks
4 medium potatoes, peeled and cut into small chunks
1 container Bueno frozen green chiles (fresh is ok too)
1/2 bunch long green onions, chopped
2 cloves garlic, chopped
1 tbsp butter or margarine
2 chicken breasts, boned and chopped
dash cayenne
1 tsp cornstarch
Monterrey Jack or Asadero cheese
sour cream
oregano

In saucepan, melt butter and fry potatoes till they are lightly browned. If using raw chicken, add chicken and brown lightly. Reduce heat to medium, add chicken broth plus two cans water. Add carrots, chiles, garlic, and cayenne, simmer till potatoes and carrots are tender, about 1/2 hour. Add green onions, simmer until soft but no color has been lost, about 5 minutes. Meanwhile, mix cornstarch in a cup with some of the soup liquid, add slowly to the soup, stirring constantly. Simmer, stirring, for another 2-3 minutes to allow broth to thicken somewhat. Serve topped with a slice of cheese, a dollop of sour cream and a sprinkle of oregano. This is a very attractive dish.

Rigatoni Isabella

This is a light dish, perfect for summer. It takes only a few minutes to prepare. The recipe can be easily adapted to serve lots more people, I have considered using it for a crown feast. This recipe is tailored to serve two.

12 oz dry or fresh rigatoni
1/4 lb sliced or shredded mozzarella cheese
1/4 lb sliced or shredded provolone cheese
1/4 lb sliced or shredded swiss cheese
1 lg fresh tomato, chopped
1/2 bunch long green onions, chopped
1/2 stick butter

Prepare pasta as directed. While pasta is cooking, saute tomato and onion in butter till onions are just tender. Drain cooked rigatoni and separate onto two plates. Portion sliced cheeses over plates, then spoon tomato/onion mixture over both. Microwave about two minutes, till cheese melts.

Cordon Bleu

I (and some hardy volunteers) prepared this recipe for a feast of 125 people a few years ago. It was a lot of work, but resulted in a delicious repast. This recipe serves four.

4 boneless chicken breasts (8 halves)
4 slices of canadian bacon, or good dinner ham
1/2 lb aged swiss cheese
2 eggs
bacon flavored crackers, ground into crumbs
toothpicks

With a sharp knife slice a deep pocket in the chicken breast or half, taking care not to pierce through. In the pocket, insert a slice of canadian bacon and a portion of the cheese. Seal the opening with toothpicks. Dip in beaten egg and roll in cracker crumbs. Bake at 350 about half an hour, till done.

Sauerbraten

This entree, plus the "sexy potatoes" below, was a crown qualifications winner. Most recipes I have seen for sauerbraten are considerably different from this one and much more complex. Sauerbraten might not be an accurate name for this dish, but it tastes great so who cares. I prepared this while camping at an SCA event for 21 people and it was great. This recipe should serve four.

2 lbs sirloin, thickly cut, or other good cut of steak
8 oz sour cream
1 jar Heinz brown gravy
2 tbsp white vinegar
butter

Melt a little butter in a heavy, large skillet or wok, brown meat on both sides. Add gravy and vinegar to meat, simmer till meat reaches desired doneness, generally about 1 1/2 hour. Remove meat from gravy and place on serving tray. Slowly mix sour cream into gravy, keeping heat very low. Remove from heat when gravy is warm and spoon over meat. Serve with "sexy" potatoes.

"Sexy" Potatoes

A crown qualifications judge dubbed these potatoes "as good as sex", thus the name.

2 lbs red, or "new" potatoes, smallest available
8 oz sour cream
1/2 bunch green onions, chopped
4 slices bacon, cooked and crumbled
salt
fresh ground white or black pepper

At least an hour before you plan to eat, mix sour cream, onions, bacon, a generous amount of fresh ground pepper, and salt. Set in refrigerator until about 15 minutes before using. Scrub whole potatoes and boil till tender, about 1 hour. When done, halve or quarter them, then mix gently in bowl with sour cream mixture. Serve hot with meal. This recipe would probably be good served cold, if you like that sort of thing.

Curried Chicken with Coconut

This delicious and unusual recipe serves four.

1 lb boneless chicken breast, cut into bite sized chunks
3 yellow onions, sliced 1/4" slices, split into rings
curry powder (for this recipe "red" curry, which is reddish yellow in color, is preferred, although "green" curry may be used.)
1/2 cup cream of coconut (as is used in pina coladas)
1 stick butter
2 cups raw rice, prepared as directed

Add enough curry to chicken breasts to lightly coat all pieces. Curry is a "hot" spice, so moderate according to your palate. Refrigerate for an hour or two to allow the chicken to absorb the flavor. In a wok or large non-stick skillet, saute chicken and onions with butter and cream of coconut till chicken is cooked through. If too much of the liquid evaporates, add water. Serve over rice.

Paella

If you were to read a hundred paella recipes, no two would look alike. This is a classic, like goulash and "surprise" casserole, its made from leftovers and what's lying about. Since we don't have a lot of leftovers at my house, I usually make it from scratch. Don't let the length of this recipe spook you, its actually painfully easy. All the ingredients are deletable, substitutable, etc. I have made this recipe for several pot luck feasts, to rave reviews. This is one of my standard camping recipes, as it takes only one pan and a few minutes to prepare.

All the vegetables and meats must be chopped into bite sized pieces. Keep quantities small, this recipe tends to make huge amounts of food out of very little ingredients.

1/4 cup dinner sausage, like Eckrich (or ham, pork chop...)
1/4 cup beef, sirloin, roast, stew meat...
1/4 cup chicken or turkey
1/4 cup cooked crab or shrimp
2 cups raw white rice, prepared as directed
1 small stalk broccoli
1 small stalk cauliflower
1/2 bunch green onions, or medium yellow or red onion
1 tiny zucchini
1/2 cup frozen corn
1 tsp fresh ginger, peeled and chopped fine
2 cloves garlic, chopped fine
2 tbsp sesame seeds
1/4 tsp red peppers, cayenne, or 1/2 tsp hot bean sauce
1 stick butter
soy sauce (I like Kikkoman)
lemon juice

In a wok or large, nonstick skillet, melt butter. If using any raw meats, brown them in the butter before adding the vegetables. Cooked meats should be added at the same time as vegetables. Saute pork, poultry, beef, broccoli, cauliflower, onion, zucchini, ginger and garlic in butter, turning gently with wooden spoon over medium high heat. When tender, stir in cooked rice, taking care not to smash vegetables. Add soy sauce until the rice turns a pleasing brownish color, stirring as you add. Add frozen corn, seafood, sesame seeds, and red pepper or bean sauce and stir very gently, so as not to tear apart the seafood. Remove from heat, allow a few minutes for the newly added ingredients to warm up. Serve in generous quantities with lemon juice as a condiment.

Lemon Ice Cream

Another qualifications winner which later found its way to feast tables. This recipe is easy and beautiful.

4 individual sized graham cracker pie shells
4 cups whipping cream
2 cups white sugar
1 cup clear lemon juice (Minutemaid frozen is great)
Sliced kiwi, strawberries, mint sprigs for garnish

Mix cream and sugar by hand till sugar dissolves. Stir in lemon juice. The mixture immediately becomes thick, like yogurt. Pour into pie shells, garnish with mint sprigs, slices of kiwi and strawberry and freeze for 2 hours.

Both of the following recipes are excellent choices to cook ahead and freeze for camping. Foods frozen in ziploc bags can substitute for ice on short camping trips, just eat them last after they've finally thawed.

Quick Cajun Red Beans and Rice

2 regular sized cans red kidney beans
1-1 1/2 lbs andouille sausage*
1 medium yellow onion, chopped
2 cloves garlic, chopped
crushed red pepper or cayenne
1 cup raw white rice, prepared as directed

*Andouille sausage is a mildly spiced sausage used in many New Orleans dishes, but is not readily available here. Eckrich type dinner sausage may be substituted. Be wary of commercial sausages labelled "Cajun", as this generally means they have added a lot of cayenne pepper to them.

In a large pot, begin heating beans over medium heat. Mix in garlic and onions. If using a commercial sausage, cut into 4" chunks and add to beans. If using a fresh sausage, it should be added whole, so as not to let the meat escape from the casing. Season to taste with red pepper, simmer on low heat for about half an hour. It may be necessary to add water if too much liquid evaporates. Serve over rice.

Easy Chili

1 large can ranch style beans
1 lb ground pork
1/2 lb beef, cut into very small pieces
8 oz jar picante sauce (temperature to taste)
1 tsp chili powder
cayenne pepper or crushed red chili
1 small yellow onion, chopped
1 clove garlic, chopped

In saucepan, brown ground pork. Brown chopped beef. Add all other ingredients, seasoning with red pepper to taste. You may desire more chili powder. Simmer on low heat for about 1/2 hour. Serve topped with cheese. For an interesting alternative, try topping with chopped fresh tomato, onion and bell pepper. Can be served over rice.

Fettucine Alfredo

I finally found out why they charge so much for this dish in restaurants. Its very easy to make, but the ingredients are expensive. This sauce is very good over tortellini or add a little wine and serve it over baked chicken. Serves two.

8 oz fettucine (or linguine or angel hair)
6 tbsp (3/4 stick) butter - not margarine
1 1/2 cups whipping cream
1 cup grated fresh parmesan (the dried kind will do)
nutmeg

Cook and drain pasta. Melt butter evenly over high heat till lightly browned. Add 1/2 cup cream and boil rapidly till slightly thickened. Reduce to medium heat. Add noodles, mix gently. add 1/2 cup cream and 1/2 cup cheese. Mix gently. Repeat with remaining cream and cheese. Sprinkle with nutmeg before serving.

Fettucine Carbonara

Carbonara recipes call for mixing in a raw egg. I'm very paranoid about food poisoning, so I developed this version wherein all the food gets cooked. In making any pasta recipe, try using fresh pastas sold in the refrigerated section of the market. Although they cost about double, they are delicious. They also take only 1-4 minutes to cook, which means you can prepare any of these pasta recipes in 15 minutes start to finish. This was served at a recent crown feast, and everybody liked it a lot.

Fettucine Alfredo (as above, delete nutmeg)
4 large mushrooms, sliced
3-4 strips bacon
2 oz sliced black olives

Follow the recipe for Alfredo, deleting nutmeg. While preparing the Alfredo, cook the bacon and crumble. Cook the mushrooms in the bacon fat. Once you have mixed the Alfredo sauce with the pasta, sprinkle with the mushrooms, bacon and sliced black olives.

Moroccan Chicken

I simplified this recipe from one in Bon Appetit Magazine. It may look complex to prepare but it isn't. I prepared it at a recent camping event and it was a snap. It's an unusual dish, not everyone will like it. We sure do. Serves four.

1/2 cup currants (available in bins at Sun Harvest) or raisins
1/4 cup white wine or sherry
4 tbsp butter
2 tablespoons finely chopped onion
3 tbsp all purpose flour
1 1/2 tsp curry powder, with a dash of cayenne
1 cup milk
1 medium apple, peeled, diced (will brown if cut too early)
1 lb boneless chicken breasts, cut into bite sized pieces
1/4 cup slivered almonds
1/4 cup shredded sweet coconut (also in Sun Harvest bins)
2 cups rice prepared as directed (Basmati rice is great)

Soak currants in wine for two hours. In wok or heavy skillet, melt 2 tbsp butter and saute chicken and onion till cooked through. Remove to plate, leaving butter in skillet. Melt remaining butter, add flour and curry powder and stir 3 minutes. Gradually whisk or stir in milk. Bring to boil, stirring constantly. Mix in currants with wine and apple. Add chicken and onions, cook for 3 minutes. Spoon over rice, top with almonds and coconut.

Hot Pockets

Buy biscuits of the non-flaky variety (try "Grands"). Roll them or flatten them with your hand. Fill with any of the following: Chili, beef stew, oriental food, sausage and eggs, luncheon meats and cheeses, steak and potatoes, canned peaches or pie filling, etc. Squish the edges together and brush with beaten egg. Be firm, they often open while cooking. Cook at 400 till brown, 15-20 mins. These make great snacks, especially at events. Just keep a baggie of them in the ice chest. As an alternative, try frying any of the above in an egg roll wrapper.

Bon Appetit!

FIND A NAME

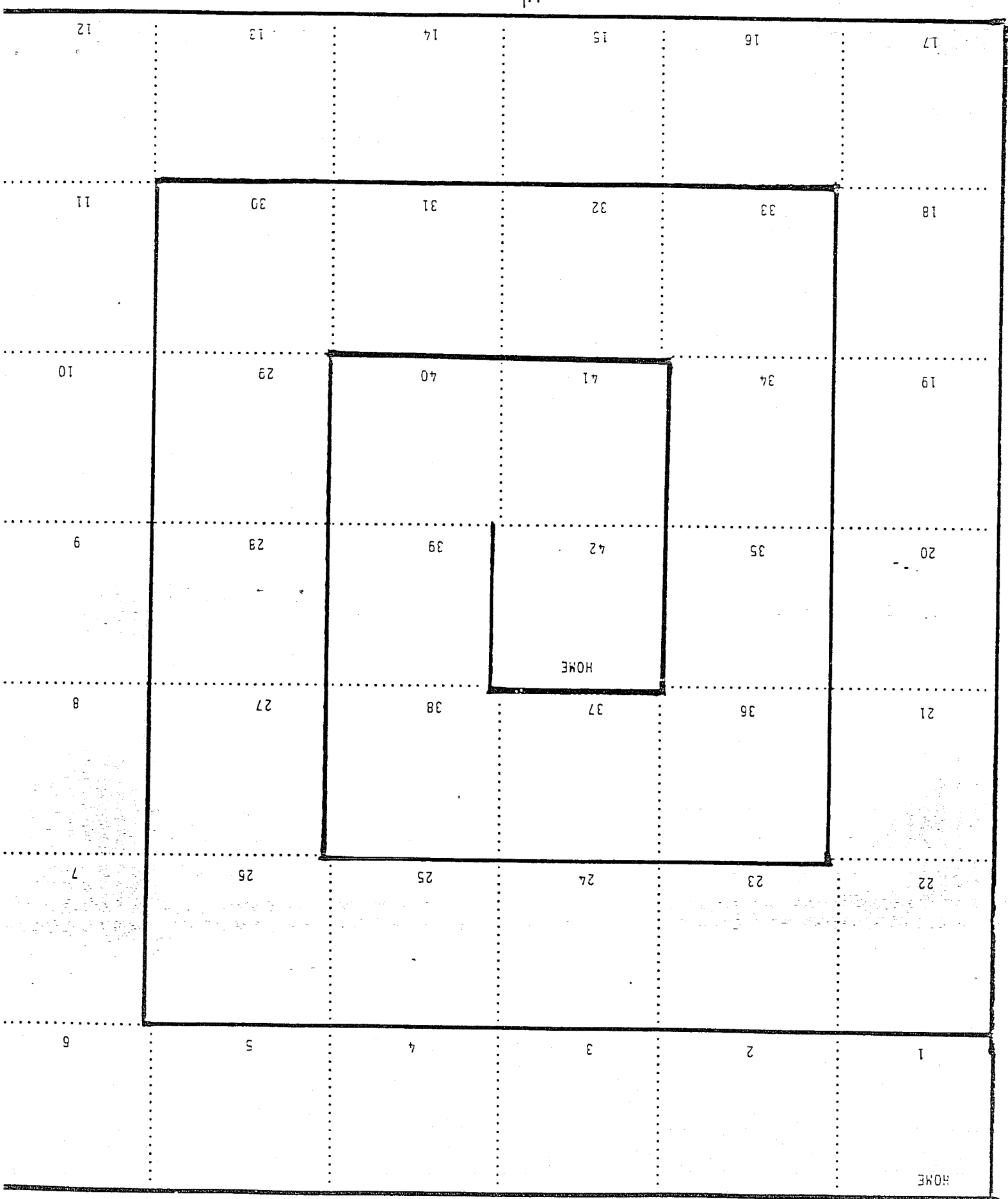
Hidden on the following page are the names of 222 Amigarders, past and present, local and foreign. They are concealed backward, forward right side up, upside down and diagonally. If your name was left out, sorry, I was working mostly off the top of my head. If your name is spelled incorrectly, I also apologize. A glance at this list will show you the predilection of Amigarders for bizarre spellings and outlandish names. Happy hunting.

ALRICK	RINE-O	SHRIMP	SHARLA
RYAH	LORETHIL	ANIMAL	TANIS
ANDRE	SNARF	NEVRON	DAMOS
AREDHEL	STRIX	THORN	TOAST
ARIONA	TALINOR	AJAX	CRYNOS
ASTREAN	TARAN	NITHANOLORN	ESKOT
BARTON	TERRARIN	BLACK	DALMAR
CALIBAN	WU TAO	MAMREL	ELYSIA
CASPIN	ZOD	ELTARANDE	DERYDLUS
DACHS	ZYAX	AFREETA	WOLFGAR
DELPHOS	RAY-ZOR	TIBERUS	ALLESSANDRA
ALTAIR	CONAN	PEBYR	SELKA
AMRON	GHISLANE	CAMILLA	WARD
ANNEKA	DULCINEA	CHRISTIL	PAN
ARGON	AHIRA	STELYOS	ABEDON
ARKANE	ARAMITHRIS	JASMINE	AMRON
BALINOR	AREDHEL	IVAR	SIGFRIED
BIRTH	AMYTHEST	ANDORA	PYRO
CALIOPE	AEGAR	XENOS	CRIMSON
CIRITH	ANDRALAINE	DALLEN	QUINN
DELION	ANDRASHA	BEAR	GARLON
DYNGALL	ANGUS	DUSTIN	SHENDO
ESOU'M	BULL	JAZZEL	PALINUS
GILOS	CLOVER	KARLYNA	ARON
HAGAR	DAMOS	MUSTAFA	KATHON
HONTO	DEATHSTALKER	DRACOS	HEIMDALE
JENI	GANDAR	DESIRES	DETH
KITH	GRYPHON	GREYWALKER	RAMORK
LARCE	KASON	VAMIR	STERLING
LYNX	KATARINA	AISLINN	GWYNNE
MAEKO	KAYLBRT	KILLISHANDRA	RAEDIWALD
MILAMBER	KHELGAR	ROOK	PETER
MORBID	LOGAN	AVALON	HARNSAURE
GHEE	WOLVERINE	ZINNA	KALIBRIA
GRYMLAC	LADYHAWKE	MICHAEL	THANOS
HELLSPAWN	MANDRAKE	HONTO	PANAMON
JAZZELL	NIKOS	AHRMAAND	ARAGOTH
KEITH	NITEWING	ADELLA	OZMANDEUS
KYRAK	RAYDN	GARETH	DAWNSHADOW
LORN	ROSEBRIAR	JOELLA	TESTICLES
M'DETH	SARABAUDE	ANGTHUL	TAMERA
MARKON	SHADOWWARRIOR	FORN	JOAD
MOGAR	SPIRIT FEATHER	KAMRYN	NIKKOS
NAES	TALINOR	LYNN	BISHOP
NANOC	TAZMANIA	SIONNACH	SINJEN
OTTER	TRACKS	ELROSS	ZUCCCHARON
RAKASTA	FRIAR TWYST	ALTAIR	KALIL
RAVEN	TIPANNY	RAXX	LUCKY LEAF
SCARHART	ZOE	RUFUS	
SHO-KAI	PLAGUE	MARIKA	
SORCHIA	MORLUK	KITH	
TALIESIN	RAVEN	KYV	
TANIS	TANAID	SHYLARRA	
TAWNEE	FLYNN	ANGRYLUIS	
UNGOL	THEO	ROMERION	
NASHOMI	THEDRO	ABDUL	
PALANIS	QUICKSILVER	BURIC	
RAPHAEL	RIFT	NIGHTSHADE	

Gathering Game by Tawnee

This game may be played with a coin and a few small stones to serve as playing pieces. Start at space #1, "home", and flip the coin to determine how far you will move. Read the key below to determine the result of your coin toss, and move the designated number of spaces. Each turn you must follow the directions for the space you are on. If you lose a turn, you must re-encounter the obstacles and opportunities for that space until you leave it. You can lose several turns in a row in this fashion. The first player to visit Clan Gathering and get back home to space 42 wins.

1. Heads: Got everything packed and left early you leap 3 spaces ahead
Tails: Got a late start, advance 1 space
2. Heads: Forgot to get gas, lose a turn filling up
Tails: Roads clear, making great time, advance 3 spaces
3. Heads: Quick stop for fast food, advance 2 spaces
Tails: Dairy Queen a bad choice, lose a turn waiting
4. Heads: Forgot your tent, go back 3 spaces
Tails: Speed trap, go back 1 space
5. Heads: Great gas mileage, advance 2 spaces
Tails: Speed trap, go back one space
6. Heads: Found Amtgardar to follow, advance 3 spaces
Tails: Got directions from mundanes, advance 2 spaces
7. Heads: Car trouble, lose a turn
Tails: Saw a sign for Sleepy Grass, advance 1 space
8. Heads: Found campsite, no problem, advance 1 space
Tails: Got lost using bad map, go back 1 space
9. Heads: Found a great site, advance 1 space
Tails: Set up camp in the middle of mundanes at wrong site, lose a turn moving tent
10. Heads: Set up tent on wasp's nest, go back one space
Tails: Got a nice, shady spot, advance 1 space
11. Heads: All your friends are camped a half mile away, lose a turn moving your tent
Tails: Friends camped next to your feed you breakfast, advance 1 space
12. Heads: Gathered firewood early, advance 2 spaces
Tails: Sleep late, well rested, advance 1 space
13. Heads: Perform well in battlegame, advance 1 space
Tails: Perform heroically in battlegame, advance 3 spaces
14. Heads: Capture enemy flag alone, advance 2 spaces
Tails: Die assaulting enemy flank, advance 1 space
15. Heads: Flash hailstorm topples tent, advance 1 space
Tails: Flash hailstorm traps you in tent with attractive member of opposite sex, advance 3 spaces
16. Heads: Attractive member of opposite sex helps fix your tent, advance 2 spaces
Tails: Aggressive member of opposite sex helps fix your tent, advance 2 spaces
17. Heads: Significant other doesn't believe your story, advance 2 spaces
Tails: Significant other believes your story, advance 2
18. Heads: Significant other catches you in tent with member of opposite sex, retreat 1 space
Tails: Escape any "unfortunate encounters", advance 1
19. Heads: Killed in 1st rd of plunder tourney, advance 5
Tails: Win 1st rd of plunder tourney, advance 1 space
20. Heads: Win 2nd rd of plunder tourney, advance 1 space
Tails: killed in 2nd rd of plunder tourney, advance 4
21. Heads: Killed in 3rd rd of plunder tourney, advance 3
Tails: Win 3rd rd of plunder tourney, advance 1 space
22. Heads: Win 4th rd of plunder tourney, advance 1 space
Tails: Killed in 4th rd of plunder tourney, advance 2
23. Heads: Placed 2nd in tourney, advance 3 spaces
Tails: Won plunder tourney, advance 4 spaces
24. Heads: Your friends share their beer and commiserate while you watch the rest of the tourney, adv 1
Tails: Your significant other wants to "comfort you" for your loss, advance 1
25. Heads: Your best friend won the tourney, advance 3
Tails: Your significant other won the tourney, advance 3
26. Heads: Everybody thinks you were cheated, advance 2
Tails: Everybody thinks you're a rhinohide, advance 1
27. Heads: Everybody thinks you're a great fighter, adv 1
Tails: Everybody thinks you cheated, lose a turn arguing your side of the matter
28. Heads: All the good plunder already gone, advance 2
Tails: You got excellent plunder, advance 3
29. Heads: You resolve your argument, advance 3 spaces
Tails: You are thrown out till you cool off, lose a turn
30. Heads: You argue with the event autocrat, go back 1
Tails: A pretty young thing likes your plunder, advance 2
31. Heads: Someone reclaims your plunder as stoion property, go back 2 spaces
Tails: A pretty young thing would really like your plunder, advance 2 spaces
32. Heads: Your dish is the best at the potluck, advance 2
Tails: No one will eat your food, advance 1 space
33. Heads: You forgot your feast garb and smell sweaty, lose turn while you try to borrow some
Tails: Your borrowed feast garb looks great, advance 2
34. Heads: Your feast garb looks great, advance 2
Tails: Your feast garb is missing, go back 1
35. Heads: You collect the most cloves, advance 1
Tails: You win the kissing contest, advance 2
36. Heads: You win the Bardic, advance 2
Tails: You explode wine glasses and frighten cats in heat at the bardic, advance 1
37. Heads: Your sleeping bag is warm and cozy, advance 1
Tails: Your sleeping bag is occupied, advance 2
38. Heads: You oversleep, almost miss court, lose a turn
Tails: You are dressed to the teeth for court, adv 1
39. Heads: Your presentation in court was smooth and impressive, advance 1
Tails: Your presentation in court was silly, everyone laughed, advance 2
40. Heads: You're packed and ready to go, advance 1
Tails: Hangovers make packing take forever, lose a turn
41. Heads: Goodbyes are so hard, lose a turn
Tails: You bid final farewells and head home, advance 1
42. Heads: You bitch and moan about the weather, castigate the autocrat, and gripe about missing the Garth Brooks concert
Tails: You had a great time and make everyone who missed it miserable telling them so in detail



Unto the populace,

Within these next pages is a cleaner version of the Dor-Un-Avathar that was printed in the reign of King Ahira and circulated as an *experimental* prototype for the monster guild. Again, within the chaos we know as Amtgard, these rules have just been generally accepted, but never legalized by an Allthing (as in the *Corpora* of Amtgard). It is time now for the contributing (dues paid) members to review the effectiveness and versatility of the changes made to the monster class and to vote on whether or not the monster guild has new rules. At the next Allthing the decision must be made!

In service to the Burning Lands,

Tedrin

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

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

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

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

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

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

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

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

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

VULNERABILITIES- Special weaknesses of a monster.

LIVES- How many lives are given per game.

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

Requirements and Other Information:

1. There should be no more than one monster to every ten people in a game.
2. No one should be allowed to play a monster more than twice per month.
3. Garb must be approved by the monster committee; or by the Guildmaster of Monsters, the Prime Minister, and the Monarch.
4. Garb must be distinctive, and typify the monster in play.
5. A monster must show a willingness to play within the monsters character, and neutral monsters must remain neutral.
6. Monster abilities may be altered by the monster committee; or by the Guildmaster of Monsters, the Prime Minister, and the Monarch.
7. Certain monsters will be limited to certain games.
8. Twelve credits is the requirement for masterhood.
9. All components for spells and other abilities must present when the ability is used.

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

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

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

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

These monsters have been created to add a flavor to the battle games of Amtgard. All monsters should be played within character, subject to personal interpretation, and should never over balance a battle game. These guidelines have been set so that people may enjoy the game, and these guidelines should not be deviated from, for that shall cause much confusion to the general populace of Amtgard.

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

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

help with this rulebook.

Yours in service,

Terarin of Shadowdale,
Guildmaster of Monsters

Brownie

Armor: 1 point (due to size and speed)

Attacks: Either a dagger or a short sword.

Abilities: 1) Cast the following spells:

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

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

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

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

Lives: 3

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

2nd - As above.

3rd - Lost twice per life.

4th - Flight twice per life.

5th - Lost three times per life.

6th - Flight with unlimited usage.

Catperson

Armor: 1, due to amazing dexterity.

Attacks: 2 short swords, as claws, or may use a

single longsword.

Abilities: 1) Poison touch (once per life), that works as normal poison. The catperson must say "poison touch" five times, similar to Touch of Death.

2) Tracking, as the Scout ability, once per life.

3) Additional abilities gained at later levels.

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

Lives: 3

Levels: 1st - As above.

2nd - Gains an immunity to all charm spells.

3rd - Poison touch becomes twice per life.

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

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

6th - Poison touch becomes three times per life, and the increased dexterity gives + 1 point of armor.

Centaur

Armor: Only as a warrior, may use shields.

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

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

2) Tracking as per the Scout ability.

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

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

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

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

Description: Centaurs are half-horse, half-human creatures that are a wonder of the magical world.

Rumored to have been created by an experimenting old wizard to senile too realize what he had done. These creatures do not trust many who they meet (especially humans) and are fierce when their territory is invaded by uninvited guests.

Lives: 4

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

2nd - One Sleep Poison arrow (reuseable).

3rd - +1 damage with all arrows.

4th - One Armor Piercing arrow (reuseable).

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

6th - One Penetration arrow (reusable).

Death Knight

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

Attacks: Any melee weapon, and javelins.

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

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

3) They have the following spells once per life:

-Heat Weapon

-Finger of Death

- Pyrotechnics

-Stun

-Sleep

-Reanimate (into zombie)

4) Scare once per life.

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

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

special games, and it would be better if only those who have reached knighthood should play this.

Lives: 2

Levels: 1st - As above.

2nd - Gains Honor Duel (as per the Wizard spell) with unlimited usage

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

4th - One additional Scare per life.

5th - As above.

6th - One additional life, total of three.

Deva

Armor: 2 points.

Attacks: Swords and shields, as a warrior.

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

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

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

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

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

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

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

Lives: 3

Levels: 1st - As above.

2nd - Total of two Teleport spells per life.

3rd - As above.

4th - Mend becomes once per life.

5th - One additional Heal per life.

6th - One additional Awe per life, and can use one of its Heal spells on itself, once per game.

Dragon

Armor: Up to 8 points

Attacks: Claws: 2 white "siege" weapons

Abilities: 1) Invulnerability

2) Dragons can cast the following spells:

Dispels Magic (by levels) as per the

Wizard

spell, and Mend (3/life) as per the Healer spell.

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

- *Black Dragons* use Acid balls (similar to the Wizard spell Sphere of Annihilation).

The dragon must state "Acidbolt" before throwing the black bolt.

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

- *Green Dragons* have a Death Cloud bolt that poisons a person upon contact of a person, or anything he is holding. The poison is so fast acting that the poisoned person only has a fifty count to be cured.

That dragon must say "Death cloud" once, and any person hit is poisoned to death, except for a monk.

- *Red Dragons* breath Fire balls, as per the

Wizard spell of the same name, and all that is said is "Fireball" once before throwing the red padded bolt.

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

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

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

Lives: 1

Levels: 1st - 4 points of armor.

2nd - Dispels Magic once per life.

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

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

-Bladesnap/Bludgeon (2/battle)

-Talk to Dead (1/battle)

-Messenger (unlimited)

-Shove(1/life [as a wing buffet]).

5th - Dispels Magic three times per life, +1 point of armor (7 total), and Flight (as

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

Dryad

Armor: None initially.

Attacks: A single dagger

Abilities: 1) Dryads have the following spells:

Heal (unlimited, as per the Healer spell).

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

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

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

3) Additional abilities gained later.

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

Lives: 3

Levels: 1st - As above.

2nd - 1 point of armor.

3rd - Can cast Heat Weapon and Warp Wood (as per the

Druid spells) once per life, each.

4th - As above.

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

6th - 2 points of armor.

ELEMENTALS

Elementals are creatures that spawn from the elemental planes. They can be summoned under certain circumstances by archmages, or by a Great Druid (both being 6th level status) when given special permission by the Guildmaster of Monsters and the Prime Minister. The creation is similar to that of Golems. To summon one, a magic-user must spend three spell points from their fourth thru sixth level spell points. Once called upon this plane they

are fierce fighters, and loyal servants of the summoner, but can be ultimately be expelled to their plane by the use of simple spells, named later in the description of each elemental. There are generally four types of elementals (Air, Earth, Fire, and Water), but no Water elemental has ever been known to exist in the Burning Lands.

Air Elemental

Armor: 2 points

Attacks: Two short swords.

Abilities: 1) Teleport (as per the Wizard spell of the same name, two per life). This simulates the air elemental ability to become total air.

2) Call Lightning (2/life) as per the Druid spell of the same name.

3) Shove (unlimited usage) as per the Wizard spell, but the elemental may be moving while casting. This simulates its ability to "push" using a gust of wind.

4) Immune to all spells of fire, lightning, and those that charm, control, and hold (such as Entangle, Petrify, Stun, but not Ice Ball).

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

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

Lives: 3

Earth Elemental

Armor: 2 points

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

Abilities: 1) Teleport (unlimited usage, as per the Wizard spell), and can carry its summoner by these means (once per life).

2) Can cast 2 points of Stoneskin upon itself (once per life, as per the Druid spell).

3) Can turn Flesh to Stone once per life upon contact of an opponent by simply saying "Stone!" aloud on contact.

- 4) Any form of Petrify will heal lost limbs, and mend armor.

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

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

Lives: 3

Fire Elemental

Armor: 2 points

Attacks: Single sword, and a short bow.

Abilities: 1) Heat Weapon (unlimited, as per the Wizard spell); Pyrotechnics (as per the Wizard spell, 2/life).

2) Any sword it uses will count as if it were a Flameblade (see Druid spell), and all arrows it uses will be counted as Flame arrows.

3) Immune to all forms of magic, except for those that are fire or ice based. Fire based spells will act as a heal and mend, and ice will act a Banish spell.

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

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

Lives: 3

Levels: Elementals do not have levels.

Ghost

Armor: Special

Attacks: Spells only (see below).

Abilities: 1) Ghosts have the following spells:

Force Wall (as the Wizard spell, unlimited), but may not have more than three at a time.

Extinguish: By saying five times "extinguish", any fires, bolts, or flames within fifty feet are extinguished.

Sleep, only four spells per team in a game.

Dispel Magic (as per the Wizard spell, with uses depending on levels).

2) A ghost is immune to all physical attacks, except when casting a spell. When casting, only magic, or an enchanted weapon, will harm a ghost.

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

Lives: 3

Levels: 1st - Dispel Magic twice per life.

2nd - As above.

3rd - As above.

4th - Dispel Magic three times per life.

5th - As above.

6th - Dispel Magic with unlimited uses.

Ghoul

Armor: 1 point

Attacks: 2 claws (short swords) or possibly other weapons.

Abilities: 1) Paralyzation (as a subduing blow) on touch, with uses depending on level. Must say "Paralyze" before striking, no damage will be inflicted.

2) Anyone killed by a ghoull will become one for their next life, similarly to zombies.

Description: Ghouls are undead creatures that are very cunning, though mindless. They feed on human corpses to sustain "life". The only fear they know is holiness.

Vulnerabilities: They can easily be affected by most of all magic, except for any form of sleep, charm, or yield.

Lives: 3

Levels: 1st - Paralyzation twice per life.

2nd - As above.

3rd - Paralyzation three times per life.

4th - As above.

- 5th - Paralyzation with unlimited uses.
6th - As above.

Giant

Armor: By levels, additional armor as a barbarian.
Attacks: As a warrior.

Abilities: 1) All weapons used are considered Red weapons.
2) May hurl a huge rock (1 foot diameter minimum) as a white "siege" weapon, once per life.
3) Have all the immunities granted to barbarians.
4) Can go Berserk (as per the barbarian ability) at later levels.

Description: Giants are huge, man-like creatures that roam all different climates and terrains. While some are immensely stupid, others can be vile, cunning, and quite ruthless. Some giants are very primitive, using wooden clubs and rocks, and others may be found using a great bastard sword.

Lives: 4

Levels: 1st - 2 points of armor.
2nd - As above.
3rd - Can go Berserk on last life.
4th - 3 total points of armor.
5th - As above.
6th - Berserk becomes twice per game.

GOLEMS

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

Flesh Golem (2)

Armor: 1 point

Attacks: 2 fists (non-hinged maces)

Abilities: 1) Immune to all forms of magic. Magic weapons do normal weapon damage.
2) Fire based and Ice based spells act as a Hold Person spell.
3) Lightning spells act as a Heal spell, healing lost limbs and mending armor.

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

Clay Golem (4)

Armor: 2 points

Attacks: Single fist (any mace)

Abilities: 1) Immune to all bladed weapons.
2) Immune to all magic (like Flesh Golem), except for Dispel Magic and Pyrotechnics, which will cause the death of the golem.

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

Stone Golem (6)

Armor: 3 points

Attacks: Single Red weapon sword

Abilities: 1) Cast Hold Person (as per the Wizard spell, 4/game), with a 25 foot range
2) Immune to all magic. magic weapons do normal weapon damage.
3) Flesh to Stone or Petrify spells will heal all lost limbs, and mend all armor.

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

Iron Golem (8)

Armor: 4 points

Attacks: Single Red weapon sword

Abilities: 1) Harmed only by magical weapons, which do normal weapon damage, most other magic has no effect.

- 2) Lightning spells will act as Hold Person spell while Fire spells will heal any lost limbs, and will mend armor.
- 3) Deathcloud spell (2/battle), say five times "deathcloud", all within 10 feet are dead due to a poisonous cloud the golem exhales.

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

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

Levels: None

Griffon

Armor: 3 points

Attacks: Two short swords, as claws.

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

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

Lives: 3

Levels: 1st - As above.

- 2nd - Can carry a passenger once per life while in flight.
- 3rd - Can heal themselves once per life.
- 4th - Claws become Red weapons.
- 5th - Can carry up to two people, twice per life.
- 6th - One additional point of armor.

Lich

Armor: None.

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

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

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

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

Lives: As per the Lich spell.

Levels: Being sixth level Wizards, Liches do not need to gain levels as a monster.

Lizard Man

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

Attacks: Any, as a Warrior.

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

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

Lives: 4

Levels: 1st - As above.

- 2nd - Warrior Bladesharpen, once per battle.
- 3rd - May use javelins.
- 4th - Harden shield once per battle, Bladesharpen becomes once per life.
- 5th - Repair once per life (as per the warrior ability).
- 6th - +1 point to any armor.

Medusa

Armor: 1 point

Attacks: Short bow, and a dagger.

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

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

Lives: 2

Levels: 1st - As above.

2nd - Fire Arrow (once per life).

3rd - Poison Arrow (like normal poison), reusable.

4th - As above.

5th - Dagger can be poisoned (reusable).

6th - Can use the Yield spell once per life.

Minotaur

Armor: By levels

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

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

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

Lives: 4

Levels: 1st - 1 point of armor.

2nd - As above.

3rd - 2 points of armor.

4th - As above.

5th - 3 points of armor.

6th - As above.

Mummy

Armor: 2 points.

Attacks: Single short sword, and touch of hand.

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

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

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

4) Mummies gain abilities at later levels.

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

Lives: 3

Levels: 1st - As above.

2nd - Short sword counts as a Red weapon.

3rd - As above.

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

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

6th - Can heal itself twice per life, as if it can rejoin the fragments of its body.

Shambling Mound

Armor: 1 point.

Attacks: Two short swords, treated as Red weapons.

Abilities: 1) Immune to the Fireball and Iceball spells.

2) Can regenerate limbs after a fifty count, and Lightning spells regenerate it immediately.

3) Entangle (as per the Druid spell), two bolts per life with unlimited usage.

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

Lives: 3

Levels: 1st - As above.

2nd - As above.

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

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

5th - As above.

6th - Can regenerate one point of lost armor

every three hundred count.

Siren

Armor: None initially.

Attacks: Single dagger.

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

Description: Sirens are a race of creatures that resemble human females, and something very inhuman. They sing most of their lives, luring unsuspecting travellers to their doom. To help them along, they are incredibly seductive, and extremely beautiful. Both assets they use to give them an advantage over a weary male.

Lives: 3

- Levels:** 1st - As above.
- 2nd - 1 point of armor.
- 3rd - One additional Circle of Protection per life.
- 4th - As above.
- 5th - One additional Circle of Protection per life, total of five per life.
- 6th - Confusion (as per the Druid spell) once per life.

Troll

Armor: Up to 3 points

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

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

Once a person has been scared, he may not be scared again until his next life.

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

Lives: 2

- Levels:** 1st - 1 point of armor.
- 2nd - As above.
- 3rd - 2 points of armor.
- 4th - One additional life (3 total).
- 5th - 3 points of armor.
- 6th - As above.

Unicorn

Armor: None initially.

Attacks: None.

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

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

Lives: 3

- Levels:** 1st - As above.
- 2nd - A unicorn can resurrect a dead person that is brought to its home tree (unlimited usage).
- 3rd - As above.
- 4th - Can cast Lost (as per the Healer spell) once per life.
- 5th - As above.
- 6th - Lost becomes three times per life.

Vampire

Armor: 1 point

Attacks: Short swords and/or daggers only

Abilities: 1) Yield spell (by level) as per the Wizard spell, but with a fifty foot range.

2) Teleport (by level) as per the Wizard spell. This simulates the vampires ability to turn into a gaseous form.

3) Vampires regenerate lost limbs after sixty seconds.

4) Vampires are immune to all non-magical attacks except for any wooden stabbing weapon (such as arrows, pole arms, javelins, etc.). Note that enchantments placed on a weapon make that weapon "magical" for purposes of affecting a vampire.

5) Only fire, arrows, or other wooden stabbing weapons will kill a vampire. Killing blows with a magical weapon will cause a vampire to turn gaseous (into a fine mist) and return to it's home base for 150 count, without the loss of a life. This doesn't use it's teleporting ability, but is a simple escape mechanism. For the mechanics of a game, Lightning spells count as fire.

6) Vampires are immune to: (spells) Yield, Touch of Death, Lost, Sleep, Mass Sleep, Confusion, Feeblemind, and Fear. (Abilities) Touch of Death, Vibrating Palm, all bardic abilities, and poison. Petrify and Flesh to Stone will force a vampire to gaseous form (as in # 5).

7) A vampire cannot be resurrected, healed, reanimated, transformed, or reincarnated. Summon Dead will bring a dead vampire back to life, as if it were a Resurrect spell.

8) A Banish spell will only make a vampire "lost" while a Monk's Turn Undead ability will cause a vampire to not attack the monk; but a vampire can still attack the monk's team. If the monk attacks the turned vampire, the turning is broken.

9) A vampire may never be subdued.

10) Any weapon wielded by a vampire does two pts. to armor (as if they were Blade Sharpened).

11) Anyone killed by a vampire three times

will become one for the remainder of their lives, and will fight for the original vampires team. The vampire must have black head bands and additional copies of the vampire class to give to a converted vampire.

Description: Vampires are undead who must drink the blood of the living in order to survive. They are fearsome creature who roam the night and are particularly dangerous as they appear as pale humans wearing dark clothing, with large canines (teeth). They are weakened from direct exposure to sunlight, and are usually found in haunted keeps and graveyards, from which they conduct their nightly hunts for prey.

Lives: 3

Levels: 1st - Yield once per life.

2nd - Teleport once per life.

3rd - Yield twice per life.

4th - As above.

5th - As above.

6th - Teleport twice per life.

Vampire Lord

Armor: 2 points

Attacks: Swords only, that count as Red weapons.

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

1) Yield spell with unlimited uses, and a 100 ft. range.

2) Flight (unlimited, similar to the Wizard spell of the same name). Vampire says "I shall transform and take flight" three times. The vampire lord must flap it's cloak and squeak like a bat. In this form, the vampire lord can not attack, and it can only be attacked by ranged weapons (as per the rules for Flight).

3) Vampire lords have natural Protection from Death, similarly to the Monk ability and the Healer spell of the same name.

4) A vampire lord can point at someone and Summon Rats (3/life) by saying "I call upon armies of rats to devour thee" three times, with a range of fifty feet. Note that only a Protect spell can prevent someone from dying from this spell (because this causes the victims' instant death) and a Protection from Death, or

- a Defend spell will provide no protection.
- 5) In special games (the only time a vampire lord may play) only the vampire lord may turn human beings into vampires. To do this (2/life), a vampire must take a person it killed, and say "I transform thee nosferatu" ten times. The victim becomes a common vampire with full lives, and will fight for the vampire lord for the remainder of the game, or until it loses all of its lives. The lord should provide black arm bands (to signify a "new" vampire), and extra copies of the vampire rules.
- 6) Shove (3/life), like the Wizard spell of the same name, but with a range of 30 feet. This simulates the vampire lord's great telekinetic strength.
- 7) Messenger (2/life), as per the Wizard spell, representing telepathy possessed by the lord.

Description: Vampire lords (or ladies) are the oldest and the most powerful of all the vampiric undead. They are feared by all mankind as one of these foul creatures could endanger an entire community, as they possess the power to make more of their kind. Only the bravest and most skilled individuals should ever attempt to confront one of these fiends, and then only with magical protection and a wooden stake. Vampire lords do not become weakened in sunlight, but avoid it anyways. They normally live in scary castles, or haunted mansions, usually inhabited by all forms of undead, including the vampiric concubines of the lord or lady.

Lives: 2

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

Werewolf

Armor: 2 points

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

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

- 4) Immune to all forms of yield and sleep.

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

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

See Vampire for more details.

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

Lives: 3

Levels: 1st - Berserk once per game.

2nd - As above.

3rd - Scare (see Wraith) once per life.

4th - Berserk twice per game.

5th - As above.

6th - Berserk three times per game.

Wraith

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

Attacks: Swords only, as a warrior.

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

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

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

4) Immune to all sleep and charm spells.

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

6) Other abilities gained later.

Description: Wraiths are a form of undead hailing from the Negative Plane of Existence. They are very

destructive, and tend to frighten or hinder anyone they choose. Wraiths appear as dark, shadow-like humanoids, or black mists.

Vulnerabilities: A Banish spell will disrupt a wraiths energies, resulting in a death.

Lives: 3

Levels: 1st - As above.

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

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

4th - Can Sever Spirit three times per life

5th - One additional Scare per life.

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

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

4th - As above.

5th - As above.

6th - One additional life, total two.

Zombie

Armor: None.

Attacks: As per a warrior.

Abilities: 1) Zombies carry a virus that turns anyone hit by a melee weapon into a zombie.
2) Zombies only die for one minute.
3) Zombies regenerate lost limbs in 30 seconds.

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

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

Lives: 1

Levels: 1st - As above.

2nd - As above.

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