

Dor Un Avathar X

AMTGARD MONSTER BOOK



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Credits

The creation of this Monster supplement was truly a community effort incorporating feedback and suggestions from countless Amtgarders. The committee in charge of creating the rules and incorporating feedback saw many names come and go, but was primarily comprised of Sir Elder Vermilion, Sir Medryn Harlequin, Bjorn the Small, Sken, Talaisan, Sir Luke Wyngarde, Clenawe, Sir Glenalth Woodwalke, and Nicodemus Aravoth. The incidental artwork in this book was provided by Dame Casca Eruoy, Denah, and Runestone Lillywinks. Design and layout was by Sir Grix and Jonathan Skippy Schwarz.

This supplement is compatible with the Amtgard Rules of Play Version 8. For the latest version of this supplement, the Rules of Play, or for more information about Amtgard, go to:

www.Amtgard.com

MONSTERS IN AMTGARD BATTLEGAMES

GENERAL MONSTER RULES

1. This book is not intended to be a standalone set of rules. It must be used in conjunction with the Amtgard Rules of Play Version 8, and it assumes a basic familiarity with those rules. General rules (such as States and Class Abilities) are not duplicated in this book. The Rules of Play supersedes all Monster supplements and handbooks in case of disputes. Nothing in this book replaces the rules contained in the Rules of Play, and everything in this book is optional, to be used at the discretion of the person running the game.
2. Monsters may not unbalance a battlegame and must show a willingness to play in character.
3. Monster Abilities may be removed at the Reeve's option to help balance regular battlegame play.
4. Monsters may not voluntarily "take a death" in order to prevent players from completing an objective or to gain a battlefield advantage. If the Scenario rules give Monsters an advantageous Respawn, those Monsters may not voluntarily "take a death" to speed up their downtime or regain per-life abilities.
5. Monsters are generally treated as separate classes. Monsters may not stack a standard class in addition to its Monster entry unless the Monster has the Player Class Trait or this is otherwise specified as allowed.
6. All rulebook spells and abilities affect Monsters in the same way they would a standard player class, unless specified otherwise. This is usually specified using the Altered Effect ability.
7. Monsters may not use Magic Items unless granted them by an ability or as part of a quest or other special scenario.
8. Monsters generally may not wear enchantments from other players. Monsters that can wear enchantments from other players are specifically noted as being able to do so.
9. There are two kinds of Monsters in this book: Battlegame Monsters and Scenario Monsters. Battlegame Monsters may be played in regular battlegames as detailed below. Scenario Monsters may only be used in special scenarios and are usually included by the game designer or questmaster.

MONSTER FORMAT

Monsters detailed in this volume follow a distinctive format, each having similar entries, as detailed below.

Description: This includes physical descriptions and role-playing tips.

Garb: The distinguishing features of a particular Monster. Players should endeavor to look as much like this description as possible. Items listed as "Suggested" are optional, including gender suggestions. All monsters are required to carry a copy of the monster entry and wear a silver sash in addition to any listed Garb requirements. Exception: If the person playing a monster has excellent monster garb that leaves no doubt (from a distance) what monster they are playing as, then the game designer may waive the silver sash requirement. Example: A person playing an Elf whose only distinguishing garb is pointed ears will have to wear a silver sash as well. A person playing an Elf with: long, flowing, blond hair, pointed ears; tribal face paint, and leather armor shaped to look like leaves should be allowed to forego the silver sash with permission of the game designer.

Requirements: Lists any in game restrictions on who may play the Monster, such as Knight only.

Type: There are a number of Monster types, each with special qualities, including certain Immunities, Vulnerabilities, and other special rules. Monsters may have several types, and the effects are cumulative unless indicated otherwise in the specific Monster entry.

Animation: An animation is a monster that is generally composed or constructed of otherwise nonliving materials and given some semblance of life through mystical means or other process

Immunity (Command, Death, Subdual)

Altered effect (Dispel Magic:Lost)

Altered Effect (Anti Magic: Lost)

Aversion (Anti-Magic Zone)

Beast: Non-humanoid creatures, most often animals with more than two legs.

Weapons considered Natural

Botanical: These Monsters are composed of plant or fungal material

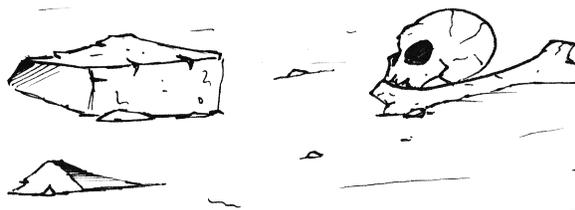
Immunity (Command, Death, Subdual)

Extra-Planar: These Monsters hail from another dimension or plane of existence and include elementals, demons, and angels.

Immunity (Death)

Altered Effect (Banish: Lost)

Vulnerability: May be targeted by Banish as if they were Insubstantial.



Fey: These are the fairy folk of legend and myth.

Immunity (Command)

Humanoid: Monsters in this category generally have two arms, two legs, and walk upright.

Note: Although not considered monsters, players of any standard class are considered Humanoid for the purpose of game effects.

Legendary: These are the most powerful creatures of myth.

All abilities are (Ex) Note: Spells gained via Magic Caster are still magical in nature.

Gain Power Word Unlimited

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

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

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

Immunity (Command, Death)

Level: This entry indicates the minimum level in the Monster Class that a player must have in order to play the Monster in a regular battlegame. Questmasters and game designers may allow a player to play a Monster regardless of the player's actual Monster level. Only Battlegame Monsters have this entry

Power Rating: This entry indicates the monsters power relative to other monsters and is listed on a scale of 1-10. The higher the Power Rating, the stronger the monster.

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

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

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

Abilities: This is a list of the various Abilities the Monster has access to.

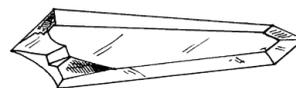
Vulnerabilities: A list of limitations, restrictions, and weaknesses the creature has. This entry may be omitted if the creature has no significant vulnerabilities.

Special Notes: This section included only if the Monster has any unusual properties or rules that can affect game play or inclusion in battlegames, quests, or scenarios.

PLAYING A MONSTER

Monster is a special class similar to the standard classes presented in the Rules of Play. Like other fighting classes, players gain levels in the Monster class by receiving credits for participating in a battlegame. Unlike other fighting classes

Monsters do not have levels. Rather, as a player gains levels in the Monster class, they gain access to more powerful Monsters.



There are two ways to play a monster: as a Scenario Monster or a Battlegame Monster. Each has varying requirements and rules.

SCENARIO MONSTERS

When a quest or special scenario is organized, the Questmaster, or person running the scenario, will select players to play Monsters. Scenario Monsters used in these games are generally not part of a player team and serve as encounters, challenges, or plot points in the quest. The quest designer may include any monster and may modify or create Monsters as necessary for the specific scenario. While all of the Monsters in this book may be used in quests, this book is designed primarily for use in regular battlegames rather than special scenarios. Questmasters should feel free to use this book and other resources in designing their games, but should not feel limited by anything but their own imagination and game requirements.

BATTEGAME MONSTERS

In addition to having monsters placed in a game by the game designer, players may play the Monster class in regular battlegames as they would any other class, so long as the game designer has indicated that players may play Monster in that particular game. If you want to play a Monster in a battlegame you must have the permission of the game designer and local monarch (or highest ranking official present, if the monarch is unavailable). When playing a Monster as a regular class, the Player may play any Battlegame Monster whose level is less than or equal to the Player's level in the Monster class.

MONSTER RACES

Other ways to role-play a monstrous persona:

Sometimes, playing the Monster class is simply not an option, either because the game designer doesn't allow for it, or you'd prefer to use regular class abilities. However, in order to encourage ongoing role-play as a Monster and encourage excellent garb for both Monster and standard classes, the following option is available: Instead of using a Monster entry as presented in the Battlegame Monster section, a player may use a Monster Race to gain the "Look the Part" bonus for the standard player class they are playing. Reeves are encouraged to award the standard class's "Look the Part" bonus for players who wear the garb of a Monster entry as presented in the Battlegame Monster section (but wearing the sash of the standard player class and not a silver sash), and exceed the minimum garb as per the normal "Look the Part" entry presented in the Rules of Play. Unlike other entries in this book, Monster Races are not Monsters, and may bear enchantments and use magical items as normal.



ARMOR, WEAPON, TERRAIN, AND EFFECT TYPES

For the purpose of Abilities, Immunities, and Vulnerabilities, game effects fall in to the following types.

ARMOR TYPES

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

Ancestral: Ancestral Armor functions as per the Ancestral Armor enchantment in the Rules of Play.

Magic: Magic armor functions as described in the Rules of Play.

Natural: Natural Armor functions identically to magic armor as described in the Rules of Play, except as follows: Natural Armor may not itself be the target of magic or abilities with the exception of Heal or other similar abilities that heal wounds (such as Steal Life Essence or Adrenaline), which will repair a single point of natural armor in a single location or Greater Heal, which will repair all points of Natural Armor in a single location. Natural Armor is never bypassed by Phase Arrow, Phase Bolt, or other similar abilities. A player's immunities extend to their Natural Armor, meaning Natural Armor is unaffected by those effects a player is immune to. For example a player immune to Subdual and with one point of Ancestral Natural Armor is hit with an Iceball. The armor does not lose a point, and the player is unaffected. A player with Natural Armor cannot gain magical armor in any manner.

Natural Invulnerability: A skintight layer of overall (non-sectional) protection. Each point of Natural Invulnerability grants resistance to the next effect that would inflict a Wound, Death, State, or other negative effect, and is then removed. Does not trigger against effects cast by the player. Natural Invulnerability is the only type of armor that stacks with other armor types and is affected only after other armor types have been destroyed or are ineffective against the attack. Natural Invulnerability may not itself be the target of magic or abilities and may not be healed unless otherwise specified. Natural Invulnerability is never bypassed by Phase Arrow, Phase Bolt, or other similar abilities and is not ignored by abilities that ignore armor.

Worn: This armor must be an actual piece of armor worn on the body, and follows the armor rules in the Rules of Play.

WEAPON TYPES

Heavy: Heavy weapons are any weapons with any of the Armor Breaking, Shield Crushing, Armor Destroying, or Shield Destroying Special Effects.

Magic: Any weapon wielded by a player carrying a magical offensive enchantment such as Imbue Weapon, weapons that are Magic Items, and any weapon designated by a reeve or questmaster as magical. Magical effects of these weapons are stopped by abilities that grant Immunity to Magic, Such as Immunity (Magic) or Protection from Magic, but the weapons still damage armor, wound, or kill, as appropriate. For example, a Monster with Immunity (Magic) hit in the leg by a weapon wielded by a player with Imbue Weapon would be wounded by the weapon, but not killed.



Natural: Weapons that are considered a physical part of a monster. Used to simulate claws, horns, and so on. They cannot be affected by Magic or Abilities that specifically affect weapons (Pyrotechnics, Heat Weapon, etc.). Effects that normally treat weapons differently (Arrows, Fireball, Lightning Bolt, Sphere of Annihilation) that strike a Natural Weapon are treated as having hit the Monster in the arm.. Touch effects may be extended through Natural weapons (both ways) if declared within one second of contact. A player using a touch effect on a Monster's Natural Weapon is only damaged, wounded, or killed if contact was made as a result of a melee attack made by the monster. Immunities and protections of a Monster extend to any Natural Weapons.

Siege: Siege Weapon requirements and effects are as defined in the rules of play.

EFFECT TYPES

Cold: Simulates any snow, ice, cold or freezing effect or quality, such as Iceball and Icy Blast.

Command: Magic and abilities from the Command School.

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

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

Lightning: Simulates any electrical, lightning, or shocking effect or quality, such as Lightning Bolt and Call Lightning.

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

Protection: Magic and abilities from the Protection School

Sorcery: Magic and abilities from the Sorcery School

Spirit: Magic and abilities from the Spirit School

Subdual: Magic and abilities from the Subdual School



TERRAIN TYPES

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

ANTI-MAGIC ZONE: All forms of magical energy cease to function within this zone, denoted by yellow ribbon placed around the area. Enchantments on players that enter this area are instantly dispelled. Spells and magical abilities may not be cast (including those granted by Magic Items) while within the boundaries of an Anti-Magic Zone.

CARNIVOROUS SWARM: Something small and annoying is eating your flesh if you enter this area, which should be marked with a red ribbon. Take a wound to any location (player's choice) after 5 seconds and a Wounds Kill wound after 10 seconds. Wounds Kill wounds continue at the rate of one per second after the initial 10 seconds. Ignores armor.

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

DEFILED GROUND: Areas marked with purple ribbons represent land or places dedicated to wickedness and darkness. All players are Cursed while within the area. Anti-Paladins and Death Knights gain Charge x3 for all magic and abilities from the Death school while within the area.

ETERNAL STENCH: Mark out areas of foul putrescence with green (and it better be really ugly green) ribbons. Only players who are immune to Death may enter, unless one hand covers the player's nose and mouth at all times. Players who remove their hand are Stunned. After the player is removed from the zone, the Stunned state continues for 30 seconds.

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

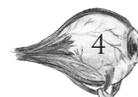
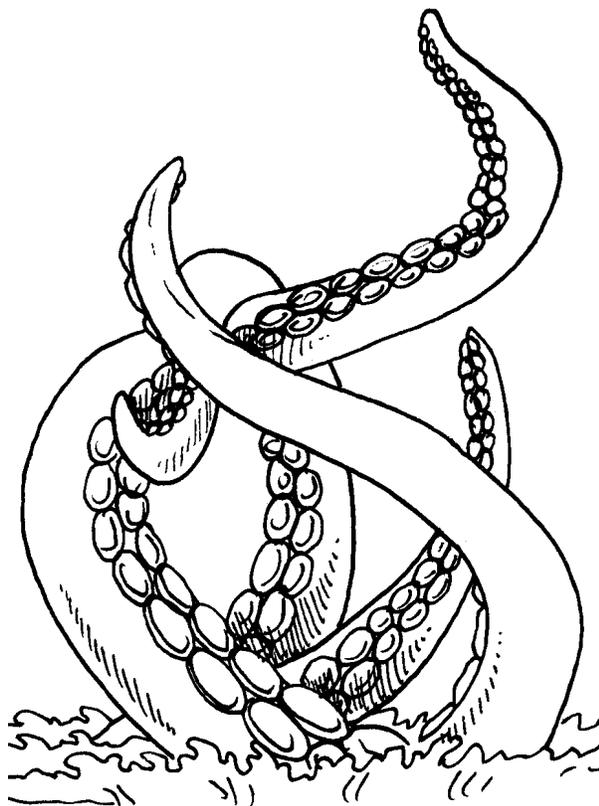
HOLY GROUND: Areas marked with white ribbons represent land or places dedicated to goodness and white light. Paladins within Holy Ground gain unlimited use of the Heal spell and all players are immune to Death while within the boundaries of such an area.

LAVA: Denoted with orange ribbon placed around the area. These are areas of open flame. Players that enter this area are subject to a Wounds Kill wound (of the Flame school) and all their equipment is affected by Armor Destroying, Weapon Destroying, and Shield Destroying (of the Flame school) continuously, at the rate of one per second.

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

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

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



MONSTER ABILITIES

Monsters often have special attributes and powers, much like the standard classes described in the Rules of Play. In addition to the ability types described in the Rules of Play (Extraordinary (Ex), Magical (M), and Traits (T)) this book introduces Natural (N) abilities. Natural abilities represent characteristics inherent to the monster, such as additional limbs or non-humanoid bodies. They function exactly like Traits from the Rules of Play, but they are never bypassed by magic or abilities that ignore other magic or abilities (such as Phase Bolt or Phase Arrow).

Ability usage will be in one of the following formats:

X/Life: The monster may use this ability the indicated (X) number of times each life.

X/Refresh: The monster may use this ability the indicated (X) number of times during each refresh.

Unlimited: The monster may use the ability as much as it wants, but must successfully activate it each time, unlike a trait or natural ability, which is always on.

X Balls/Unlimited: Reserved to magic ball effects, the monster may carry up to (x) number of magic balls at a time. Ball-based abilities must follow all rules for magic balls in the Rules of Play, even if they are not considered Magical (M).

Note: Monsters may have abilities or traits that are listed in the Rules of Play. These follow the same rules as printed there unless otherwise noted. Likewise, a monster may have an ability that mimics the function of magic listed in the ROP. Again, these follow the rules in the Rules of Play except as noted, though they are not considered Magical unless listed as (M) in the individual monster's entry.

ABILITY FORMAT KEY

T: Type **S:** School **R:** Range (if any)

I: Incantation

M: Materials needed

E: Effect

L: Limitations or Restrictions

N: Note

Aerial Superiority

T: Enchantment **S:** Sorcery **R:** Self

E: Allows a creature with Flight to take flight while moving. Additionally, if throwing weapons or projectiles are available to the monster, they may be used while in flight.

Altered Effect [Spell, Ability, or Type]-(New Effect)

T: Enchantment **S:** Sorcery **R:** Self

E: The normal effects of a listed Spell, Ability, or Type are ignored, and the effect detailed in the description is used instead.

N: Altered effect supersedes immunity to the Spell, Ability, or Type. Example: A Fire Elemental struck by an Iceball is still affected by Lost even though it is immune to the normal effects.

Alchemist [#]

T: Enchantment **S:** Sorcery **R:** Self

E: Bearer may select a number of Potions from the Magic Item section of the rulebook equal to [#]

Amorphous

T: Enchantment **S:** Sorcery **R:** Self

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



Aquatic

T: Enchantment **S:** Sorcery **R:** Self

E: Player ignores the effects of the "Water" Terrain Type.

BOON

T: Verbal

S: Sorcery

I: "I grant thee a boon."

E: Refresh one player.

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

Contingency

T: Verbal **S:** Protection **R:** Self

E: When the player would otherwise die, they instead announce "Contingency" and become Insubstantial. The caster treats the triggering event as though it had no effect on them other than triggering Contingency. Caster may choose to return directly to their respawn location immediately after Contingency activates.

Corrosion

T: Verbal **S:** Sorcery **R:** 20 feet.

I: "My power rusts that (weapon or armor location)" x3.

E: One weapon is destroyed. Magic, Natural, or Worn Armor suffers an Armor Breaking hit to one location.

Dive Attack

T: Verbal **S:** Sorcery **R:** Self

I: "Diving"

E: For the next 5 seconds, the player may approach and engage in melee combat with non-flying players.. Player must Chant this time out loud. While under the effects of Dive Attack player loses the immunities granted by the Flying state

L: This ability may only be used while Flying.



Enchantable

T: Enchantment **S:** Sorcery **R:** Self
E: Player may receive enchantments cast by other players.
N: This ability does not allow Monsters with the Player Class ability to receive enchantments if their player class would restrict them from doing so.

Energy Proof (Type)

T: Enchantment **S:** Protection **R:** Self
E: Bearer is unaffected by the listed Type

Extinguish

T: Verbal **S:** Sorcery **R:** 20'
I: "By my power, I extinguish these Flames" x3.
E: All enchantments of the Flame school within range are affected by Dispel Magic. All Traits, Terrain Effects, and Magic Balls of the Flame school within range are rendered inactive for 30 seconds.
N: Magic Items are unaffected.

Flight

T: Verbal **S:** Sorcery
R: Self
I: "I take flight" x3
E: Player becomes Flying.
L: Player may not use Projectiles, except Magic Balls
FLYING: Player is unaffected by projectiles and abilities that originate within 20' and melee attacks from other players who are not Flying or Large. Flying players may not attack other players who are not Flying or Large by using melee attacks and may not use projectiles (but may use magic balls). When not actively engaged in melee combat with a Large or Flying opponent, Flying players may not physically interact with other players, including casting spells or abilities at a range of touch. As a guideline to help adjudicate what constitutes physical interaction, Flying players should attempt to remain at least 10 feet away from living players that are neither Large nor Flying. Player may remove Flying from themselves at any time by Incanting "I return to solid ground" x3. The ending Incantation for Flying is not interrupted by the player moving their feet. Flying is immediately removed if the player becomes Frozen, Stopped, Stunned, or Insubstantial. Must indicate their Flying State by saying "Flying" if asked or attacked in melee. Greater Release and similar magics have no effect on Flying. Flying Players may not interact with game items in any way unless specifically allowed to do so by the game designer.



Greater Holy Weapons

T: Enchantment **S:** Protection **R:** Self
E: Player's shield is indestructible. Player's melee weapons are Armor Breaking, Shield Crushing, magical, indestructible, and do not interact with ongoing Magic or Abilities. (See Phase Blade)
N: Does not supersede the Frozen, Insubstantial, or Out of Game States.

Hard to Kill

T: Enchantment **S:** Protection **R:** Self
E: Bearer does not die from wounds to their limbs.
N: Wounded limbs are still useless, and effects that trigger off of a wound still function normally.

Holy Weapons

T: Enchantment **S:** Protection **R:** Self
E: Either player's melee weapons are Armor Breaking, Shield Crushing, magical, and indestructible, or player's shield is indestructible.

Incorporeal

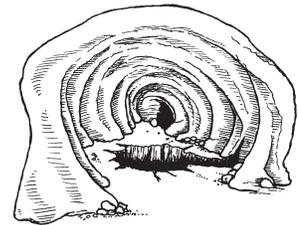
T: Enchantment **S:** Sorcery **R:** Self
E: This creature gains the Insubstantial State and may move freely while in this State. If this creature is forced out of this State it will regain the Insubstantial State after 5 seconds. This creature may only voluntarily end this Insubstantial State by using Manifestation.

Iron Will

T: Enchantment **S:** Protection **R:** Self
E: Player is unaffected by the Frozen, Stopped, Stunned, and Insubstantial states.

Lair

E: Monster must declare a Lair to the Reeves before the game. Lair functions as an alternate respawn point and certain abilities may only work inside a Lair. The Lair can be a stationary object (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 (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 their Lair before coming back to life. A Lair may not be destroyed.



Large

T: Enchantment **S:** Sorcery **R:** Self
E: Bearer ignores the movement restricting effects of the Water Terrain and ignores the immunity to melee granted by Flying.

Leap

T: Verbal **S:** Sorcery **R:** Self
I: "I leap away"
E: Player becomes Flying and moves directly to a destination within 50' of their starting point. Upon arrival, they must immediately end the effect as per Flying.
L: Destination must be chosen at the time of casting by the caster. Player is Suppressed until arrival at the destination or Flying is lost.



Manifestation

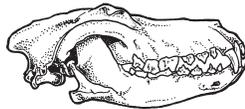
T: Enchantment **S:** Sorcery **R:** Self
I: "I haunt the physical world." x2
M: No strip required
E: This Incorporeal creature may end their Insubstantial State so long as no living enemies are within 10ft. Bearer must Chant "I haunt the physical world" or cast a spell or ability. Casting a spell or ability in place of the normal Chant is still a Chant and must follow all Chant rules. Manifestation ending results in the bearer regaining the Insubstantial State after 5 seconds.

Many Legged (#)

T: Enchantment **S:** Protection **R:** Self
E: The monster has a number of points of Natural Invulnerability equal to (#) that apply only to effects that would cause a wound to either leg. Each such effect will remove a point from the total. Removing a point of this invulnerability counts as taking a wound. Once all of this invulnerability is lost, the creature is considered Slow and can be wounded normally. This invulnerability may be restored by Heal and similar effects as though each point were a separate wound.

Mighty

T: Enchantment **S:** Sorcery **R:** Self
E: All weapons wielded in melee are Armor Destroying and Shield Destroying

**PASS WITHOUT TRACE**

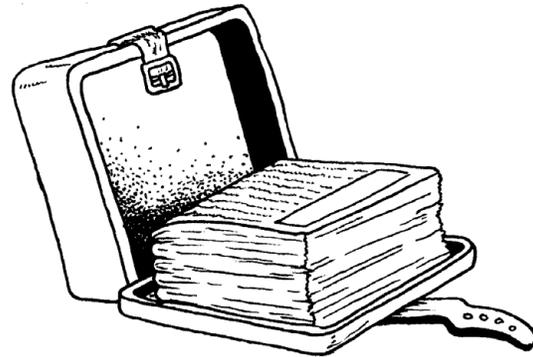
T: Verbal
S: Sorcery
R: Self
I: "I pass without trace" x1
E: Player becomes Insubstantial and must move directly to their base. Player must end their Insubstantial State as per normal once they reach their base.
N: If the Insubstantial State is ended before reaching the base, the rest of the effect is ended as well.

Player Class (Class, Level)

E: The monster gains all of the Abilities of the listed class at the listed level in addition to any already included. If the listed class is a Magic-User, the monster also gains Magic-User and the magic points of the level listed. However, any non-Natural equipment must be purchased as normal with magic points. If any of the listed equipment is not normally allowed to that Magic-User class of that level, the cost in magic points is 2 points at their highest level (per point of worn armor, if any). Player must wear a sash of the color required by the class granted by Player Class on the opposite shoulder from their Monster sash.

Power Word

T: Meta-Magic **S:** Neutral
I: "Power Word"
E: Magic and abilities require only a single iteration of the incantation. For multi-line incantations, use the last line.
L: This ability has no effect on Magic or Abilities granted by Player Class. May not be used on the Charge incantation."

**Sheer Numbers**

T: Verbal **S:** Sorcery **R:** Self
I: "Avenge me, my brothers!" immediately after dying
E: Player returns to life. All wounds are removed, all States that are removed by death or respawning are removed, all ongoing effects are removed, all enchantments are removed, and all of their equipment is fully repaired. Player becomes Insubstantial and can move to any location within 50ft from their starting point.
L: Caster may not end the Insubstantial State within 10ft of a living enemy. May not be affected by Empower, Restoration, or similar Magic and Abilities.

Small

T: Enchantment **S:** Sorcery **R:** Self
E: Bearer is Immune to Wounds to limbs from Projectiles.

Strong

T: Enchantment **S:** Sorcery **R:** Self
E: All melee attacks from this creature are Armor Breaking and Shield Crushing.

Thick Skinned

T: Enchantment **S:** Protection **R:** Self
E: This creature's natural armor treats Armor Breaking effects as if they were not Armor Breaking and instead do one point of damage to the creature's natural armor. Any additional effects beyond Armor Breaking are treated normally.

Tinker (#)

T: Enchantment **S:** Sorcery **R:** Self
E: Bearer may select a number of Talismans from the Magic Item section of the rulebook equal to (#).



VULNERABILITIES

Added Effect

In addition to the normal effects of a spell, ability, effect, or grouping of the same type, the listed effects also occur.

Aversion

This monster may not attack or cast magic or abilities that affect the object of their Aversion. This monster must remain at least 20 ft away from the object of their Aversion unless forced there by another Magic or Ability

Beneficent

This monster is unable to initiate hostile actions toward a player unless that player attacks or begins casting a magic or ability at this monster first. Once lost, this vulnerability will no longer apply to a player for the rest of the game. Exceptions to this vulnerability are listed in the individual monster entries.

Reversion

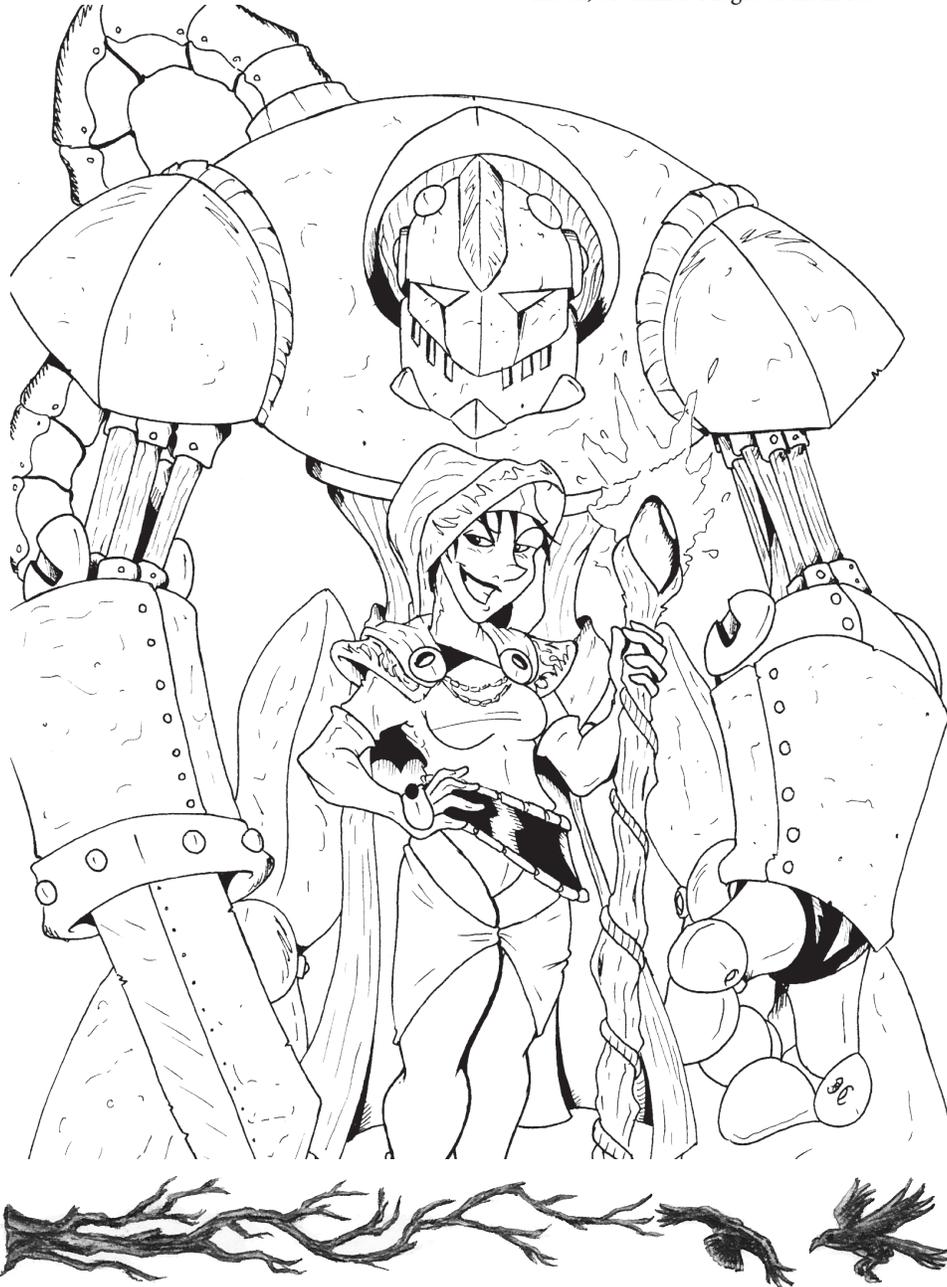
All active abilities and traits are ended (including natural weapons and armor,) all enchantments are dispelled and the player becomes suppressed for the remainder of this life. If the monster had only natural weapons, the player may use a single short sword for the rest of this life.

Slow

This player must keep at least one foot on the ground at all times. This player may not run or jump.

Susceptibility

Attacks against this monster that meet the criteria listed in the monster's description do not interact with other ongoing Magic, Abilities or Traits, including Natural Armor or Invulnerability. Example: Attacks are not stopped by Stoneskin, Protection from Projectiles, or Immunities, and does not trigger the effects of Contingency, Troll Blood, Undead Minion, Magic Ball Block, or similar Magic or Abilities.



BATTLEGAME MONSTERS

AUTOMATON

DESCRIPTION: Automatons are humanoid metal constructs animated by powerful rituals. Unlike other animations whose existence quickly fades, an Automaton appears to be a permanent creation. They also appear to be sentient, but no one is quite sure if this is real, or simply a testament to the skill of their creator.

GARB: Silver sash, face-concealing metal helm or metallic face paint, and metal armor or garb that gives the appearance of a metal body.

TYPE: Animation

POWER RATING: 3

LEVEL: 6

ARMOR: 4 (Natural Ancestral)

SHIELDS: Medium

WEAPONS: All Melee

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Immune to Subdual (T)

Strong (T)

Altered Effect [Anti Magic]-(Lost) (T)

Altered Effect [Dispel Magic]-(Lost) (T)

Altered Effect [Mend]-(Heal) (T)

VULNERABILITIES:

Slow (T)

Added Effect (T) [Lightning]: gains Stopped for 60 Seconds

Aversion: (Anti-Magic Zone) (T)



BANSHEE

DESCRIPTION: Banshee are undead elven females whose hatred of life is so great, it sustains them even after death. The Banshee cries out her hatred in a voice so terrible it can kill. Usually appears as a female in rotted robes of once fine fashion.

GARB: Silver sash, soiled and torn finery. Suggested: female.

TYPE: Undead

POWER RATING: 3

LEVEL: 6

ARMOR: None

SHIELDS: None

WEAPONS: Daggers (Natural)

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Immune to Subdual (T)

Incorporeal (T)

Manifestation (Ex) Unlimited

Terror (M) 1/life, Charge x5

Finger of Death (M) 2/life

Altered Effect: [Banish]-(Dimensional Rift) (T)



BASILISK

DESCRIPTION: Basilisks are large stone-covered lizards that prey on all living creatures. They are foul-tempered, always hungry and relentless in battle.

GARB: Silver sash, gray or green scales, anything suggesting stone or rocky textures, a tail and/or horns.

TYPE: Beast

LEVEL: 5

POWER RATING: 3

ARMOR: 4 (Natural)

SHIELDS: None

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

ABILITIES:

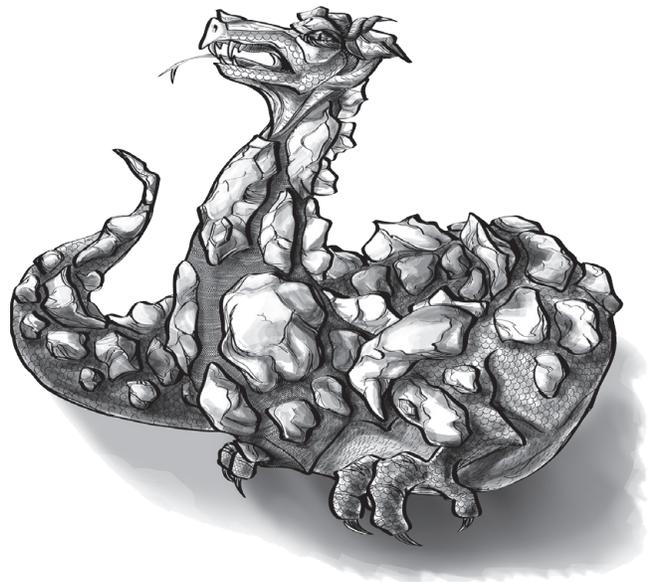
Immune to Subdual (T)

Thick Skinned (N)

Iceball (M) 2 balls/unlimited

Poison (Ex)(Self only) unlimited

Adaptive Blessing (Death only) (Ex)(Self only) 1/life



BEAR

DESCRIPTION: These giant, furry omnivores can be found in nearly any climate or environment where food and fresh water are plentiful. The claws of a full-grown Bear can shred a tree or a man with equal ease. Fortunately, Bears are not usually aggressive unless hunting, hungry or near their lair. Woe be unto any creature foolish enough to come between a Bear and its next meal or who so much as come close to its cubs.

GARB: Silver sash, fur hood with ears, fur tunic and leggings.

TYPE: Beast

POWER RATING: 2

LEVEL: 3

ARMOR: 3 (Natural)

WEAPONS: 2 Long (Natural)

SHIELDS: none

ABILITIES:

Immune to Subdual (T)

Bear Strength (T)

Many legged (1) (N)

Hard to Kill (T)

BIRD OF PREY

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

GARB: Silver sash, feathered wings or big flapping cape, avian mask or beak.

TYPE: Beast

POWER RATING: 2

LEVEL: 3

ARMOR: None

WEAPONS: 2 Short (Natural)

SHIELDS: None

ABILITIES:

Flight (Ex) Unlimited

Dive Attack (Ex) Unlimited

Small (N)



BOAR

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

GARB: Silver sash, brown or pink tunic, pointed ears, curly tail.

TYPE: Beast

POWER RATING: 2

LEVEL: 3

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: 2 Short (natural)

ABILITIES:

Immune to Command (T)

Immune to Subdual (T)

Thick Skinned (N)

Fight After Death (Ex)(Ambulant) 1/life



BROWNIE

DESCRIPTION: Small (18 inches tall) beings that are distant relatives of Elves and Fairies. They are usually shy and leery of strangers, but can be helpful if treated well. They have pointed ears and long pointed noses. Being creatures of the woods, they typically wear clothing of brown, green and other earthy tones.

GARB: Silver sash, brown tunic or tabard Suggested: Pointed ears, exaggerated smile, very short people.

TYPE: Fey

LEVEL: 1

POWER RATING: 1

ARMOR: 1 (Natural Invulnerability), 1 (Worn)

SHIELDS: None

WEAPONS: Single Dagger or Single Short

ABILITIES:

Immune to Command (T)

Shadow Step (Ex) 1/life Charge x3

Blink (Ex) 2/life

Flight (Ex) 1/life

Lost (M) 3/life



CAT, GREAT

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

GARB: Silver sash, prints with patterns indicative of the cat you are playing. Of course, tails and ears help tremendously.

TYPE: Beast

POWER RATING: 2

LEVEL: 2

ARMOR: None

SHIELDS: None

WEAPONS: Short (Natural)

ABILITIES:

Immune to Subdual (T)

Immune to Command (T)

Shadow Step 2/Refresh (ex) (Ambulant)



SPECIAL NOTES: Changing Their Spots

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

LEOPARD: Silver sash, typical spotted "leopard" print. Gain Blink 1/Life (ex) (Ambulant); Shadowstep becomes 2/Life

JAGUARS: Silver sash, solid Black. Gain Leap 1/Life (ex); Shadowstep becomes 2/Life

LIONS: Silver sash, tawny fur and darker brown manes. Gain Bear Strength (T); Gain Leap 1/Life (ex)

PUMAS: Silver sash, tawney fur with tufted white ears. Gain Leap 1/Life (ex); Gain Blink(ex) 1/Life (Ambulant)

SABER TOOTH: Silver sash, tawny fur, tail and large canine teeth. Gain Blink 1/Life (ex) (Ambulant); Gain Berserk (T)

TIGERS: Silver sash, orange, black and white stripes for regular tigers, or just black and white stripes for the "snow tiger" variety. Shadowstep becomes 2/Life; gain Bear Strength (T)



CATPERSON

DESCRIPTION: Catpeople are a race of feline humanoids that resemble many of the great cats such as lions, tigers or leopards. They are normally very refined in the field that they specialize in, be it the arts or war-oriented sciences. Catpeople take great pride in whatever they do.

GARB: Silver sash, furred cat-like ears, minimum 8" long cat-like tail

TYPE: Humanoid

LEVEL: 1

Power Rating (PR): 1

ARMOR: 3 (Worn)

SHIELDS: Small

WEAPONS: Dagger (Natural), Short, Long

ABILITIES:

Immune to Command (T)

Enchantable (T)

Tracking (Ex) 1/life

Blink (Ex) 2/life



CELESTIAL AVENGER

DESCRIPTION: Celestial Avengers are low level Celestials sent to this plane to mete out wrath with their flaming blades of vengeance. They appear to be garbed in a corona of white light, with ethereal wings.

GARB: Silver sash, white garb, and white feathered wings.

TYPE: Extra-Planar

POWER RATING: 3

LEVEL: 6

ARMOR: none

SHIELDS: Medium

WEAPONS: Short, Long

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Immune to Flame (T)

Flame Blade (T)

Blessed Aura (M) 1/Refresh, Charge x10 (Self or Touch:Other)

Flight (Ex) Unlimited

Heal (M) Unlimited

Awe (M) 2/life

SPECIAL NOTES: The caster may not have more than three instances of Blessed Aura active at a time.



CENTAUR

DESCRIPTION: Centaurs originate in Greek mythology, perhaps as a symbol of contrast between barbaric and civilized nature, and perhaps as an ancient misinterpretation of the first human horse riding cultures. Centaurs were portrayed as a contrasting people –some were boisterous barbarians prone to heavy drinking while others were wise and civilized, thought of as teachers and philosophers. .

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

TYPE: Fey

POWER RATING: 2

LEVEL: 4

ARMOR: 2 (Worn)

SHIELDS: None

WEAPONS: Dagger, Short, Long, Bow.

ABILITIES:

Immune to Command (T)

Many Legged (1) (N)

Enchantable (T)

Attuned (T)

Tracking (ex) 1/Life, Charge x3 (Ambulant)

Heal (ex) 1/Life

Reload (ex) 1/Refresh then Charge x3

Pick two of three abilities: Destruction Arrow (ex),

Poison Arrow (ex), Pinning Arrow (ex)



CORROSION BEAST

DESCRIPTION: This pudgy little creature is arguably one of the most troublesome and annoying beasts to have to fight. Ever hungry for the taste of metal, it will follow those who have it to the ends of the earth if need be, retreating only if severely beaten. Ungainly on its feet, it is an amazingly fast digger and thus able to get into the most secure areas.

GARB: Silver sash, a rust colored tunic and hood.

TYPE: Beast

LEVEL: 5

POWER RATING: 3

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural)

ABILITIES:

Immune to Subdual (T)

Immune to Death (T)

Corrosion (Ex) 1/life Charge x3

Force Bolt (M) 4 balls/unlimited



DRYAD

DESCRIPTION: These creatures are beautiful, mischievous wood spirits. Little is known about them except they command powerful magic and always demand a high price for their benevolence. This price is often a male who is seldom seen again.

GARB: Silver sash, seductive attire adorned with leaves and twigs.

TYPE: Fey

POWER RATING: 2

LEVEL: 3

ARMOR: 1 (Natural)

SHIELDS: None

WEAPONS: Dagger, Short, Hinged (All Natural)

ABILITIES:

Immune to Command (T)

Heal (M) Unlimited

Stoneform (Ex) 2/life Charge x3

Heat Weapon (M) 1/life Charge x3

Call Lighting(M) 1/refresh



DWARF

DESCRIPTION: Short and powerfully built, Dwarves have a reputation that defies their small size. Capable of the finest metal and stone crafting known to man, these bearded warriors are not to be taken lightly. As a race they possess a grim determination and an amazing constitution against threats both magical and mundane.

GARB: Silver sash, a blocky looking helmet and a beard (real or fake). Suggested: blocky looking shields. Metal Armor. Maces, Axes, or Hammers as weapons.

TYPE: Humanoid

POWER RATING: 1

LEVEL: 2

ARMOR: 4 (Worn)

SHIELDS: Large

WEAPONS: Short, Long, Heavy Thrown

ABILITIES:

Immune to Subdual (T)

Immune to Death (T)

Greater Harden (Self only) (T)

Mend (Ex) 2/life

Harden (Ex) 1/Refresh, Charge x10

Imbue Armor (Ex) 1/Refresh, Charge x10 (Self or

Touch:Other)

Special notes: The caster may only have one instance of

Harden and one instance of Imbue

Armor active at a time.

**ELEMENTAL, AIR**

DESCRIPTION: These are creatures brought forth from the Plane of Air. They appear as either a whirlwind or a transparent humanoid in light, airy clothing.

GARB: Silver sash, thin, filmy gauze or other light, sheer materials in white, yellow or blue.

TYPE: Extra-Planar Animation

POWER RATING: 3

LEVEL: 6

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: None

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Immune to Subdual (T)

Energy Proof (Lightning) (T)

Gift of Air (N) (They are naturally air)

Call Lightning (M) 2/life

Lightning Bolt (Ex) 1 ball/Unlimited

Shove (Ex) (Ambulant) 1/life, Charge x5 (simulates pushing with a gust of wind)

Teleport (M) 2/life (Self Only)

Altered Effect: [Banish]-(Lost) (T)

Altered Effect: [Dispel Magic]-(Lost) (T)

Altered Effect: [Anti-Magic Zone]-(Lost) (T)

VULNERABILITIES:

May be targeted by Banish as if they were Insubstantial.

Aversion: (Anti-Magic Zone) (T)



ELEMENTAL, EARTH

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

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

TYPE: Extra-Planar Animation

POWER RATING: 3

LEVEL: 6

ARMOR: 2 (Natural Invulnerability)

SHIELDS: None

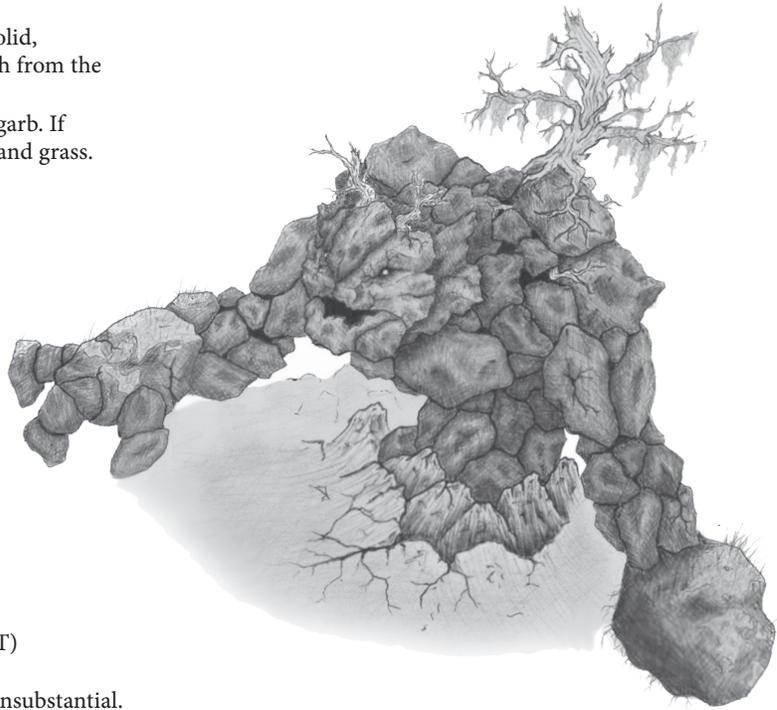
WEAPONS: Short (Natural, Magical)

ABILITIES:

Immune to Command (T)
Immune to Death (T)
Immune to Subdual (T)
Bear Strength (T)
Hold Person (M) 2/life
Entangle (Ex) 2 balls/Unlimited
Teleport (M) 2/life (Self Only)
Altered Effect: [Banish]-(Lost) (T)
Altered Effect: [Dispel Magic]-(Lost) (T)
Altered Effect: [Anti-Magic Zone]-(Lost) (T)

VULNERABILITIES:

May be targeted by Banish as if they were Insubstantial.
Aversion: (Anti-Magic Zone) (T)



ELEMENTAL, FIRE

DESCRIPTION: These Elementals are brought forth from the Plane of Fire. They appear as majestic humanoids carrying weapons made of pure, living flame. Fire Elementals are generally quick to action and enter combat willingly, pleased with the chance to catch something aflame.

GARB: Silver sash, wispy reds, oranges and yellows. Using some sheer, colored material for the flames is good. Weapons should be covered with orange and red flames.

TYPE: Extra-Planar Animation

POWER RATING: 3

LEVEL: 6

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural, Magical)

ABILITIES:

Immune to Command (T)
Immune to Death (T)
Immune to Subdual (T)
Immune to Flame (T)
Flame Blade (T)
Pyrotechnics (M) 2/life
Fireball (Ex) 1 ball/Unlimited
Teleport (M) 2/life (Self Only)
Altered Effect: [Cold]-(Lost) (T)
Altered Effect: [Banish]-(Lost) (T)
Altered Effect: [Dispel Magic]-(Lost) (T)
Altered Effect: [Anti-Magic Zone]-(Lost) (T)

VULNERABILITIES:

May be targeted by Banish as if they were Insubstantial.
Aversion: (Anti-Magic Zone) (T)



ELEMENTAL, WATER

DESCRIPTION: These Elementals are brought forth from the Plane of Water. Massive, living waves, the Elementals are as changeable as the substance of which they are formed.

GARB: Silver sash, blue weapons, blue flowing garb, blue face paint or mask. Suggested: Add shimmering sheer fabric over the blue for a running water effect.

TYPE: Extra-Planar Animation

POWER RATING: 3

LEVEL: 6

ARMOR: 4 (Natural Invulnerability)

SHIELDS: None

WEAPONS: Hinged (Natural, Magical)

ABILITIES:

Immune to Command (T)
 Immune to Death (T)
 Immune to Subdual (T)
 Energy Proof (Cold) (T)
 Amorphous (T)
 Aquatic (T)
 Extinguish (Ex) Unlimited
 Shove (Ex) (Ambulant) 1/life, Charge x5 (simulates pushing with a wave of water)
 Iceball (Ex) 2 balls/Unlimited
 Teleport (M) 2/life (Self only)
 Altered Effect: [Flame]-(Lost) (T)
 Altered Effect: [Banish]-(Lost) (T)
 Altered Effect: [Dispel Magic]-(Lost) (T)
 Altered Effect: [Anti-Magic Zone]-(Lost) (T)

VULNERABILITIES:

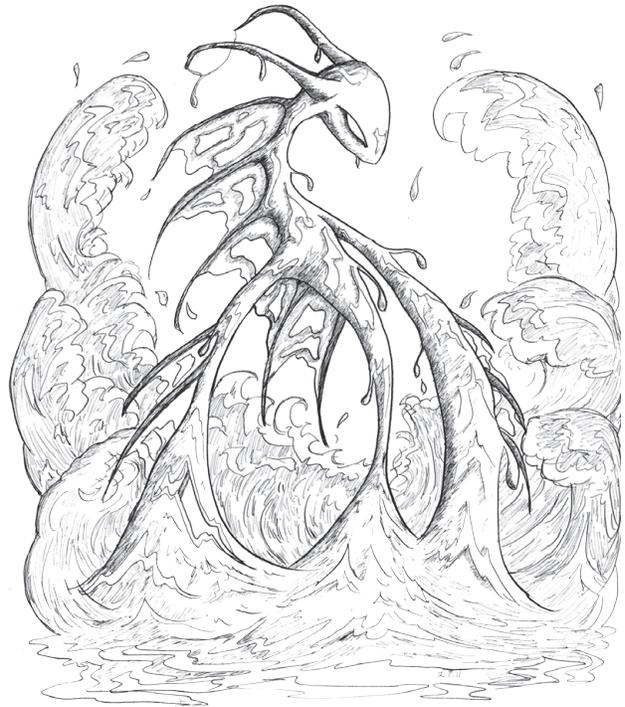
May be targeted by Banish as if they were Insubstantial.
 Aversion: (Anti-Magic Zone) (T)



SPECIAL NOTES: In The Darkness

Elves, like most other humanoid races, do not come in just one "flavor." There are many subraces, but the most common is the Dark Elf. Long ago, they were driven out of the Sylvan cities and forced underground because of their worship of evil gods. Dark Elves take great pleasure at the destruction of anything good or bright, especially their surface dwelling cousins and their arboreal homelands.

DARK ELF: Silver sash, Pointed ears, black body paint or mask, white wig, black and silver garb. Spider or web motif patterns. Dark Elf loses Player Class: Druid, Avatar of Nature and Tracking, but gains Player Class: Wizard (2nd level) and Poison (self only) (ex) 1/life charge x5



ELF

DESCRIPTION: Elves are the longest lived of all the civilized races. Their thin limbs and beautiful features cause many races to underestimate the Elven Nation – much to the dismay of any enemy who has lost a war to the graceful elves.

GARB: Silver sash, pointed ears, natural colors, fine clothing.

TYPE: Fey

LEVEL: 6

POWER RATING: 3

ARMOR: 2 (worn)

SHIELDS: Small

WEAPONS: Dagger, Short, Long, Bow if a shield is not carried.

ABILITIES:

Immune to Command (T)
 Avatar of Nature (T)
 Ranger (T)
 Tracking (ex) 1/life, charge x5 (Ambulant)
 Shadow Step (ex) 1/life (Ambulant)
 Pass Without Trace (ex) 1/life (Ambulant)
 Player Class: Druid (2nd Level) (N)



ENTANGLING MASS

DESCRIPTION: Though they only seem to be heaps of rotting vegetation, unwary travelers pass by them only to be attacked. Not particularly intelligent they are rather violent, seeking to trap mammals and ingest them for nutrients.

GARB: Silver sash, a mass of shredded cloth, leaves and/or vines, ghillie suit.

TYPE: Botanical

POWER RATING: 2

LEVEL: 4

ARMOR: 5 (Natural)

SHIELDS: None

WEAPONS: Short (Natural)

ABILITIES:

Immune to Command

Immune to Death

Immune to Subdual

Energy Proof (Lightning) (T)

Amorphous (N)

Berserk (T)

Entangle (Ex): 2 Balls/Unlimited

Hold Person (Ex): 1/Life Charge x3

Planar Grounding (Ex): 1/Refresh Charge x5

VULNERABILITIES:

Slow (T)



FAIRY

DESCRIPTION: Fairies (Faerie, Fey, Pixie, and Sprite – all names for the same creature) are tiny woodland spirits who live in the deepest sylvan forests, far from the eyes of mortal men. Fairies are generally fun-loving pranksters, and their natural abilities make for being excellent spies.

GARB: Silver sash, translucent wings, brightly-colored garb.

TYPE: Fey

LEVEL: 1

POWER RATING: 1

ARMOR: None

SHIELDS: None

WEAPONS: Single short

ABILITIES:

Immune to Command (T)

Small (N)

Blink (Ex) 1/life, Charge x3

Flight (Ex) Unlimited

Heal (M) 1/Life Charge x3

Awe (M) 1/Life

VULNERABILITIES:

Fragile (T)



GARGOYLE

DESCRIPTION: Reptilian beasts whose body appears to be made of stone. Gargoyles take extreme pleasure in tormenting creatures whose flesh is weaker than their own stony hides. Gargoyles are fearsome, winged guardians and tireless foes in battle.

GARB: Silver sash, dark grays and bat-like wings.

TYPE: Beast

POWER RATING: 2

LEVEL: 4

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural)

ABILITIES:

Immune to Command (T)

Immune to Subdual (T)

Immune to Death (T)

Bear Strength (T)

Thick Skinned (N)

Flight (Ex) Unlimited

Stoneform (Ex) 1/life, Charge x3



GHOST

DESCRIPTION: Hopelessly wandering the earth, these creatures are the life force of a restless, dead being. Ghosts spend their unlife in a state of continual incorporeality, during which times they cannot affect the world of the living directly. Some Ghosts are occasionally tied to a specific area, but many are free-roaming apparitions.

GARB: Silver sash, white sheet or robe. Suggested: chains, white face paint or mask.

TYPE: Undead

LEVEL: 5

POWER RATING: 3

ARMOR: None

SHIELDS: None

WEAPONS: None

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Immune to Subdual (T)

Incorporeal (T)

Manifestation (Ex) Unlimited

Dispel Magic (M) 2/life charge x3

Extinguish (M) Unlimited

Agoraphobia (M) 2/life

Terror (M) 1/refresh charge x10

Altered Effect: [Banish]-(Dimensional Rift) (T)

VULNERABILITIES:

Fragile(T)



GHOUL

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

GARB: Silver sash, torn and tattered clothing. Suggested: Gory make-up.

TYPE: Undead

LEVEL: 5

POWER RATING: 3

ARMOR: 1 (natural)

SHIELDS: None

WEAPONS: Short (natural), Dagger, Long

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Immune to Subdual (T)

Berserk (T)

Regeneration (T)

Greater Undead Minion (M) 1/life

Abeyance (M) 1 ball/unlimited



GIANT, FIRE

DESCRIPTION: Fire Giants stand just over twenty feet tall. They are a brutally militant race of Giants who wage seemingly endless war against any intelligent race crossing their paths. Fortunately, this continual warfare tends to keep their numbers limited, so they never manage to hold territory for long.

GARB: Silver sash, light garb in red and black colors. Red hair.

TYPE: Humanoid

POWER RATING: 2

LEVEL: 4

ARMOR: 3 (Natural)

SHIELDS: Large

WEAPONS: Any Melee, Rocks

ABILITIES:

Immune to Flame (T)

Large (T)

Flame Blade (T)

Thick Skinned (N)

Fireball (M) 1 ball/Unlimited



GIANT, FROST

DESCRIPTION: Frost Giants stand fifteen to twenty feet tall. Grim, brooding and silent, they resemble the image of Vikings in dress and appearance but are less apt to raid or plunder. In fact, they prefer solitude to the bustle of civilization.

GARB: Silver sash, heavy cold weather garb and furs of blue and white.

TYPE: Humanoid

POWER RATING: 2

LEVEL: 4

ARMOR: 3 (Natural)

SHIELDS: Large

WEAPONS: Any Melee, Rocks

ABILITIES:

Immune to Subdual (T)

Large (T)

Strong (T)

Thick Skinned (N)

Iceball (M) 2 balls/Unlimited

Shatter (M) 1/Refresh, Charge x10



GIANT, HILL

DESCRIPTION: Standing ten to fifteen feet tall, Giants are slow and simpleminded brutes resembling nothing so much as gargantuan Neanderthals.

GARB: Silver sash, white and brown tunic. Suggested: anything that makes you look taller or larger, a smear of white or brown face paint.

TYPE: Humanoid

POWER RATING: 1

LEVEL: 1

ARMOR: 1 (Natural), or 2 (Worn)

SHIELDS: None

WEAPONS: All Melee, Rocks

ABILITIES:

Large (T)

Strong (T)

GNOME

DESCRIPTION: Gnomes are a race of diminutive beings that are distant relatives of Dwarves. They are most often tinkers and inventors that have mastered the construction and repair of gadgets and gizmos. They live and toil in their unkempt underground workshops. Occasionally they emerge, eager to show off their latest invention, or find new projects to repair and improve.

GARB: Silver sash, leather workman's apron, Work Gloves. Suggested: Unkempt white hair and wild beards.

TYPE: Fey

LEVEL: 2

POWER RATING: 1

ARMOR: 1 (Worn)

SHIELDS: Small

WEAPONS: Short, Heavy Thrown

ABILITIES:

Immune to Command (T)

Tinker (1)(T)

Greater Mend (Ex) 1/life, Charge x5

Word of Mending (Ex) 1/Refresh, Charge x10



GOBLIN

DESCRIPTION: Goblins are small, primitive descendants of Orcs. As their most famous trait is physical frailty, they tend to move in groups for protection.

GARB: Silver sash, crude rags, leather/hide armor. Greenish brown face paint or mask.

TYPE: Humanoid

LEVEL: 1

POWER RATING: 0.5

ARMOR: 1 (Worn)

SHIELDS: Small

WEAPONS: Single Short, Bow as long as a shield is not carried

ABILITIES:

Sheer Numbers (Ex) 2/life

VULNERABILITIES:

Fragile (T)



GREMLIN

DESCRIPTION: Gremlins are small, scaled humanoids that delight in mischief. They live to sabotage the plans of men, and to gloat over the wreckage and mayhem left in their wake. Young gremlins are covered in downy fur, and are often kept as pets by the unwary.

GARB: Silver sash, white fur and dark green face paint or masks. Suggested: A mohawk is highly encouraged.

TYPE: Humanoid

POWER RATING: 1

LEVEL: 1

ARMOR: None

SHIELDS: None

WEAPONS: Dagger (natural), single Short

ABILITIES:

Dispel Magic (m) 1/life

Heat Weapon (m) 1/life, charge x5

Blink (ex) 1/life

Break Concentration (m) 1/life, charge x3

VULNERABILITIES:

Fragile(T)



GRIFFIN

DESCRIPTION: Half lion, half eagle, all sorts of beak, claws and wings. Not particularly smart, but predators of the sky and land.

GARB: Silver sash, feathered wings and a beak, furry lion body and tail.

TYPE: Beast

POWER RATING: 3

LEVEL: 5

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural)

ABILITIES:

Aerial Superiority (T)

Berserk (T)

Many Legged (2) (N)

Flight (Ex) Unlimited

Dive Attack (Ex) 1/life

Shove (Ex) 1/life Charge x5 (simulates pushing with a gust of wind)



HALFLING

DESCRIPTION: Halflings are creatures about the size of a human child. They are mirthful wanderers always interested in making new friends. They are more interested in good living and comfort than the accumulation of wealth. Due to their size they are very acrobatic, often darting under and around the larger folk they encounter. This makes them masters of escape, often leaving their pursuers confused as to how their prey slipped away.

GARB: Silver sash, hairy feet. Simple, comfortable, and practical clothes. Suggested: Long sideburns

TYPE: Humanoid

LEVEL: 3

POWER RATING: 2

ARMOR: 2 (Worn)

SHIELDS: Medium

WEAPONS: Dagger, Short

ABILITIES:

Enchantable (T)

Alchemist (4)(T)

Song of Deflection (Ex) unlimited

Pass Without Trace (Ex) 1/life, Charge x5 (Ambulant)



HARPY

DESCRIPTION: Harpies are avian of the worst temperament. Both their bodies and minds are only partially human. This means they consider humans and other 'no- wings' to be both expendable and tasty. They are not easily recruited but those who secure a Harpy's aid often find it is they who are being used. Without a doubt, Harpies are amongst the most vile and evil creatures.

GARB: Silver sash, feathered wings. Cape, tunic or garb in black or gray.

TYPE: Humanoid

POWER RATING: 2

LEVEL: 2

ARMOR: 1 (Natural)

SHIELDS: None

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

ABILITIES:

Flight (ex) (Unlimited)

Aerial Superiority (T)

Terror (M) 1/Life

Poison (Self only) (ex) 1/Life, Charge x3



HELL-HOUND

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

GARB: Silver sash, red or black garb, tails and dog ears. Spiked leather collar.

TYPE: Extra-Planar Beast

POWER RATING: 3

LEVEL: 4

ARMOR: 1 (Natural Invulnerability)

SHIELDS: None

WEAPONS: Short (Natural, Magical)

ABILITIES:

Immune to Subdual (T)

Immune to Command (T)

Immune to Death (T)

Immune to Flame (T)

Altered Effect: [Banish]- (Lost) (T)

Flame Blade (T)

Fireball (M) 1 ball unlimited

Many-Legged (1) (N)

VULNERABILITIES:

May be targeted by Banish as if they were Insubstantial(T)



HORSE, WAR

DESCRIPTION: These are the destriers ridden by knights into battle. The secrets to breeding these intelligent, disciplined, and dangerous animals is a closely guarded secret.

GARB: Silver sash, tan, white or black tunic with matching fur leggings.

TYPE: Beast

POWER RATING: 1

LEVEL: 1

ARMOR: 1 (natural), or 3 (worn)

SHIELDS: none

WEAPONS: Long (natural)

ABILITIES:

Immune to Subdual (T)

Many Legged (1) (N)

Adaptive Blessing (Death or Command only) (self only) 1/life (ex)

Release 1/life (ex)



INFERNAL DESCENDANT

DESCRIPTION: Infernal Descendants are humanoids with a Demonic ancestor. Usually brash, impulsive, and cruel, it is not uncommon for them to laugh after striking someone down in battle.

GARB: Silver sash, dark garb, demon horns. Suggested: demon tail and/or bat wings.

TYPE: Humanoid

POWER RATING: 3

LEVEL: 6

ARMOR: none

SHIELDS: Medium

WEAPONS: Short, Long, Hinged

ABILITIES:

Immune to Subdual (T)

Immune to Death (T)

Immune to Flame (T)

Flame Blade (T)

Blood and Thunder (Ex) 1/Refresh, Charge x10

Blink (Ex) 2/life (Ambulant)

Adrenaline (Ex) Unlimited

Terror (M) 2/life



KITSUNE

DESCRIPTION: Fox-folk of a rather mystical nature. Tricksters, prone to laughter as much as insult. Certainly not too proud to turn and run. But also rarely wise enough to forgo a parting shot.

GARB: Silver sash, fox ears, at least 2 tails. Suggested: carry a small white ball.

TYPE: Fey

POWER RATING: 2

LEVEL: 5

ARMOR: 1 (Natural)

SHIELDS: None

WEAPONS: Daggers(Natural) OR single short

ABILITIES:

Immune to Command(T)

Blink (M) 2/Refresh

Break Concentration (M) 2/Refresh

Heal (M) 1/Life

Hold Person (M) 1/Life

Insult (M) 1/Life

Lost (M) 2/Life, Charge x3

Release (M) 1/Life

Shadow Step (Ex) 1/Life

Song of Visit (M) 1/Life



LAIR GUARDIAN

DESCRIPTION: Lair Guardians are humanoid stone constructs animated by powerful rituals. Unlike other animations whose existence quickly fades, a Lair Guardian appears to be a permanent, sentient creation. This construct fires powerful bolts from a distance, and is often used to defend long corridors in its creator's home, even after it becomes the creator's tomb.

GARB: Silver sash, stone-like garb, gray face paint or mask giving the appearance of stone. Suggested: Red visor

TYPE: Animation

POWER RATING: 2

LEVEL: 4

ARMOR: 2 (Natural Ancestral)

SHIELDS: None

WEAPONS: Single Short (Natural), Bow

ABILITIES:

- Immune to Command (T)
- Immune to Death (T)
- Immune to Subdual (T)
- Destruction Arrow 1/Life Charge x3
- Altered Effect [Anti Magic]-(Lost) (T)
- Altered Effect [Dispel Magic]-(Lost)(T)
- Altered Effect [Mend]-(Heal)(T)

VULNERABILITIES:

- Slow (T)
- Added Effect (T) [Lightning]: gains Stopped for 60 Seconds
- Aversion: (Anti-Magic Zone) (T)

SPECIAL NOTES: May not fire normal arrows. Player may physically carry any number of Destruction Arrows.



LEPUS

DESCRIPTION: The lepus are humanoid rabbits the size of a grown man. Rapid breeding means that savage tribes of these creatures will overwhelm the local food supplies, and often brings them into conflict with nearby settlements.

GARB: Silver sash, bunny ears, fluffy tails, furs, bone jewelry, etc.

TYPE: Humanoid

POWER RATING: 1

LEVEL: 1

ARMOR: 2 (worn)

SHIELDS: none

WEAPONS: All melee, Heavy Thrown

ABILITIES:

- Immune to Subdual (T)
- Berserk (T)
- Missile Block (T)
- Leap 1/Life (Ex)



LIZARDMAN

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

GARB: Silver sash, green tunic, and lizard scale face paint or mask.

TYPE: Humanoid

POWER RATING: 1

LEVEL: 1

ARMOR: 3 (worn)

SHIELDS: Medium

WEAPONS: Single flail (Natural), All melee, Rocks

ABILITIES:

Immune to Death (T)

Shadow Step (ex) 1/refresh

Poison (ex) (self only) 1/refresh, charge x10

Tracking (ex) 1/life



MEDUSA

DESCRIPTION: Medusa is the name of one of the Gorgon sisters and the only one that is mortal. An evil combination of woman and snake, she is a creature so horrific in aspect that her mere visage is enough to turn a man to stone. Instead of hair, snakes writhe upon her skull and her lower body is often that of a giant serpent.

GARB: Silver sash, elegant garb with snakes added to hair. Snake appearance below the waist. Suggested: females.

TYPE: Humanoid

POWER RATING: 3

LEVEL: 6

ARMOR: 1 (Natural) OR 2 (Worn)

SHIELDS: None

WEAPONS: Single Short, Bow

ABILITIES:

Immune to Subdual (T)

Immune to Death (T)

Immune to Flame (T)

Regeneration (T)

Poison Arrow (Ex) 1/life, Charge x3

Icy Blast (M) 1/life, Charge x3



MINOTAUR

DESCRIPTION: These savage creatures of legend have the head of a bull and the body of a giant man. They are dangerous, unpredictable and merciless. Only a fool would challenge one in its own lair, for they dwell in trap infested mazes where few have been known to escape.

GARB: Silver sash, brown tunic or fur with a brown headband, mask, or safe to wear horns.

TYPE: Humanoid

POWER RATING: 2

LEVEL: 2

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural), Great

ABILITIES:

Immune to Subdual (T)

Immune to Command (T)

Bear Strength (T)

Thick Skinned (N)

True Grit 1/Refresh (ex)



MUMMY

DESCRIPTION: Mummies are undead creatures that are the corpses of humanoids, wrapped in bandages, and filled with preserving fluids. They are usually associated with a curse. If something concerning the mummy has been desecrated, the mummy may track down and kill the guilty party. Other times, it is merely a spirit that has inhabited a body to wreak havoc. They are quite mindless, and will destroy anything that gets in their way.

GARB: Silver sash, mostly wrapped in bandages, Egyptian-style garb.

TYPE: Undead

POWER RATING: 3

LEVEL: 6

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural)

ABILITIES:

Immune to Subdual (T)

Immune to Death (T)

Immune to Command (T)

Immune to Projectiles (T)

Hard to Kill (T)

Regeneration (T) (The heal from Regeneration will work through this creature's Cursed State)

Terror (M) 2/life charge x10

VULNERABILITIES:

Cursed (T)

Slow (T)

Added Effect [Flame] (T): if affected by flame magic or abilities, the Mummy loses Regeneration and Hard to Kill until respawn.



ORC

DESCRIPTION: These hideous creatures are members of a race descended from Elves who were twisted and perverted by evil in the mists of the past. Although they are not inherently evil, they are culturally and mentally predisposed toward hate, malice and cruelty, never happy or at peace aside from mealtime or battle. Orcs are heavily built with thick hides, short legs and long arms. They have grotesque, fanged faces and random hair growth.

GARB: Silver sash, greenish gray face paint or mask, tusks, crude looking clothing or armor. Suggested: Random leather/hide/chain/metal patchwork armor.

TYPE: Humanoid

POWER RATING: 2

LEVEL: 3

ARMOR: 4 (Worn)

SHIELDS: Large

WEAPONS: All melee

ABILITIES:

Immune to Command (T)

Immune to Subdual (T)

Berserk (T)

Fight After Death (Ex)(Ambulant) 1/Refresh

Adrenaline (Ex) 1/life

Scavenge (Ex) 3/life

Harden (Ex) (self-only) 1/life



RAPTOR

DESCRIPTION: Dude, Velociraptors are the size of a large chicken. These are Utahraptors or Deinonychus. Fast, lizard-y things with murder toes. You know the type.

GARB: Silver sash, scales, long tail

TYPE: beast

LEVEL: 3

POWER RATING: 2

ARMOR: 2 (natural)

SHIELDS: none

WEAPONS: Dagger, Short, Single hinged (all natural)

ABILITIES:

Adaptive Blessing (ex) (Self only) 1/life

Tracking (ex) 1/life, charge x5

Shadow Step (ex) 1/life

Blink (ex) 1/life, charge x10

Steal Life Essence (ex) 1/life



SATYR

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

GARB: Silver sash, small horns, furry leggings, bare chests, pan flutes

TYPE: Fey

POWER RATING: 1

LEVEL: 2

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Short

ABILITIES:

Immune to Command (T)
Song of Freedom (M) Unlimited
Song of Interference (M) Unlimited
Song of Survival (M) Unlimited
Song of Visit (M) Unlimited
Blessing Against Harm (M) 1/life
Barkskin (M) 2/life

VULNERABILITIES:

Beneficent(T)



SCALOR

DESCRIPTION: Scalors are hardy fish-men that live along coasts, mostly. They raid other races for whatever they happen to need or want regularly. They typically net people and then surround them and kill them with their weapons. Their one weakness is magic. Any kind of magic that comes into contact with them kills them.

GARB: Silver sash, painted Scales or a scaly costume. Adding a tail is encouraged.

TYPE: Humanoid

POWER RATING: 1

LEVEL: 1

ARMOR: 3 (worn)

SHIELDS: Small

WEAPONS: All Melee

ABILITIES:

Aquatic (T)
Entangle (Ex) 2 Balls/Unlimited (Simulates netting)

VULNERABILITIES:

Added Effect (T) [Magic] (If the Scalor is affected by Magic, it becomes Fragile)



SKELETON

DESCRIPTION: Skeletons are the animated bones of a corpse. They are mindless and follow the directions of their creators without fear or question. They tend to interpret orders in the most literal way.

GARB: Silver sash, skull mask or face paint and black tunic. Suggested: skeleton-like gloves, anything that makes you look more skeletal.

TYPE: Undead

POWER RATING: 2

LEVEL: 3

WEAPONS: any melee

ARMOR: 2 (worn)

SHIELDS: Medium

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Immune to Projectiles (T)

True Grit (ex) unlimited

VULNERABILITIES:

Fragile (T)

Added Effect [Flame] (T): if affected by flame magic or abilities, the Skeleton loses all uses of True Grit until Respawn

Added Effect (T) [Heavy Weapons] : if killed by a heavy weapon he Skeleton loses all uses of True Grit until Respawn

Added Effect (T) [Magic] : if wounded by magic or magic weapons, the Skeleton becomes cursed.



SKIRIT

DESCRIPTION: Filthy rat-creatures, Skirit are plague ridden humanoid rats that do little more than scavenge and steal. They are sneaky creatures, and generally prefer to skirmish rather than engage whole lines at once.

GARB: Silver sash, rat-face and whiskers, tail, fur.

TYPE: Humanoid

POWER RATING: 1

LEVEL: 1

ARMOR: 2 (worn)

SHIELDS: None

WEAPONS: Dagger, Short

ABILITIES:

Poison (self only) (Ex) 1/Refresh Charge x3

Shadow Step (Ex) 2/life



SLIME, DEADLY

DESCRIPTION: It's an animated puddle of acid, poison, corrosion and hunger. It eats by engulfing its victim and slowly dissolving them over the course of several months.

GARB: Silver sash, blobby, green, translucent.

TYPE: Beast

POWER RATING: 3

LEVEL: 5

ARMOR: 6 (Natural, Ancestral)

SHIELDS: none

WEAPONS: Hinged (Natural)

ABILITIES:

Immune to Command (T)

Immune to Subdual (T)

Immune to Death (T)

Immune to Projectiles (T)

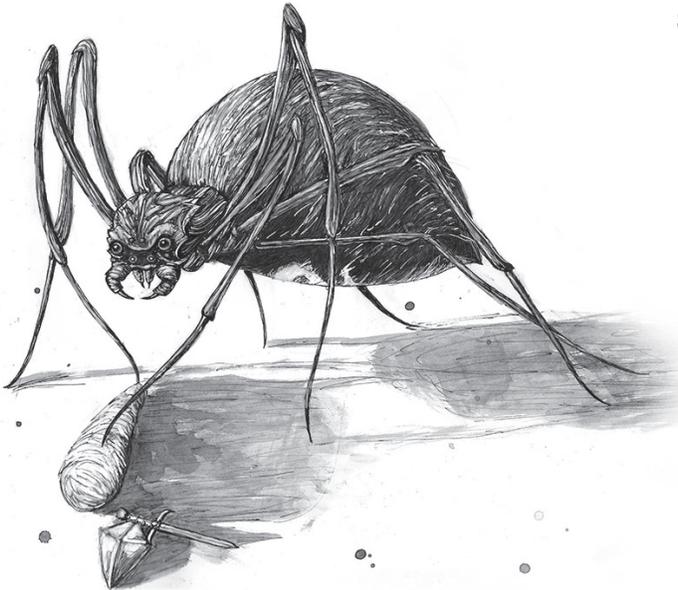
Amorphous (N)

Aquatic (T)

Steal Life Essence (Ex) 1/life Charge x3

VULNERABILITIES:

Slow (T)



SPIDER, GIANT

DESCRIPTION: Much larger and far more intelligent than their household counterparts, Giant Spiders are some of the most dangerous Monsters around. They are cunning, ruthless blooddrinkers and are often found as the guardians of powerful Vampires or other evil Undead.

GARB: Silver sash, black tunic with web patterns or red hourglass shape on it.

TYPE: Beast

POWER RATING: 2

LEVEL: 4

ARMOR: 2 (natural)

SHIELDS: None

WEAPONS: Two Short Weapons (natural)

ABILITIES:

Hold Person (Ex) 1/life, Charge x5

Many Legged (3) (N)

Poison (self only) (Ex) unlimited

Steal Life Essence (Ex) Unlimited

Release (Ex) (self only) 2/life

TROGLODYTE

DESCRIPTION: Swamp dwelling cousins of the common Lizardman, Troglodytes are filthy, stench-ridden creatures that enjoy violence and in particular like to ambush their opponents.

GARB: Silver sash, swamp-filth covered lizard-esque garb.

TYPE: Humanoid

POWER RATING: 1

LEVEL: 1

ARMOR: 1 (natural)

SHIELDS: Medium

WEAPONS: Dagger, Short, Hinged

ABILITIES:

Aquatic (T)

Poison (self only)(Ex) 1/life Charge x3

Abeyance (Ex) 1 ball/Unlimited





TROLL

DESCRIPTION: Slumped, ugly, and lanky, with gray or greenish hide and matted, stringy hair, these beasts are surprisingly quick and unsurprisingly aggressive. They enjoy the taste of flesh, elf flesh most of all.

GARB: Silver sash, green or gray face paint, prosthetic nose. Dirty and torn garb, loincloth, etc.

TYPE: Humanoid

POWER RATING: 3

LEVEL: 5

ARMOR: 4 (Natural)

Shield: None

WEAPONS: Short (Natural)

ABILITIES:

- Hard to Kill (T)
- Regeneration (T)
- Troll Blood (N)
- Terror (M) 2/life

VULNERABILITIES:

- Immune to Spirit (T)
- Added Effect (T) [Flame] : if affected by flame magic or abilities, the Troll loses Hard to Kill and is Suppressed until player's next respawn

SPECIAL NOTES: When the last strip is removed from Troll Blood, the Troll loses Troll Blood until the player's next respawn, where it regains Troll Blood with three new strips.

UNICORN

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

GARB: Silver sash, white hooded cloak with golden horn. White fur leggings. Suggested: as horse like as possible.

TYPE: Beast

POWER RATING: 1

LEVEL: 2

ARMOR: None

SHIELDS: None

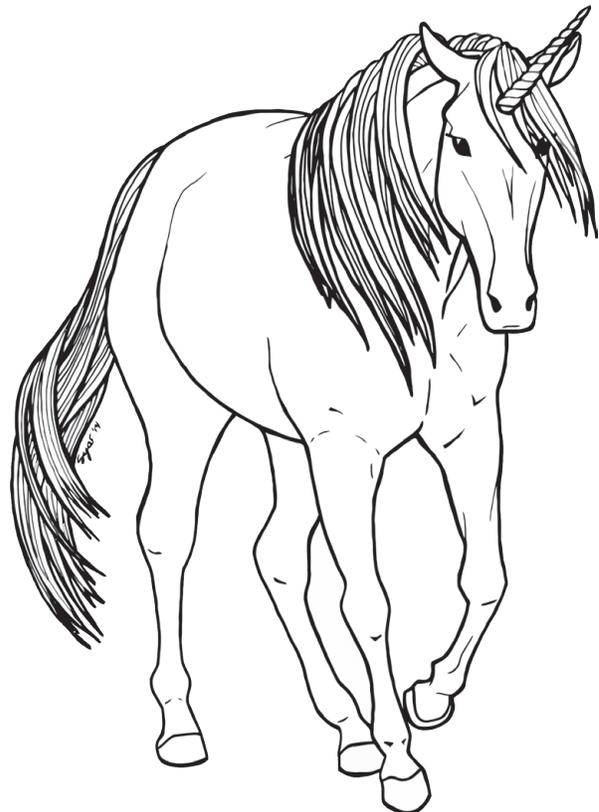
WEAPONS: Single Short (Natural, Magical)

ABILITIES:

- Immune to Command (T)
- Many Legged (1) (N)
- Heal (M) Unlimited
- Teleport (M) (Self only) Unlimited
- Lost (M) 1/life Charge x3
- Resurrect (M) 1/refresh Charge x5

VULNERABILITIES:

- Beneficent (T)





URSINID

DESCRIPTION: Ursinid is the term given to huge, bipedal bear-men. Most of these thoughtful and cunning creatures range in coloration from blue-black to rich brown, though a clan of pure white Ursunids is rumored to live in the Frozen North. Ursunids are intelligent and have entered the earliest stages of civilization; they craft tools, practice language, and have learned the finer points of agriculture and food preparation.

GARB: Silver sash, furs, and small, round ears

TYPE: Humanoid

LEVEL: 3

POWER RATING: 2

ARMOR: 1 (natural), or 3 (worn)

SHIELDS: Medium

WEAPONS: Short, Long, great

ABILITIES:

Immune to Subdual (T)

Berserk (T)

Adrenaline (ex) 1/life chargex5

Heal (ex) (self Only) 1/life

Bear Strength (ex) (self Only) 2/Refresh

VAMPIRE

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

GARB: Silver sash, white make-up or mask, fangs, cloak. AND as per Player Class.

TYPE: Undead

LEVEL: 5

POWER RATING: 3

ARMOR: As per Player Class

SHIELDS: As per Player Class

WEAPONS: As per Player Class

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Enchantable (T)

Vampirism (T)

Player Class (Any Class, at player’s current level in that Class) (T)

LIMITATION: A Vampire’s Enchantment limit is lowered by 1.



WEREWOLF

DESCRIPTION: Feared creatures of legend who change form from human to beast. Werereatures are known to come in a variety of predatory animal forms. Amongst the most common are wolves, rats, bears, tigers, and boars – though many other, rare species are known to exist, such as Monkeys. This entry also represents the common description for all Werereatures, regardless of the type of creature they are. Werereatures are generally of evil disposition, enjoying the primal nature of the hunt and pursuing humans as the tastiest meal of all.

GARB: Silver sash, lots of fur and fangs, details to the garb to identify the type of creature.

TYPE: Beast

LEVEL: 6

POWER RATING: 3

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural)

ABILITIES:

Immune to Command (T)

Immune to Subdual (T)

Berserk(Self Only)(Ex) 2/refresh

Bear Strength (T)

Thick Skinned (N)

Lycanthropy (Ex) 1/life Charge x10

Steal Life Essence (Ex) 1/life Charge x5

Tracking (Ex) 1/life

Player Class (Peasant) (T) This creature may choose to begin each life as a Peasant, using all rules for that class including weapon selection. All armor, abilities, and traits (aside from this one) are lost while in Peasant form, but Monster form may be resumed at any time by donning the appropriate garb. Once assuming Monster form, Peasant form cannot be resumed until the monster's next life.

VULNERABILITIES:

Cursed (T)

SPECIAL NOTES: The caster may not have more than three instances of Lycanthropy active at a time.



WOLF

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

GARB: Silver sash, gray, brown, or black fur garb, a big furry tail and long pointed ears.

TYPE: Beast

POWER RATING: 1

LEVEL: 2

ARMOR: 1 (Natural Invulnerability)

SHIELDS: None

WEAPONS: Daggers (Natural), Single Short (Natural)

ABILITIES:

Immune to Command (T)

Many Legged (1) (N)

Tracking (Ex) 4/life

Blink (Ex) 3/life



WYVERN

DESCRIPTION: Crude, unintelligent cousins to the true dragons, these beasts are always hungry, illtempered and dangerous.

GARB: Silver sash, scales, wings, possibly a scorpion-like tail.

TYPE: Beast

POWER RATING: 3

LEVEL: 5

ARMOR: 2 (Natural, Ancestral)

SHIELDS: None

WEAPONS: Long (Natural), Heavy Thrown

ABILITIES:

Immune to Subdual (T)

Berserk (T)

Aerial Superiority (T)

Flight (Ex) Unlimited

Poison (Self only) (Ex) 1/life charge x5



YETI

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

GARB: Silver sash, white tunic trimmed with white fur.

TYPE: Beast

POWER RATING: 1

LEVEL: 1

ARMOR: 2 (Natural)

SHIELDS: None

WEAPONS: Short (Natural)

ABILITIES:

Iceball (M) 2 Balls/Unlimited

Berserk (T)

Fight After Death (Ex) (Ambulant) 1/Refresh



ZOMBIE

DESCRIPTION: Foul unfortunate creatures that are destined to wander the earth in undeath. They are corpses who have been doomed to ever roam in search of brains to eat.

GARB: Silver sash, rags and the more gore the better

TYPE: Undead

LEVEL: 3

POWER RATING: 2

ARMOR: None

SHIELDS: None

WEAPONS: Short

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Regeneration (T)

Hard to Kill (T)

Sheer Numbers 0/refresh charge x30 (ex)

Steal Life Essence (ex) 2/life

VULNERABILITIES:

Slow (T)

Added Effect (T) [Flame] (If affected by a Flame magic or ability, the Zombie loses regeneration)



SCENARIO MONSTERS

Angelic Hero

DESCRIPTION: Angelic Heroes are the spirits of good knights who have been rewarded by the gods for noble service to the forces of Good. They are sent to aid faithful mortals in dire need, to guard an object of tremendous power or to combat evil too great for mankind to vanquish alone. They generally appear as majestic knights in glowing white armor and garb.

GARB: Silver sash, white Tunic or Armor, and an openly displayed Golden Phoenix device.

REQUIREMENT: May only be played by a Knight

TYPE: Extra-Planar

POWER RATING: 5

ARMOR: 2 (Natural Invulnerability), 4 (Worn, Ancestral);

SHIELDS: Any (Holy)

WEAPONS: Dagger, Short, Long, and Javelins (All Holy)

ABILITIES:

- Immune to Subdual (T)
- Immune to Death (T)
- Immune to Command (T)
- Immune to Magic (T)
- Greater Holy Weapons (N)
- Ancestral Armor (N)
- Power Word (M) unlimited
- Extension (M) unlimited
- Stun (M) 2/life
- Awe (M) 2/life
- Heal (M) unlimited
- Resurrect (M) 3/life
- Blessing Against Harm (M) 2/life

VULNERABILITIES:

- Beneficent (T) (Does not apply to Undead or Extra-Planar creatures)



Darklord

DESCRIPTION: Darklords are particularly evil individuals that want to rule the world and have the means to do it. Darklords exude an evil aura, but in general appearance, hardly differ from any other individual of the civilized races. They do, however, occasionally babble to themselves about being evil and taking over the world.

GARB: Silver sash, a large black belt favor, headband, or armband. And as per Player Class.

TYPE: Humanoid

POWER RATING: 7

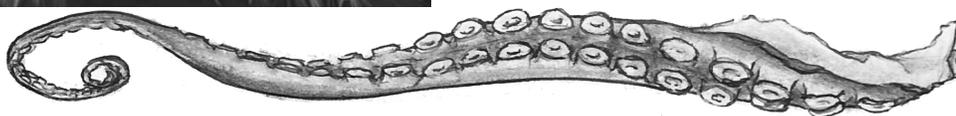
ARMOR: As per Player Class

SHIELDS: As per Player Class

WEAPONS: As per Player Class

ABILITIES:

- Immune to Command (T)
- Immune to Death (T)
- Immune to Subdual (T)
- Combat Caster (T)
- Necromancer (T)
- Steal Life Essence (Ex) Unlimited
- Greater Undead Minion (Ex) 5/life Charge x10
- Contingency (N) Unlimited
- Player Class (Any Class, at player's current level in that Class) (T)



Death Knight

DESCRIPTION: Death Knights are the spirits of fallen heroes, usually paragons of good such as Paladins, who committed an immensely evil act and betrayed their oaths, although occasionally they are the spirits of knight's who were evil in life. They have been returned to this world as undead knights, cursed to forever walk the earth. They resemble ghostly skeletons wearing ornate armor, with glowing red eyes staring from deep beneath their helms.

GARB: Silver sash, dark Tunic or Armor, openly displayed Black Phoenix device, and a skull mask or face paint.

REQUIREMENT: May only be played by a Knight

TYPE: Undead

POWER RATING: 5

ARMOR: 2 (Natural Invulnerability), 4 (Worn, Ancestral);

SHIELDS: Any

WEAPONS: Any Melee, Javelins

ABILITIES:

Immune to Command (T)

Immune to Flame (T)

Immune to Death (T)

Power Word (M) unlimited

Ancestral Armor (N)

Flame Blade (T)

Stun (M) 2/life (Incant: "By the power of dark night, I stun thee.")

Awe (M) 2/life

Poison (ex) (self-only) 1/Life, Charge x3

Steal Life Essence (M) 3/life

Brutal Strike (ex) (Ambulant) 3/Life

Undead Minion (M) 2/life



Deva

DESCRIPTION: These brilliant beings are the protectors of law and good, always upholding that which is pure and innocent in nature and life. They sometimes appear as globes of brilliantly colored light, but usually as tall humanoids with large white wings.

GARB: Silver sash, feathered wings and angelic white robes.

TYPE: Extra-Planar

POWER RATING: 4

ARMOR: 2 (Natural Invulnerability) 2 (Worn, Ancestral);

SHIELDS: Any

WEAPONS: Single Short or Long

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Immune to Flame (T)

Immune to Subdual (T)

Flight (Ex) (Unlimited)

Ancestral Armor (N)

Holy Weapon (T)

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

Heal (M) 1/life (Self-only)

Mend (M) 1/life

Awe (M) 1/life

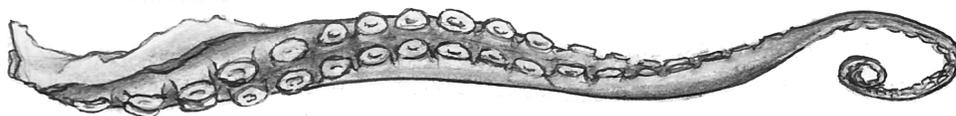
Teleport (M) 1/life (Self-only)

Stun (M) 2/life

Fight After Death (Ex) 2/refresh

VULNERABILITIES:

Beneficent(T) (Does not apply to Undead or Extra-Planar creatures)



Dragon, Eastern

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

GARB: Silver sash, garb or armor with the suggestion of scales. Something that looks like an Oriental celebration dragon would be excellent.

TYPE: Legendary Beast

POWER RATING: 6

ARMOR: 4 (Natural Invulnerability)

SHIELDS: None

WEAPONS: Short (Natural)

ABILITIES:

Iron Will (T)

Immune to Death (T)

Immune to Command (T)

Power Word (M) Unlimited

Mighty (T)

Large (T)

Flight (Ex) Unlimited

Aerial Superiority (T)

Aquatic (T)

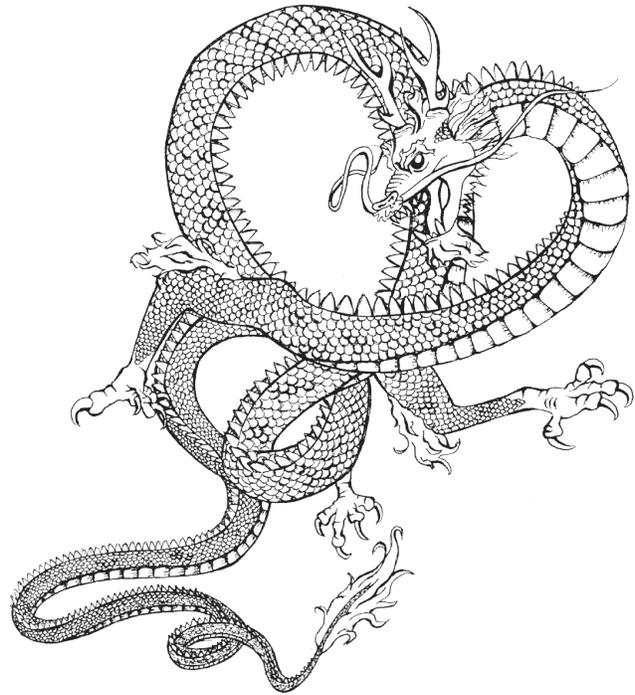
Call Lightning (Ex) 4/life,

Lightning Bolt (Ex) 1 ball/Unlimited

Boon (Ex) Unlimited

VULNERABILITIES:

Beneficent



Dragon, Feathered Serpent

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: Silver sash, bright green tunic or garb with rainbow-colored feathered wings or cape.

TYPE: Legendary Beast

POWER RATING: 8

ARMOR: 4 (Natural), 2 (Natural Invulnerability)

SHIELDS: None

WEAPONS: Single Long (Natural, Magical) and as per Player Class

ABILITIES:

Iron Will (T)

Immune to Death (T)

Immune to Command (T)

Power Word (M) Unlimited

Flight (Ex) Unlimited

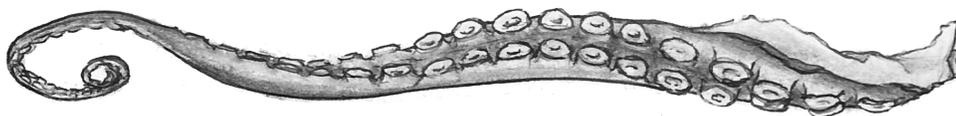
Mighty (T)

Thick Skinned (N)

Player Class: (Druid, 6) (T)

Player Class: (Wizard, 6) (T)

SPECIAL NOTES: When purchasing equipment, may only purchase equipment that is available to both player classes, and then must spend magic points from both player classes spell lists to do so.



Dragon, Lindworm

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

GARB: Silver sash, garb or armor with the suggestion of scales.

TYPE: Legendary Beast

POWER RATING: 5

ARMOR: 6 (Natural Invulnerability)

SHIELDS: None

WEAPONS: Single Long (Natural)

ABILITIES:

Iron Will (T)

Immune to Flame (T)

Immune to Death (T)

Immune to Command (T)

Power Word (M) Unlimited

Large (T)

Strong (T)

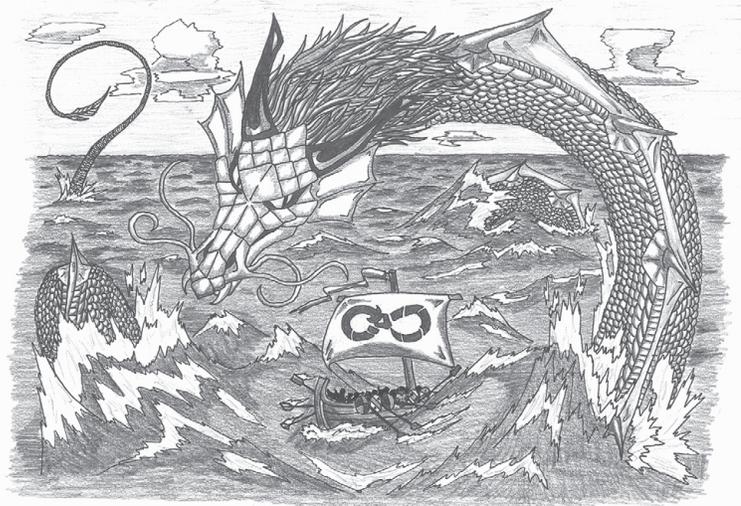
Poison (Ex) 1/life, Charge x3

Fireball (Ex) 1 Ball/Unlimited

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

Amorphous (T) As it is serpent like

Steal Life Essence (Ex) Unlimited (only functions in Lair)



Dragon, Western

DESCRIPTION: These mighty reptilian beasts are cunning and cruel creatures. Nothing pleases a Dragon more than to sack a kingdom, hoard all of its treasures in one place and nest on the pile for a century or two.

GARB: Silver sash, garb or armor with the suggestion of scales.

TYPE: Legendary Beast

POWER RATING: 10

ARMOR: 8 (Natural, Ancestral)

SHIELDS: None

WEAPONS: Short (Natural, Magical), Rocks (Siege) (only While Flying)

ABILITIES:

Iron Will (T)

Immune to Sorcery (T)

Enlightened Soul (T)

Missile Block (T)

Magic Ball Block (T)

Power Word (M) Unlimited

Mighty (T)

Large (T)

Flight (Ex) Unlimited

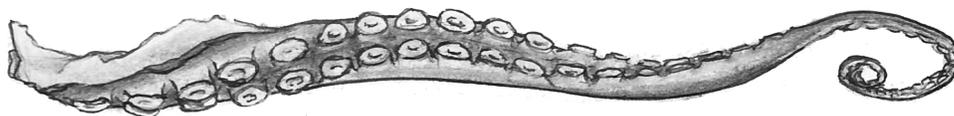
Aerial Superiority (T)

Lair (T)

Steal Life Essence (Ex) Unlimited (Only functions in Lair)

Fireball (Ex) 1 ball / Unlimited

Shove (Ex) 3/Life then Charge x3



Green Man

DESCRIPTION: These rare demi-gods are handsome, protective, mischievous, wise wood spirits. Little is known about them except they are rare, elusive and command powerful magic.

GARB: Silver sash, green tunic adorned with leaves and twigs and as per Player Class. Suggested: Green hair, and a leafy beard colored to match the season.

TYPE: Legendary Fey

POWER RATING: 6

ARMOR: 1 (Natural), 1 (Natural Invulnerability)

SHIELDS: As per Player Class

WEAPONS: Short (Natural) and as per Player Class

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Immune to Subdual (T)

Power Word (M) Unlimited

Heal (Ex) unlimited

Innate (Ex) 1/life, Charge x 3

Shadowstep (Ex) 1/life

Gift of Earth (Ex) 1/life Charge x10

Player Class (Druid 6) (T)

Special notes: The caster may not have more than three instances of Gift of Earth active at a time.



Hydra

DESCRIPTION: Hydras are huge, usually reptilian, monsters invariably equipped with two or more heads. They are always vicious, hungry creatures, wreaking havoc upon their surroundings.

GARB: Silver sash, grey scales, large tail for the Tail.

TYPE: Beast

POWER RATING: (Variable: 2 per head + 1 for the tail)

ARMOR: 3 (Natural) (Each player)

Shield: None

WEAPONS: Head: Short (Natural) Tail: Great (Natural)

ABILITIES:

HEAD:

Immune to Command (T)

Immune to Flame (T)

Immune to Subdual (T)

Fireball 1 ball/unlimited

Strong (T)

Thick Skinned (N)

Regeneration (T)

TAIL:

Immune to Command (T)

Immune to Death (T)

Immune to Subdual (T)

Strong (T)

Thick Skin (T)

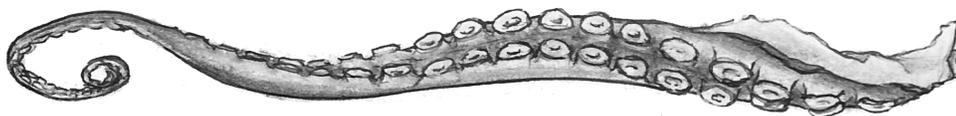
Regeneration (T)

Fight after death (Ambulant)(Ex) 1/life

VULNERABILITIES:

The tail dies if all heads are dead at the same time.

SPECIAL NOTES: There should be from two to eight heads and a single tail, each represented by a single player. Each head must remain within 20 feet of the tail at all times. If a magic or ability would cause them to move farther away, they stop at 20 feet. The tail counts as the respawn point for the heads.



Lich

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

GARB: Silver sash, a skull mask or other "undead" looking garb and makeup, AND as per player class

TYPE: Undead

POWER RATING: 6

ARMOR: 4 (natural)

SHIELDS: As per player class

WEAPONS: As per player class

ABILITIES:

Immune to Death (T)

Immune to Command (T)

Lair (T)

Regeneration (T)

Contingency (N) Unlimited (See special notes)

Steal Life Essence (Ex) unlimited

Undead Minion (Ex) 1/life Charge x10

Player Class (Wizard - 6) (T)

VULNERABILITIES:

Slow

SPECIAL NOTES: Phylactery: In order to play this monster, a player must have a physical object at least 3"x3" in size that looks like a container or a jeweled pendant. This item represents where the Lich has hidden their soul. This is the most valuable item to a Lich, as it has the ability to end its existence. By taking at least ten hits from a melee weapon, the item is destroyed. If the item is destroyed, the Lich loses Contingency. The item can be on the Lich or hidden within its lair, but it would not be placed somewhere unsafe or easy for just anyone to get.



Nosferatu

DESCRIPTION: Nosferatu are the ultimate form of Vampire. A Necromancer Healer who intentionally sought the eternal undead by becoming a Vampire.

GARB: Silver sash, white make-up or mask, a black armband, fangs, and as per Player Class

TYPE: Undead

POWER RATING: 6

ARMOR: 4 (Natural)

SHIELDS: As per Player Class

WEAPONS: As per Player Class

ABILITIES:

Immune to Subdual (T)

Immune to Death (T)

Immune to Command (T)

Steal Life Essence (Ex) unlimited

Vampirism (Ex) 1/life Charge x10

Necromancer (T)

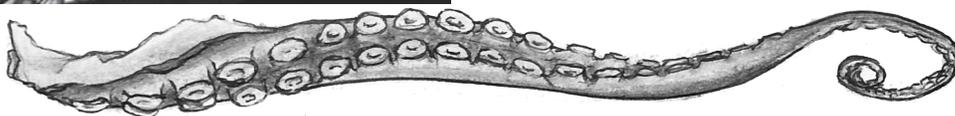
Player Class (Healer - 6) (T)

VULNERABILITIES:

Aversion: [Holy, Paladins] (T)

Cursed (T)

SPECIAL NOTES: The caster may not have more than three instances of Vampirism active at a time.



Oaken

DESCRIPTION: Trees given life and motion and consciousness, these massive creatures are at one with nature. They're part of nature, in fact, and wield fearsome power in its defense.

GARB: Silver sash, browns and greens, leaves. Anything that makes you seem taller.

TYPE: Botanical

PR: 4

ARMOR: 3 (Natural, Ancestral)

WEAPONS: Shorts (natural), Longs (natural)

ABILITIES:

Immune to Command (T)

Immune to Death (T)

Immune to Subdual (T)

Entangle (M) 2 balls / Unlimited

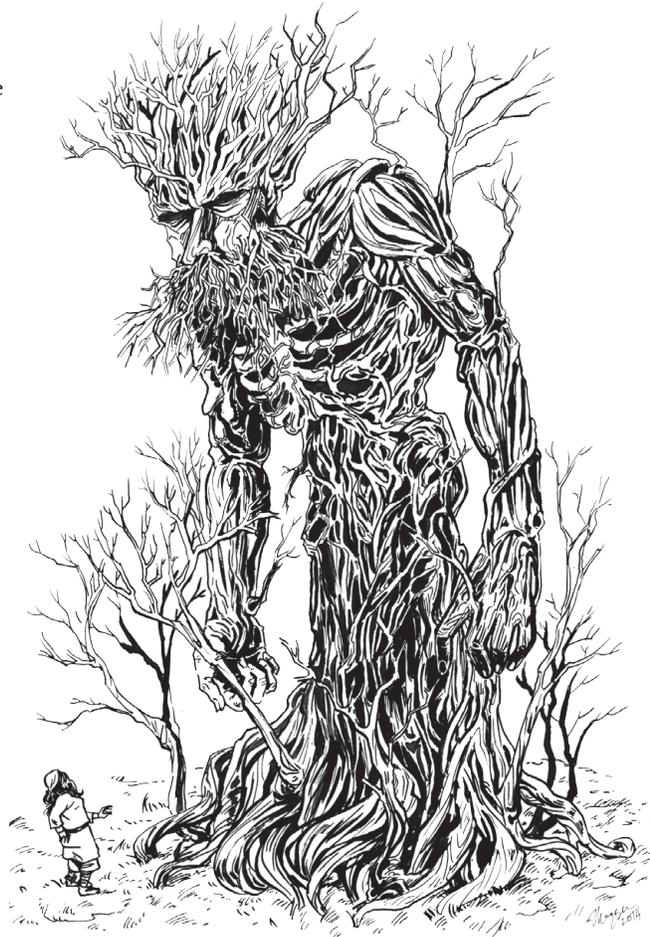
Large (T)

Strong (T)

Shadowstep (Ex) 1/life, charge x 3

VULNERABILITIES:

Slow (T)



Ogre

DESCRIPTION: Ogres are the largest of the goblinoid races. They are misshapen brutes, standing over nine feet tall, with blotched and mottled skin and sparse black hair. Ogres are generally cruel creatures who delight in the suffering of smaller races. They make their living by raiding caravans and sacking farming communities.

GARB: Silver sash, skins, hides and rough leathers. Brown or green face makeup, tusks.

TYPE: Humanoid

POWER RATING: 4

ARMOR: 3 (Natural)

SHIELDS: None

WEAPONS: Short (Natural), any Melee, Rocks

ABILITIES:

Immune to Subdual (T)

Immune to Death (T)

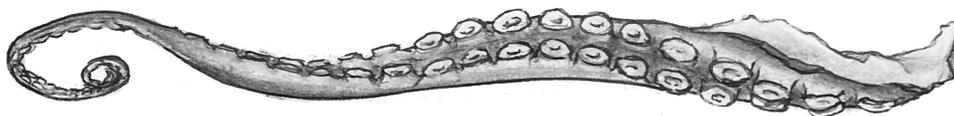
Immune to Command (T)

Strong (T)

Thick Skinned (N)

Terror (M) 1/life

Fight After Death (Ex)(Ambulant) 2/Refresh



Phoenix

DESCRIPTION: The Phoenix is a legendary eagle-like bird that destroys itself in fire at the end of its five-hundred-year lifetime, and from whose ashes springs a new Phoenix. It is a symbol of immortality and of Amtgard.

GARB: Silver sash, feathered wings and garb of red, orange and yellow. Flame patterns, a beak.

REQUIREMENT: May only be played by a Knight.

TYPE: Legendary Beast

POWER RATING: 10

ARMOR: 6 (Natural, Ancestral)

SHIELDS: None

WEAPONS: Short (Natural, Magical)

ABILITIES:

Immune to Subdual (T)
Immune to Death (T)
Immune to Command (T)
Immune to Flame (T)
Immune to Sorcery (T)
Power Word (M) Unlimited
Mighty (T)
Large (T)
Flight (Ex) Unlimited
Aerial Superiority (T)
Heal (Ex) unlimited
Resurrect (Ex) unlimited
Greater Resurrect (Ex) 4/life, Charge x10

VULNERABILITIES:

Beneficent



Scourge

DESCRIPTION: Scourge daemons appear as humanoid fighters wearing what seems to be normal chain mail or ring mail armor, but on closer examination their armor is actually made of barbed wire. Scourges are free-willed daemons, in that they are not summoned in the conventional manner, but rather sent to earth on missions given directly from their dire lords instead of mortal masters.

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

TYPE: Extra-Planar

POWER RATING: 4

ARMOR: 6 (Natural Invulnerability)

SHIELDS: None

WEAPONS: Long (Natural)

ABILITIES:

Immune to Command (T)
Immune to Death (T)
Immune to Flame (T)
Immune to Subdual (T)
Entangle (Ex) 2 balls / Unlimited
Strong (T)
Poison (ex) (self-only) 1/Life, Charge x3
Regeneration (T)
Undead Minion (M) 2/life

VULNERABILITIES:

Altered effect: [Holy Ground]-(Regeneration does not function.) (T)

Trickster

DESCRIPTION: Coyote. Inari. Raven. Loki. Tricksters abound in mythology and fiction. Misdirection is their tool and confusion is their goal. They are capricious, flitting from one amusement to the next with nary a care in the world.

GARB: Silver sash, as per Player class, and clothing of a style that evokes one type of Trickster. Examples: a Norse themed outfit work for Loki, while one with a more Asian feel would suit Inari, the White Fox.

TYPE: Fey

POWER RATING: 6

ARMOR: 2 (Natural Invulnerability), and as per Player Class

SHIELDS: As per Player Class

WEAPONS: As per Player Class

ABILITIES:

- Immune to Command (T)
- Combat Caster (T)
- Swift (M) Unlimited
- Ambulant (M) Unlimited
- Blink (M) 4/refresh
- Shadow Step (M) 2/life charge x3
- Player Class (Bard 6) (T)



White Rabbit

DESCRIPTION: From the lowest depths of Hell emerges the most fearsome creature of all: the White Rabbit! Well, it is vicious. Honest, I'm not lying. It has big teeth! Well, look at the bones! Don't say I didn't warn you.

GARB: Silver sash, a white, furry bunny suit complete with ears. What, were you expecting something dignified?

TYPE: Beast

POWER RATING: 10

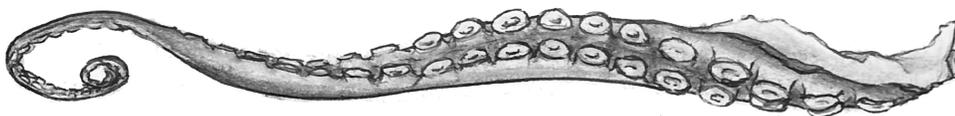
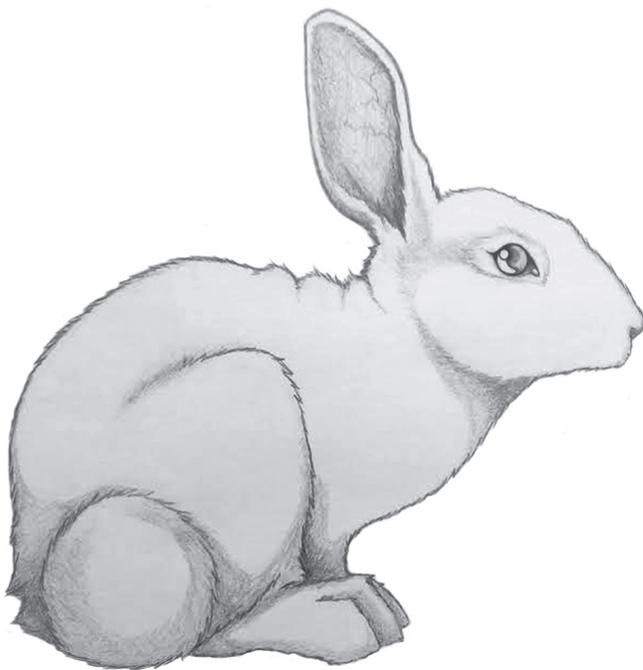
ARMOR: 8 (Natural, Ancestral)

SHIELDS: None

WEAPONS: Short (Natural)

ABILITIES:

- Immune to Subdual (T)
- Immune to Death (T)
- Immune to Command (T)
- Immune to Flame (T)
- Immune to Sorcery (T)
- Strong (T)
- Terror (ex) 4/life, (Charge x5 while in Lair)
- Lair (T)



SCENARIOS

This section details several battlegames in which Monsters are presented as the main object or theme.

Darklord Scenario:

The Darklord will kill all before him, eventually.

TEAMS: 2

LIVES: Unlimited

RESPAWN: 50 second count at base

PLAYERS: Darklord starts with 4 additional players on his team. All other players start on the opposing team.

OBJECTIVE: See how long you can hold off the Darklord's army.

SCENARIO RULES: Conversion: when the Darklord casts Greater Undead Minion on a player, they join the Darklord's team for the rest of the game.

OPTIONS: Work in a secondary objective that the players can complete to escape.

REFRESH: None

TYPES BEST SUPPORTED: Full Class



Destroy the Skeleton Warrior

TEAMS: 3+

LIVES: Unlimited

RESPAWN: Instant at base

PLAYERS: 1 Player playing Skeleton. 5+ Players per other teams

OBJECTIVE: Find the Control Cirlet and place it on the Skeleton's Head. Your team wins. The Skeleton (and the other teams) will be trying to stop you.

SCENARIO RULES: Hide a crown of some kind to be the Control Cirlet. This is a game item. Devise some method of finding it. (A Map to a hidden chest, NPCs with clues, it will appear in the middle of the field after 5 minutes, etc.) Have the NPC playing the Skeleton wait away from the teams at the start of the game. The bearer of the Cirlet may control the Skeleton. The skeleton will follow their orders of the bearer of the cirlet, and joins their team (they will no longer attack members of that team). The Bearer of the cirlet must drop it if they are killed, Frozen, or gain a state that cannot interact with game items. If nobody is bearing the cirlet, the Skeleton has free will. If the Cirlet is placed on the Skeleton's own head, the skeleton will disappear into dust.

OPTIONS: Add this scenario into a larger game.

The Skeleton must be led back to its tomb in order to complete the ritual. The Skeleton is out of game until its Control Cirlet is found.

REFRESH: None

TYPES BEST SUPPORTED: Full Class



Goblin Bomb

Teams goad their goblins into moving the bomb to the opposing base, and stop the opposing Team's goblins from doing the same to their Base.

TEAMS: 2

LIVES: Unlimited

RESPAWN: Instant at base

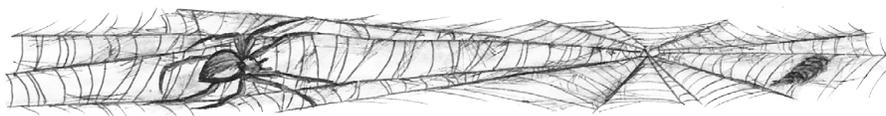
PLAYERS: 5+ per team

OBJECTIVE: Each team has a control point a short distance away from their base. There will be one Goblin Bomb in the middle of the field. The objective is to move the Bomb to the other team's control point, at which point it will detonate and they score a point. Once a point is scored all teams reset to their bases, and the Bomb resets to the center of the Play area. First Team to 3 points wins.

SCENARIO RULES: Set a Game item representing the Bomb in the center of the play area. Only goblins can move the Bomb. If the Bomb is struck by any weapon, projectile, or magic ball, it is considered detonated, and any goblin touching it dies. This does not reset the round or render the Bomb useless, it just kills any goblins touching it. Teams may have as many goblins as it has goblin garb available. Once per life any Player may switch between playing a Goblin and their chosen class at any point by returning to base and respawning.

REFRESH: None

TYPES BEST SUPPORTED: Full Class



Goblin Marshes

Teams try to collect the most game items from the swamps.

TEAMS: 3+. One team is made of Goblins, the other teams are all Full-Class Players.

LIVES: Unlimited

RESPAWN: Full class players - 50 second count at base. Goblins - Instant at base.

PLAYERS: 5+ per team

OBJECTIVE: Teams compete to bring Game Items from the swamp to their Base. Game items cannot be removed from a base once they are there. Teams may only control one Game Item at a time. The game ends when the last Game Item is returned to a base. The Team with the most Game Items is the winner. Optional: Reset the Game Items at the end of a round, and play to a set number of points.

SCENARIO RULES: Mark out three or more 20+ foot diameter Swamp zones (Water Terrain) scattered around the area. These areas can be as close together or far apart as desired and do not have to be perfectly round nor uniform size - this is a swamp, after all. Place a Game Item (flag, chests, boulder, small child, etc.) in the center of each zone. For games with more than 10 players on a team, or that cover a lot of ground, consider using Very Heavy Objects (Minimum of 30lbs) instead.

OPTIONS: In the Goblin Marshes, any player (Goblin or Questor) who returns a Game Item to their Base is granted the Aquatic trait for the remainder of that Life.

REFRESH: Every 30 minutes.

TYPES BEST SUPPORTED: Full Class.



Zombie Scenario

Can you hold off the zombie horde?

TEAMS: 2.

LIVES: Players have a set life pool that runs out individually. Zombie Lord has twice the normal life pool. Once out of lives, players must wait for the next game.

RESPAWN: 50 Second count at base

PLAYERS: 1 player starts as the Zombie Lord, with 2 other Zombies on his team. All other players start on the opposing team.

OBJECTIVE: Kill The Zombie Lord and his minions before they are the only ones left. If at any time there are no members of a team on the field or waiting to respawn, the other team wins. Scenario Rules: Conversion: when the Zombie Lord kills a player, they immediately become a Zombie (but are still dead), and join the Zombie Lord's team for the rest of the game. Zombie Lord gains:

REANIMATE (UNLIMITED):

I: "Rise and Fight Again" x5

R: Touch

E: Player Returns to life with all wounds healed

L: Only usable on Zombies."

OPTIONS: Players only become a zombie for one life. Zombies can be cured, allowing them to change teams.

REFRESH: None

TYPES BEST SUPPORTED: Full Class.

Good vs. Evil

TEAMS: 2

LIVES: Each Captain has a 5 life pool that runs out individually. All other players have unlimited lives.

RESPAWN: Groups of three or more at base

PLAYERS: 5+ per team

Objective: Shatter (run out of lives) the Captain of the opposing team.

SCENARIO RULES: One player per team must be declared the captain before the game. One Captain is an Angelic Hero, the other is a Death Knight. When one captain runs out of lives, the other team wins.

REFRESH: None

TYPES BEST SUPPORTED: All

Kill the Big Bad Monster

TEAMS: 3+

LIVES: Unlimited

RESPAWN: Instant at base

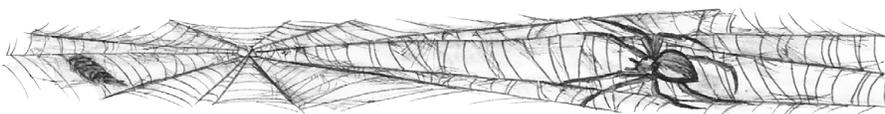
PLAYERS: 5+ per team

OBJECTIVE: Be the team that lands the killing blow on the Big Bad Monster.

SCENARIO RULES: Pick a high PR Scenario Monster, put it in a Lair, gate the entrance to the lair somehow. (The players must go on a quest to find the key, the Big Bad opens the gate after a certain number of his minions have been killed, Etc.)

REFRESH: 30 mins

TYPES BEST SUPPORTED: All



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Lizardman	1	Humanoid	27
Scalor	1	Humanoid	30
Skirit	1	Humanoid	31
Troglodyte	1	Humanoid	32
Yeti	1	Beast	36
Cat, Great	2	Beast	12
Dwarf	2	Humanoid	15
Gnome	2	Fey	21
Harpy	2	Humanoid	23
Minotaur	2	Humanoid	28
Satyr	2	Fey	30
Unicorn	2	Beast	33
Wolf	2	Beast	35
Bear	3	Beast	10
Bird of Prey	3	Beast	10
Boar	3	Beast	11
Dryad	3	Fey	14
Halfling	3	Humanoid	23
Orc	3	Humanoid	29
Raptor	3	Beast	29
Skeleton	3	Undead	31
Ursinid	3	Humanoid	34

Name	Level	Type	
Zombie	3	Undead	36
Centaur	4	Fey	13
Entangling Mass	4	Botanical	18
Gargoyle	4	Beast	19
Giant, Fire	4	Humanoid	20
Giant, Frost	4	Humanoid	21
Hell-Hound	4	Extra-Planar Beast	24
Lair Guardian	4	Animation	26
Spider, Giant	4	Beast	32
Basilisk	5	Beast	10
Corrosive Beast	5	Beast	14
Ghost	5	Undead	19
Ghoul	5	Undead	20
Griffin	5	Beast	22
Kitsune	5	Fey	25
Slime, Deadly	5	Beast	32
Troll	5	Humanoid	33
Vampire	5	Undead	34
Wyvern	5	Beast	36
Automaton	6	Animation	9
Banshee	6	Undead	9
Celestial Avenger	6	Extra-Planar	13
Elemental, Air	6	Extra-Planar Animation	15
Elemental, Earth	6	Extra-Planar Animation	16
Elemental, Fire	6	Extra-Planar Animation	16
Elemental, Water	6	Extra-Planar Animation	17
Elf	6	Fey	17
Infernal Descendant	6	Humanoid	25
Medusa	6	Humanoid	27
Mummy	6	Undead	28
Werewolf	6	Beast	35



ART CREDITS

Atheris

Elemental, Air
Elemental, Earth
Satyr
Werewolf
Wyvern

Bloodmoon

Fairy
Giant, Fire
Giant, Frost
Giant, Hill

Casca

Dragon, Eastern
Dwarf
Harpy
Hellhound

Christopher Talbott "Brawny Bronze"

Deathknight
Ghoul

Denah

Gargoyle

Eisley Darkjester

Cat, Great
Kitsune
Skirit
Slime, Deadly
Troglodyte
Vampire
White Rabbit

Esselia

Boar
Unicorn

Frenzy

Skeleton

Graileon

Darklord
Nosferatu

Hawks

Bird of Prey
Dragon, Western
Elemental, Water
Yeti

Hawks and Julian Greystoke

Horse, War

Julian Greystoke

Bear
Lepus
Lizard Man
Wolf

Lucia Dragoneye

Catperson

Matthew

Corrosion Beast
Scalor

Mihr

Griffin

Narsog

Infernal Descendant
Troll

Quiet

Banshee
Dragon, Lindworm

Renna

Basilisk
Brownie
Deva
Ghost
Spider, Giant

Reynen

Centaur
Minotaur

Rook

Entangling Mass

Runestone Lillywinks

Dryad
Elf
Gnome
Greenman
Halfling
Lair Guardian
Ogre
Orc
Scourge
Trickster
Ursinid
Zombie

Sid

Gremlin

Silver

Angelic Hero
Elemental, Fire

Swift

Dragon, Feathered Serpent

Tiril

Goblin
Hydra
Lich
Oaken
Raptor

William Close

Automaton
Celestial Avenger
Medusa
Mummy

Zsadist

Phoenix

