

Presented by  
LUKE WYNGARDE  
and the  
AMT GARD SEVEN EXPANSION GROUP  
for use with  
AMT GARD 7th Edition

# TABLE OF CONTENTS

<i>Thanks, Introduction &amp; Credits</i> .....	3	<i>Gypsy</i> .....	18
<b>TERRAIN EFFECTS</b>		<i>Headless Horseman</i> .....	18
<i>Darkness</i> .....	4	<i>Mimic</i> .....	19
<i>Fog</i> .....	4	<i>Necromancer</i> .....	19
<i>Graveyards</i> .....	4	<i>Rakshasa</i> .....	20
<i>Holy Ground</i> .....	4	<i>Revenant</i> .....	20
<i>Light Sources</i> .....	4	<i>Shade</i> .....	21
<b>MONSTER FORMAT DEFINITIONS</b>		<i>Shadowdancer</i> .....	21
<i>Description</i> .....	5	<i>Skeletal Champion</i> .....	22
<i>Garb</i> .....	5	<i>Thief</i> .....	22
<i>Summoned By</i> .....	5	<i>Werebat</i> .....	23
<i>Player Lives/Life</i> .....	5	<i>Werebird</i> .....	23
<i>Type</i> .....	5	<i>Werecat</i> .....	24
<i>Q/M Ratio</i> .....	6	<i>Wererat</i> .....	24
<i>Armor</i> .....	6	<i>Wolf, Alpha</i> .....	25
<i>Weapons</i> .....	6	<i>Wolf, Pack Mate</i> .....	25
<i>Immunities</i> .....	6	<i>Running with the Pack Battlegame</i> .....	25
<i>Natural Lives</i> .....	7	<i>Wolf, Pack Mother</i> .....	26
<i>Monster Trait &amp; Ability Format Key</i> .....	7	<i>Undead Jester</i> .....	26
<i>Traits</i> .....	7	<i>Warrior of Wrath</i> .....	27
<i>Monster Abilities</i> .....	9	<i>Will-O-The-Wisp</i> .....	27
<i>Innate Abilities</i> .....	9	<b>RELICS</b>	
<i>Innate Magical Abilities</i> .....	9	<i>Relic Descriptions</i> .....	28
<i>Magic-Like Abilities</i> .....	9	<i>Garb</i> .....	28
<i>Abilities Defined</i> .....	9	<i>Items</i> .....	28
<i>Vulnerabilities</i> .....	11	<i>Shields &amp; Armor</i> .....	28
<i>Archetypes &amp; Alternate Classes</i> .....	11	<i>Weapons</i> .....	28
<b>THE MONSTERS</b>		<b>BATTELGAMES</b>	
<i>Arachnae</i> .....	12	<i>Assassination Games</i> .....	29
<i>A Sticky Situation Battlegame</i> .....	12	<i>More Nocturnal Monsters</i> .....	30
<i>The Spider's Web Battlegame</i> .....	12	<i>Bounty Hunts</i> .....	30
<i>Bat, Dire</i> .....	13	<i>Gypsy Caravan</i> .....	30
<i>Bat, Giant Vampire</i> .....	13	<i>Ichabod's Bridge</i> .....	30
<i>Bat, Pop</i> .....	14	<i>Invasion</i> .....	30
<i>Black Dog</i> .....	14	<i>Pack Attack</i> .....	31
<i>Dark Steed</i> .....	15	<i>Social Disease Battlegame</i> .....	31
<i>Dragon, Night</i> .....	15	<i>Vampires Vs. Werewolves Theme</i> .....	31
<i>Elemental, Shadow</i> .....	16	<i>Nighthunter</i> .....	32
<i>Elemental, Undead</i> .....	16	<i>How to Make an Illuminari</i> .....	32
<i>Elf, Night</i> .....	17	<i>Contact &amp; Submission Information</i> .....	33
<i>Gray Man</i> .....	17	<i>Anonymous Elfwood Art Credits</i> .....	33

# THANKS, INTRODUCTION & CREDITS

## THANKS

Once again, I'd like to thank the Amtgard Seven Expansion Group, for their endless energy, opinions and contributions. Maybe it's just me, but I think we're really getting the hang of this!

Thanks to Nawguthion, Rewth and Soldan for continued motivation and tireless assistance.

Big shout out to my wife, the love of my life. Star looked at me late one night and asked, "What are you working on now?" I said, "A book. And I'm almost finished." She smiled and said, "You always say that!" How well she knows.

## INTRODUCTION

The old saying goes, "The more things change, the more they stay the same," and it's never been more true than when talking about Amtgard. In the two years since the first edition of *By Night They Dance*, the world of Amtgard has seen an unprecedented expansion across the country, around the world, and into the future. We've added new kingdoms, mourned lost friends and turned our collective eyes toward a bright future. The new, improved *Handbook on the Rules of Play, 7th Edition* has made its long awaited debut, changing the face and pace of the game. The *Dor Un Avathar* has likewise been updated and produced, providing ample opportunity for adventure and monster fun.

So what's an editor to do? Rouse the troops and go looking for a new project, of course. The Amtgard Seven Group has once again risen to the occasion, providing an ever-growing talent pool of artists, contributors, editors and writers looking to help move Amtgard into the future. At first we thought to produce a couple of large, comprehensive manuals on par with the Rulebook and Dor. The folly of such opus works was quickly realized, and we settled in on a rough outline of several smaller, self-contained, thematic expansion booklets. The first of which, *By Night They Dance*, you are reading right now.

BNTD takes the game from the usual daylight and past the cloak of night. Herein you will find all manner of nocturnal beasts, twisted and corrupt Undead and the fury of Lycanthropes. You will find games for after dark and rules for conducting your games safely. There's also optional rules for faking it, for when you have no choice but to role-play being in the dark, just add imagination.

In addition to the monsters and game ideas, we present the concept of Class Archetypes as an aid to role-players who wish to bring a particular theme to their chosen profession. And say welcome back to a couple of Golden Oldies: the Gypsy and Thief "Alternate Classes" from the Wetlands and Dragonspine, revised and updated to mesh with the new rules. Throw in a few minor relics with an ominous bent, and you've got some serious adventure on your hands.

Following hot on the heels of this volume, you can expect revised versions of *Welcome to the Jungle (Adventures in the Wildlands of Amtgardia)*, *What Lurks Below (A Dungeoneer's Survival Guide)* and *Nautical Nights (Maritime Games and Monsters)*. But the A7 Group has no intention of stopping there! Also in the works are a matched set of guides for Basic and Advanced Amtgard Construction techniques, a tome consisting of Real World legends and themes, a specialized book for spellcasting classes, and much, much more.

Welcome to the new Amtgard, long may she reign!

- Luke Wyngarde, July 15, 2005

## GROUP CONTRIBUTORS & EDITORIAL STAFF

### CONVERSIONS & COMMENTARY

Blackthorn (Burning Lands)

Nawguthion Craftyslinger (Wetlands)

Rewth (Iron Mountains)

Soldan (Rising Winds)

Keldon (Wetlands)

Reana Stormblade (Burning Lands)

and the entire Amtgard Seven Expansion Group!

### PROJECT LEAD & DESIGN

Luke Wyngarde (Wetlands)

## ART CREDITS & DISCLAIMER

Artists retain all copyrights to artwork published herein. All rights reserved. Individual artists listed with Monster entries. Thanks especially to the fantastic artists of *Elfwood* (<http://elfwood.lysator.liu.se/elfwood.htm>) for their boundless generosity and support for these projects. Use of artwork or derivative is not a challenge to any existing claim or copyright.

And, of course, big love to Denah of the Wetlands for her continued assistance and contributions.

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



# TERRAIN EFFECTS

Listed below are a few ideas on how to make the gaming environment a little more hostile for the intrepid adventurer. Reeves should always take care to explain any new rules to all participants and to clearly mark any special encounter areas with visible ribbon.

## DARKNESS

Be it through nature or choice, most of the creatures in this book are nocturnal by nature. While having the occasional quest after dark is fine, most Amtgarding is done by the light of day. It requires a little imagination and a careful eye by the Reeves, but it is possible to “role play” being lost in the night.

1. Any area set aside as *Darkness* should be marked with dark blue ribbons for ease of boundary recognition.
2. No movement faster than a slow walk should be undertaken in *Darkness*. Running players (Questors) will be penalized with a leg wound to represent falling and twisting an ankle.
3. Players within 20 feet of a *Light Source* may move normally. If they leave the 20 foot area, the usual rule for running is invoked (see above).
4. Projectile and Thrown Weapons may not be used at a range of more than 20 feet, regardless of nearby Light Sources. Likewise, you may not fire a bow or throw a weapon into an area of darkness. Bows must be half-drawn, regardless of nearby light.
5. Nocturnal creatures, Undead and some Personae (Elves, Dwarves, etc.) may be immune to the effect of darkness. Check with a Reeve before the quest begins to clear up who is affected and who is not. Players who can “see in the dark” may lead other players as though they carried a Light Source (see #3 above) even if no light is present.
6. Range of all spells and abilities is limited to the extent of available light. In the absence of light all spells and abilities are limited to touch.

## FOG

Foggy areas serve much the same function as Dark areas, only to a lesser extent. Fog can be simulated by gray ribbons marking out the chosen zone, then alerting the players to the effects. All the rules for Darkness apply in the Fog, with a few minor adjustments.

- 1) Light Sources do not function in the Fog, therefore everyone must walk, unless a specifically-immune Monster.
- 2) A Fog area may be cleared by the *Wind* spell for a 500 count.



## GRAVEYARDS

Places where the dead are buried serve to enhance the Legions of the Undead. Areas marked with gray ribbon, or perhaps even foam tombstones or similar signs, can be assigned as a *Graveyard*. Any Undead dwelling in a Graveyard (or other place of interment such as a Mausoleum or Crypt) may add one additional life to their starting total. The exceptions to this are life-stealing Undead such as Vampires. These creatures do not gain an additional life, but they do gain one additional use of the Steal Life ability per game if it is used within the boundaries of the graveyard. (So, if they want an extra life, they have to go *hunt* for one!)

## HOLY GROUND

Areas marked with white ribbons represent land or places dedicated to Goodness and White Light. Paladins stationed within Holy Ground gain unlimited use of the *Heal* spell and all players are immune to the effects of *Level Drain*, *Possession* and *Disease* while within the boundaries of such an area.

## LIGHT SOURCES

In order to survive in the darkness, intelligent creatures have developed a variety of means to combat the gloom. Torches, lanterns and the like may be simulated in an Amtgard battlegame when needed.

1. Torches may be simulated by taking a safe foam weapon and wrapping a couple of red ribbons or bandanas round the top. Real sticks should never be used, though safe props are acceptable.
2. Never carry any lantern with glass or breakable parts on to an Amtgard gaming area. Use foam to construct a suitable prop or just use the torch rule above.
3. The *Sword of Flame* or a *Flameblade* may serve as a Light Source.
4. *Remain Active Fireballs* serve as a 20 foot Light Source until they expire.
5. Players within 20 feet of a Light Source may move normally. If they leave the 20 foot area, the usual rule for running is invoked (see above).
6. Multiple Light Sources in a single area may stack their effects. In other words, two torches on a questing team make a 40 foot area of light - with commensurate benefits to movement, missile fire and the like. A maximum of 50' of light per team may be gained in this way.
7. Any hand holding a Light Source may not hold a weapon or shield (except a buckler strapped to the forearm).
8. If a Light Source is used as a weapon (and it should be a safe foam weapon!) the light is immediately extinguished. The only exceptions to this are the *Sword of Flame* and *Flameblade* enchantments.
9. If a player holding a Light Source is subject to *Iceball*, *Petrify* or *Entangle*, the light goes out and is unrecoverable until the spell is ended. Likewise, if a player is slain while holding a Light Source, the party has 10 seconds to recover it or lose the benefit of the light until relit.
10. Lighting and relighting a torch or lantern takes a chant of “Lighting” x10.

# FORMAT AND DEFINITIONS

## MONSTER FORMAT DEFINITIONS

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

### DESCRIPTION

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

### GARB

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

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

### SUMMONED BY

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

### PLAYER LIVES/LIFE

This is the number of lives a player has to give up to play this Monster for one life. The player cannot gain more than one life as a Monster (except for creatures with the *Sheer Numbers* ability, detailed hereafter) per magic cast on them. Players cannot give up lives they do not have. Monsters who are killed cannot be *Reanimated*. If *Resurrected*, or given a life by a Monk, they return as their normal class, not as the Monster. Monsters summoned through other means (like Familiars, Golems and Elementals) may buy additional lives as the Monster at the listed *Player Lives/Life* exchange rate, once the summoner has expended the requisite spellpoints or abilities and the initial life has been purchased. (i.e.: A Warrior with six lives elects to be a summoned Fire Elemental with a Q/M of 3/1. Once the summoner spends the required spellpoints, the Warrior sacrifices three lives to be a Fire Elemental with one life. Once slain, the player may now choose to give up his remaining three lives for one final life as an Elemental, or he may change garb and play out his last three lives as a Warrior.)

## TYPE

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

- **Animations:** The term given to any Monster brought to life through magical means other than the standard creatures summoned through *Transform* and *Reincarnate* spells. These creatures are immune to Control, Subdual, and Death schools, as well as Poison and Disease. If *Dispel Magic* is cast on them, they act as if under the effects of an *Iceball* (except they are not freed by *Fireball*, *Release* or other magical means). If placed in an *Anti-Magic* field, Animations are *Petrified* until removed from the field, in which case they act as if just *Healed* from the *Petrify*. Animations cannot carry enchantments.
- **Beast:** These are non-humanoid creatures, most often with more than two legs. Beasts cannot carry enchantments and all weapons are considered Natural.
- **Extra-Planar:** These creatures are not from this dimension but another, alien plane of existence. They include Angelics, Demons, and Elementals. Extra-Planar creatures are immune to Death and Poison. They cannot carry enchantments except for the one used to summon them, if such is the case.
- **Fey:** The Fairy Folk of myth are not immune to the Bard *Charm* spell or Control magic cast by a Bard, but they are immune to other forms of Control.
- **Humanoid:** Creatures in this category generally have two arms, two legs and walk upright, although there are notable exceptions (Centaurs, for example, have four legs but all the fine manipulation and functional intelligence common to this classification). Only Humanoids can use normal weapons and shields, creatures without this designation can only use Natural weapons unless detailed otherwise in their description. Humanoids may carry enchantments just like a regular class, unless otherwise stated in their description or limited by their Type.
- **Mystical:** Creatures with this distinction have an innately magical nature. Mystical Creatures hit with a *Dispel Magic* lose all their Magic-Like Abilities and Innate Magical Abilities for the remainder of that life. They may not use their Magical or Innate Abilities while in an *Anti-Magic* zone.
- **Standard:** Monsters of this type are generally non-magical in nature, and do not possess Magic-Like or Innate Magical Abilities.
- **Undead:** The Walking Dead are immune to Control and Death as well as Poison and Disease. Undead cannot carry enchantments except for the one used in summoning, as appropriate.



# FORMAT AND DEFINITIONS

## Q/M Ratio

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

## ARMOR

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

- **Armor, Invulnerable:** This armor is particular to Monsters and not normally usable by the standard classes. Each level of Invulnerable Armor will negate one physical or verbal hit. The protection is sectional, thus two points of Invulnerable Armor grants two points of protection to each limb and the torso. Magic casters must specify which area (torso, arm, leg) of Invulnerable Armor that they destroyed with verbal magic. If they fail to specify a location within 5 seconds, or in the cases of magics of mass destruction like *Doomsday*, the magic hits the location of the target's choice. Wounding always target's the location chosen at the time of casting. Invulnerable Armor can be *Mended* as normal.
- **Armor, Natural:** This armor is a part of the creature in question and cannot be removed via *Pyrotechnics* or similar means, except by damaging attacks. Natural Armor is treated like normal armor in all respects, except it may be *Healed*. If protection magics do not protect normal armor, it *will* protect natural armor (i.e.: a Humanoid Monster with Natural Armor can still benefit from *Projectile Protection*). If normal armor can be worn, it is always destroyed before Natural Armor in a given location. Likewise all immunities extend to all types of Natural Armor. Monsters with a *Heal* Trait (such as *Ice Heal* or *Stone Heal*) can regain their Natural armor at the rate of one point per sectional location per use of their ability. (ex.: it would take three *Fireballs* to heal a wounded Fire Elemental and restore both points of its armor to a single arm.)
- **Armor, Natural Invulnerable:** Natural Invulnerable Armor must be *Mended* instead of *Healed*, but otherwise has the abilities of both Natural and Invulnerable type armors. Monsters with a *Heal* Trait (such as *Ice Heal* or *Stone Heal*) can regain their Natural Invulnerable armor at the rate of one point per sectional location per use of their ability. (ex.: it would take three *Mends* to heal a wounded Gargoyle and restore both points of its armor to a single leg.)
- **Armor, Normal:** This is the regular type of armor worn by Humanoid creatures for normal levels of protection. All rules from the *Handbook on the Rules of Play* apply to Monsters who wear normal armor.
- **Invulnerability:** This type of protection differs from Invulnerable Armor in that each point of Invulnerability covers the entire

creature, just like the *Protect* spell. Unless detailed otherwise in the Monster entry, Invulnerability cannot normally be *Healed* or *Mended* in any way (the main exception to this are *Amorphous* type creatures, q.v.).

- **Shields:** This section also states what kinds of shields, if any, may be used by a Monster. For a Monster to use a shield, this section must specifically state that a shield is available to it.

## WEAPONS

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

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

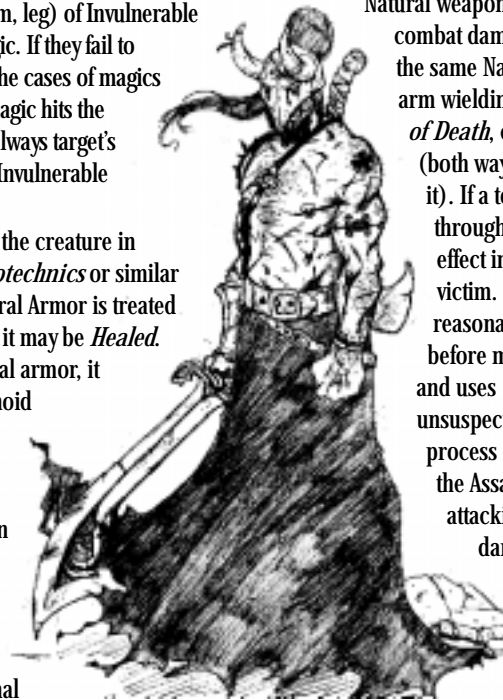
Natural weapons. Although not removed or destroyed by combat damage, Natural weapons are assumed to have the same Natural armor and other protections as the arm wielding it. Touch-based abilities, such as *Touch of Death*, can be extended through Natural weapons (both ways, by the monster, and by those attacking it). If a touch-based ability is used by the creature through its weapon, the creature must denote the effect immediately following the weapon hitting the victim. No more than a one second delay is reasonable. Ability effects are always played out before melee effects. (ex.: an Assassin sneaks up and uses *Touch of Death* on the "claw" of an unsuspecting Troll who is wounded and in the process of regenerating an arm. The Troll dies and the Assassin is unharmed.) Monsters actively attacking with their Natural weapons deal damage even if incapacitated or slain by the touch attack. (ex.: The Assassin instead uses *Touch of Death* to defend against an attacking Troll. The Assassin calls out "Touch of Death!" and sacrifices an arm to grab the Troll's claw. The Troll is slain, and the Assassin loses the limb.)

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

## IMMUNITIES

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

- **Immunity: Control** Creature is immune to all spells and abilities of the Control School unless otherwise detailed in the text.





# FORMAT AND DEFINITIONS

- **Immunity: Death** Monster is immune to all spells and abilities belonging to the Death School and all other Death effects.
- **Immunity: Disease** Creature is immune to all disease based attacks, as well as any/all disease which may occur in the course of a battlegame.
- **Immunity: Flame** Monster is immune to all spells and abilities belonging to the Flame School and all other fire- and lightning-based attacks..
- **Immunity: Magic** Creature is immune to all forms of magic, including the effects of enchantments. Relics still function against creatures with this immunity, however.
- **Immunity: Poison** Monster suffers no ill effects from Poisons.
- **Immunity: Specific Spell or Effect** Monster is immune to the listed spell or effect.
- **Immunity: Subdual** Monster is immune to effects and all magics in the Subdual School. Subdual blows wound and do damage instead of incapacitating.

## NATURAL LIVES

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

## MONSTER TRAIT & ABILITY

### FORMAT KEY

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

## TRAITS

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

### AERIAL SUPERIORITY

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

### AMORPHOUS

Creature gains a certain level of Invulnerability per life, to represent a tough, rubbery body. See description for exact number. Once all Invulnerability is removed, *Amorphous* creatures are treated as having the *Weak* vulnerability.

### ARMOR-PIERCING ATTACKS

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

### AURA OF TERROR

Normal players, Fae, Standard Humanoids and Beasts will not come within 50 feet of such a creature unless immune to Control effects.

### BANDING

If a Monster or Class listed in parenthesis is on your team, you may play one level higher than normal. No more than one level can be gained through *Banding*, and *Banding* is not cumulative with the *Confidence* spell. The ability has no effect on 6th level players, Raiders or Peasants.

### BARDIC SKILL

May select up to 2 points of Bardic magic from 4th level or lower. Weapon use does not detract from magic points gained from this ability. This ability may not be used to purchase *Imbue*.

### BARDIC TALENT

May select up to 2 points of Bardic magic from 2nd level or lower. Weapon use does not detract from spellpoints gained from this ability.

### BLOODLESS

Creature is immune to all piercing attacks, including arrows.

### BONE

Much like *Bloodless* creatures, these Monsters are immune to all piercing attacks, including arrows. However, lightning-based spells (not fire!) do not slay creatures of *Bone*, but rather act as a *Petrify* spell in all regards.

### COMPANION

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

### CONVERSION

M: Copies of the converted Monster.

E: A victim slain by a creature with this ability rises as a nearly-identical Monster on their next life and serves the killing Monsters team until slain. Once this life is lost, the player resumes the game on his original team as his original class with one fewer life remaining.

L: This ability should be removed for regular, non-Quest battlegames unless dictated otherwise by the Reeve. Only the original Monster possesses this power, unless the scenario dictates otherwise. (In other words, Converted Monsters do not convert other players.)

### DEATH HEAL

Any Death school spell or ability used against the creature will completely heal all limbs and one point of damaged Natural armor. Creatures with *Death Heal* may not use their own Death abilities to *Heal* themselves.

# FORMAT AND DEFINITIONS

## ENHANCED ARMOR

All normal armor worn by the creature is considered Invulnerable armor in the locations it covers. This armor may be *Mended*.

## FLAME WEAPONS

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

## HEALING GIFTS

May select up to 2 points of Healer magic from 3rd level or lower. Spells with a cost of 0 are increased to 1 spellpoint per use. Weapon use does not detract from magic points gained from this ability.

## INCORPOREAL

Creature is immune to all attacks except when casting magic, using abilities or otherwise interacting with the physical world. Monsters with this trait may not engage in combat except with Innate or Magic-Like Abilities. They are vulnerable to attack for three seconds after casting stops or an ability is discharged. (ex.: a Wraith with *Touch of Death* is vulnerable during casting and for three seconds after casting is complete and after the attack is discharged.)

## LAIR

Monster must declare a Lair to the Reeves before the game. Lairs can be stationary objects (like a tree or large rock) or an area marked off with ribbon. The Lair is assumed to extend 10 feet from any single object, though if ribbon is used its boundaries are absolute. The location of a Lair must always be known to the Reeve, though a slain Monster may choose to move the Lair before coming back to life. Lairs may not be destroyed. Certain abilities may only be used in the Lair, see creature description for more information.

## LIFE-DRAINING ATTACKS

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

## MAGIC-CASTER

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

## MANY-LEGGED

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

## MOUNT

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

## MULTI-PLANAR EXISTENCE

Such Monsters may attack players using *Blend*, *Camouflage*, *Circle of Protection*, *Commune*, *Passplant*, *Sanctuary*, *Sneak* and *Teleport*. Players so attacked may defend themselves normally, but the Monster

must declare its ability before engaging in combat. (It's not cool to jump people who think they are safe without warning them.) This trait affords no additional protection or abilities other than those listed.

## NATURAL FLIGHT

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

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

L: To take off and land, the creature must stand still. Unless noted otherwise in the description, a Monster with this Trait may

use it an unlimited number of times.

## NATURE'S AWAKENING

May select up to 2 points of Druidic magic from 5th level or lower. Weapon use does not detract from magic points gained from this ability. All other rules of magic apply.

## NEUTRAL

Creature must be willing to treat all teams and players equally. Neutral beings may be kind or cruel, antagonistic or peaceful as befits the Monster type, but they must treat all teams and players the same way unless provoked to attack.

## PLAYER CLASS

The Monster may use the abilities of the listed Player Class as presented in the *Amtgard Rules of Play*. Limitations will be listed in the individual entry.





# FORMAT AND DEFINITIONS

## REGENERATION

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

## SERIAL IMMORTALITY

Creature regenerates from death in a 100 count without a loss of life, fully healed with all armor and/or weapons replaced. Wounds may not be regenerated independently unless *Regeneration* is also possessed. Some immortal monsters have vulnerabilities which may cause them to lose a life, see entries for details.

## SHEER NUMBERS

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

## SPELL MASTERY

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

## STRONG

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

## TOUGH

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

## VERY STRONG

All melee weapons (even Natural ones) become Siege weapons, slaying a target even on hits to the target's equipment, shield or weaponry. Removes one point of Invulnerability or Invulnerable armor per strike. Must be marked with black ribbon.

## MONSTER ABILITIES

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

## INNATE ABILITIES

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

## INNATE MAGICAL ABILITIES

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

## MAGIC-LIKE ABILITIES

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

## ABILITIES DEFINED

### BLEND

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

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

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

### DISABLE TRAP

I: "Disable trap" x10

R: Touch

E: A single trap or fixed enchantment is rendered non-functional.

### DOPPELGANG

I: Place hand on slain victim and repeat, "Your form is mine!" x1.

Victim removes class sash and gives it to Monster. Spell lists and any applicable quest or game items are also turned over to the Monster. If the victim is willing, a telltale piece of garb or equipment (a cloak, sword, shield, etc.) may be given to the Monster to complete the transformation.

R: Touch

E: The Monster assumes the place of the victim in all respects including class and team membership. All players are encouraged to play along with the ruse, and are not allowed to attack the shapeshifter for the duration of the effect. The Monster player is encouraged to affect the basic mannerisms and personality of the victim. At the end of the victims death count, he returns to his



# FORMAT AND DEFINITIONS

team as a Peasant and the Monster may be attacked once both players can be seen together.

N: Once the Monster is slain, the victim regains his equipment and class abilities. Should the Monster escape, the victim remains a Peasant until the creature is captured and/or killed.

## DYING GASP CURSE

I: "I curse thee with my last dying gasp"

R: 20 feet

E: Target dies after a 100 count

I: Must be used within 5 seconds after you die and may only be used on the person that killed you.

N: Counts as Death school magic. Immunity to or *Protection from Death* or Magic will prevent this effect. *Dispel Magic* will cancel a *Dying Gasp Curse* before the 100 count has finished.

## FIND TRAPS

I: "Find traps" x5

R: 20 feet

E: The player can determine the presence of any trap. The player must say "Find traps" x5, and then call for a Reeve to determine the presence of any traps. The trapfinder may locate any trap, including magical ones (i.e.: fixed enchantments).

## KILLING JOKE

I: A rhyme, limerick, joke or riddle of 20 words or more. When complete, state "Now laugh, clown, laugh!"

R: 20 feet

E: Victim must stop in place and laugh out loud for a 10 count. At the end of that time, the victim dies.

N: This is a Death school effect.

## LEAP

I: "Leaping" x5 to activate, "Landing" x5 to end.

E: Once activated, player must move quickly up to 20 feet away in a straight line. Once destination is reached, power deactivates. The player may not be attacked or targeted during this movement.

## LUCK POINT

I: Player says "Luck Point" immediately after being hit by a weapon or spellball.

E: Allows the player to ignore the previous hit as if it did not happen.

N: Does not work against verbal spells, Relics or siege weapon.

## OPEN LOCKS

I: "Open lock" x20

R: Touch

E: May treat the targeted lock as if it were not there. This ability works on doors, chests and the like.

N: This ability does not remove any traps associated with the lock. Also, such traps will go off as normal even when this ability is used, unless *Disarm Traps* is immediately activated afterward.

## RAPID HEAL

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

E: Wounded player is healed of a wound.

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

## SNEAK

I: "Sneak" x5 to activate, chant "Sneak" every 5 seconds to continue, must repeat "Now you see me" x2 to deactivate

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

## STEAL OBJECT

I: "I steal that (specific object)" x5

R: 20 feet

E: Target of the ability can choose one of the following:

1. Consider stolen object removed from game. The only way to replace it is by getting a new one from base.
2. Give the stolen object to the thief and let them use it as if it was theirs. If this choice is taken, then the person targeted by the ability may retrieve the item from the thief by convincing them to return it or taking it while the thief is subdued or dead.

I: May not target Natural weapons, garb, shields, armor, or items that represent effects like enchantment strips and spell lists. Must know the person targeted has the object to be stolen through visual sight or prior knowledge of them having it.

N: 1. For the thief to use an item they must meet all normal requirements including

limitations for enchantments.

2. If the thief cannot use an item because of enchantment limitations, they may still carry the item without penalty, but never use.
3. If the target of this ability does not retrieve the stolen object from the thief, then the thief must leave it at Nirvana or the targets base before starting their next life.

## TOUCH OF THE PLAGUE

I: "Touch of the Plague" x5

R: Touch

E: Any player touched dies from the plague in a 100 count unless protected from Disease, immune to Disease or *Cure Disease* is



# FORMAT AND DEFINITIONS

cast on them. Stopped by Invulnerability or Invulnerable armor but bypasses normal armor.

## WEBS

R: 10 foot strip of white cloth

E: Tie strip between two points. Any person who crosses or touches the line is *Entangled* for a 150 count or until web is destroyed.

N: Both ends of the strand must be hit with a magical weapon, *Fireball* or *Lightning Bolt* before it is destroyed. Monsters are immune to their own webs and the webs of creatures of the same race. Multiple creatures with this ability can combine their strips together to make a larger zone.

## UNHOLY WEAPON

Weapon is considered Red, magical, indestructible and anyone slain by such a weapon is considered instantly *Severed*. These weapons become normal in all regards while within the boundaries of Holy Ground and for a 100 count after being removed.

## VULNERABILITIES:

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

- **Altered Effect:** A general category for spells, effects or abilities that function in an irregular and generally harmful manner against a particular Monster. See entries for complete details.
- **Aversion:** The creature will not approach within 20 feet of the listed object of its aversion. Affected creatures will not attack, nor attempt to provoke attack from any such aversion, though they may defend themselves if necessary. See entries for more details.
- **Beneficent:** Monsters with this vulnerability may not attack unless

provoked. This generally means an opponent must attempt to strike first. Provoked does not mean using lame excuses to join combat. Because of this vulnerability, playing such a Monster may get boring in terms of combat (all the more reason to role-play). Some Beneficence only extends to Monsters or Classes listed in parenthesis, and such creatures are always treated with utmost respect and deference.

- **Bloodlust:** Monsters with this vulnerability lose all control once engaged combat and are unable to retreat until all enemies are dead or it is slain in battle. Some creatures have a more limited version of this vulnerability, and are only forced to continue fighting against particular types of enemy. See the individual descriptions for further information.
- **Bound:** Every life, *Bound* individuals must choose a large, stationary object and must remain within 50 feet of that object for an entire life. Denote the chosen object to a Reeve. This item cannot be one that is moveable, but should be a large rock, tree, body of water or something similar.
- **Focus Item (Specific Object):** Some beings are bound to a particular object to maintain their powers. While the object varies by case, the results are always the same. Creatures who are separated from their *Focus* for more than a 100 count, for whatever reason, lose all abilities and are forced to fight as a Peasant (in other words, no armor and only one melee weapon) for the remainder of that life, or until the object is recovered, whichever comes first. Foci are always returned to the player before every life. Some *Focus Items* have additional benefits and/or restrictions, see entries for more information.
- **Spell Weakness:** A general category for spells or abilities that have unusually powerful effects against a particular Monster. See entries for details, but any spell or effect listed in this vulnerability bypasses all remaining armor and normal immunities to effect the target, leaving the armor intact.
- **Weak:** These sad critters are either so pathetic or so fragile as to die after receiving a wound to any limb.

## ALTERNATE CLASSES AND ARCHETYPES

### ALTERNATE (ALT) CLASS

This Monster has in the past been played as a standard player class in one or more Kingdoms. Some lands or Kingdoms may have special rules regarding its use and prospective players are encouraged to learn these rules beforehand. Should no local rule exist, it is to be treated as a standard Monster for all intents and purposes, including but not limited to, playability in battlegames and taking credits. Alt Classes should never be used in Interkingdom games, nor do they supercede the Handbook in any way. All Alt Classes are distinguished by a silver sash and some other identifying element.

### ARCHETYPES

This "Monster" isn't really a Monster at all. Instead it is a role-playing aid intended to show the versatility of the standard player classes. Archetypes are meant to provide suggestions, insight and ideas on how to play a specific style of persona with a standard player class (instead of creating a new Alt Class). Some suggestions may impose restrictions on equipment or spell selections. Others may dictate behavior on the field or use of class abilities.

### ARCHETYPE FORMAT

**Name of Concept** (ex: Necromancer, Shadowdancer, etc.)

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

**Description:** A brief narrative on the basic premise.

**Garb:** How to look like your chosen concept.

- **Essential Spells/Abilities:** Spells every caster of this type should have. These are the spells which best fit the specialist type. This heading is repeated for each class represented.
- **Suggested Spells/Abilities:** Some spells not entirely out of line with the concept. Spend left-over spellpoints here. This heading is repeated for each class represented.

**Role-Playing Notes:** Other suggestions (where applicable) for playing the class to its fullest. Summoning suggestions can be found here.

**Weaponry:** If you have to spend points on weapons, choose these to stay in character. Shields are covered in this heading.



# ARACHNAE

## ARACHNAE

(WL: Wyngarde/ Art: Grendel)

**Description:** These fell creatures of darkness are an abomination to the other intelligent races. Arachnae are twisted and evil spider/human crossbreeds who revel in the terror and mayhem they are capable of inflicting. Once thought to be peaceful, these treacherous beasts have made trade pacts with local human communities, only to betray that trust at the first sign of weakness.

**Garb:** Black garb, multiple arms. Big red bug eyes.

**Type:** Mystical Humanoid

**Q/M Ratio:** 3/1

**Armor:** 1 point Natural

**Weapons:** One short sword (Natural)

**Immunities:** Poison, Subdual

**Natural Lives:** 3

**Abilities & Traits:**

- **Many-Legged**
- **Spell Mastery**
- **Innate Ability : Entangle** (1 bolt/U) To simulate spinning webs. Arachnae can attack targets inside their web without penalty.
- **Innate Ability : Magic-Caster (Wizard)** As a spellcaster of the same level as the Monster. May not cast neutrals and spellballs.
- **Innate Ability : Poison Weapon** (1/life) Natural weapon only.
- **Innate Ability : Webs**

Levels:

1st As above

2nd *Entangle* becomes (2 bolts/U)

3rd +1 Natural armor (total 2)



4th *Entangle* becomes (3 bolts/U)

5th May now use a short bow

6th *Entangle* becomes (4 bolts/U)

## A STICKY SITUATION

This seems like a good time to remind potential Questmasters that Monsters, in and of themselves, are often not enough to challenge an experienced group of players. The Arachnae above are a fine example of an encounter that can be made more lethal, not by adding more creatures, but by making the encounter area itself more hazardous. In the case of any Spider-type Monster, take a roll of blue flagging tape and run it back and forth between trees until you have a nice cobweb pattern. Any player who tries to climb through is stuck fast until *someone else* frees them ... of course, the race is on to save them before the spiders come for a snack!

## THE SPIDER'S WEB

This is an easy game to set up and play. Get a couple rolls of blue flagging tape and mark out either a flat web-shaped maze on the ground or an obstacle-course style maze through the trees. In the center of the maze place an odd numbered set of flags or other markers. Divide the Populace into two equal teams. The center of the web is guarded by a Giant Spider (*DUA*, Standard) or an Arachnae (q.v.). The Spiders have infinite lives and regenerate lives in a 50 count. The first team to get a majority of the flags wins the round. Set up and start again. Two sample maps are provided (Fig. 1 and Fig. 2) but the only limitations are your imagination and the amount of tape you can get your hands on!

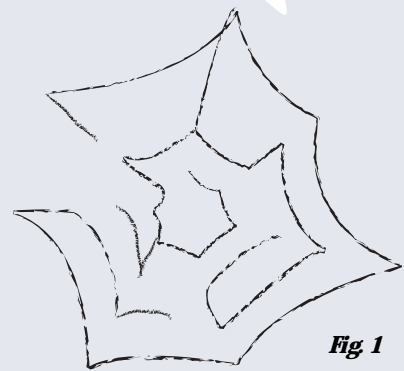


Fig 1

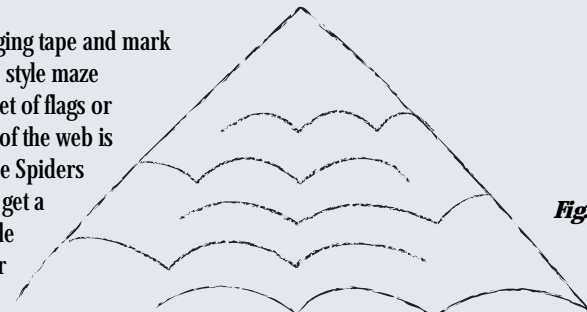
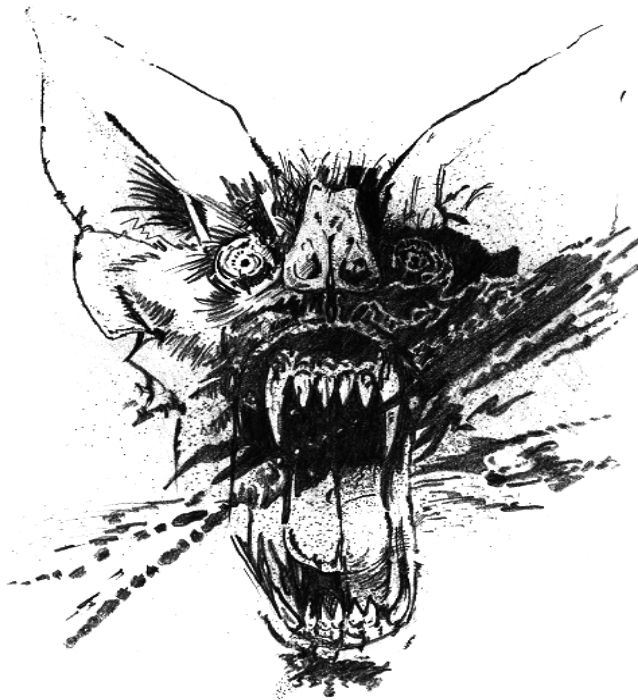


Fig 2

# Bat

## Bat, DIRE



(WL: Wayne the Bruce / Art: Eric Hansen, Elfwood)

**Description:** Dire Bats are a flame-dwelling variant of the normal bat and, except for being several times larger and dull red in color, appear much the same. Dire Bats are semi-intelligent and rarely attack humans unless provoked. On very rare occasions, Dire Bats have been known to act as spies and messengers for powerful flame-dwelling Monsters like Fire Giants.

**Garb:** Dark red garb, bat wings.

**Type:** Mystical Beast

**Q/M Ratio:** 2/1

**Armor:** None

**Weapons:** One short sword (Natural)

**Immunities:** Flame

**Natural Lives:** 3

**Abilities & Traits:**

- **Natural Flight**
- **Flaming Weapons**
- **Vulnerability : Spell Weakness** A hit from an *Iceball* will kill a Dire Bat.

**Levels:** None

## Bat, GIANT VAMPIRE

(WL: Wayne the Bruce / Art : Anonymous Artist, Elfwood)

**Description:** These nocturnal hunters dwell in caverns with easy access to the outside. They appear much the same as a normal vampire bat, only much, much larger and of hostile demeanor. While not Undead, these beasts have a natural affinity for draining the life force from victims. Giant Vampire Bats prefer humans and intelligent prey. Flocks of Giant Vampire Bats are rumored to serve the most powerful Vampire Lords and Nosferatu as willing partners.

**Garb:** Black garb, bat wings.

**Type:** Mystical Beast

**Q/M Ratio:** 2/1

**Armor:** None

**Weapons:** Two melee daggers (Natural)

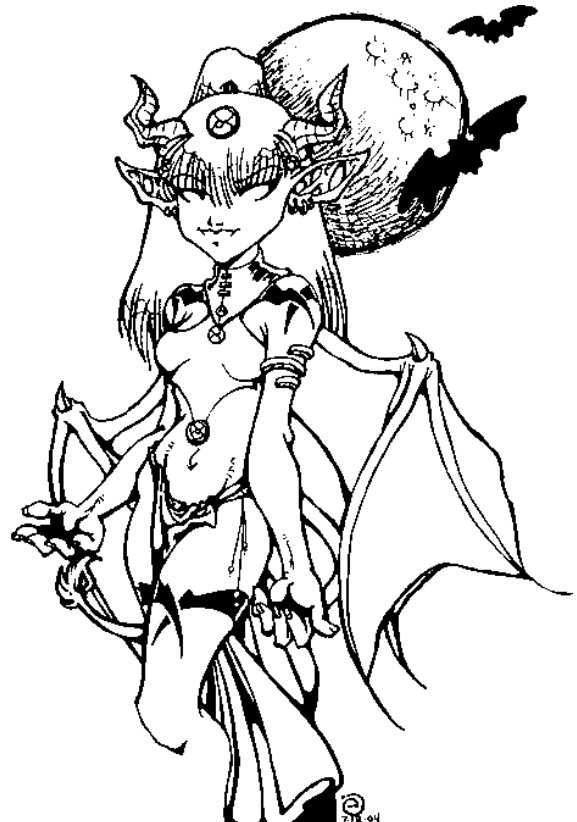
**Immunities:** Death

**Natural Lives:** 2

**Abilities & Traits:**

- **Natural Flight**
- **Innate Magical Ability : Steal Life** (1/life)
- **Innate Ability : Missile Block** Only while in flight. Simulates the ability to dodge incoming projectiles.
- **Vulnerability : Aversion (Flame)** Giant Vampire Bats keep a 20' distance between themselves and open flame (active *Fireball*, *Flameblade*, etc.).

**Levels:** None



# BAT - BLACK DOG

## BAT, POP

(WL: Wayne the Bruce / Art: Chris Yoakum, Elfwood)

**Description:** Pop Bats (also known as Kamikaze Bats) are probably doomed to extinction. These creatures are incredibly stupid and possess some of the worst flying skill in all creation. Were it not for their seemingly endless capacity for reproduction and ability to eat any plant or vegetable matter, the Pop Bats would certainly have vanished long ago.

**Garb:** Black, gray or brown garb, bat wings.

**Type:** Standard Beast

**Q/M Ratio:** .5/1

**Armor:** None

**Weapons:** One melee dagger (Natural)

**Immunities:** None

**Natural Lives:** 4

**Abilities & Traits:**

- **Innate Ability : Sheer Numbers**



- **Natural Flight** Pop Bats are not very good flyers and cannot stay aloft for long. They must land every 100 count and "rest" for a 20 count before resuming *Flight*.

- **Vulnerability : Weak**

**Levels:**

- |     |   |
|-----|---|
| 1st | As above                                      |
| 2nd | <i>Sheer Numbers</i> becomes (6 lives total)  |
| 3rd | <i>Sheer Numbers</i> becomes (8 lives total)  |
| 4th | <i>Sheer Numbers</i> becomes (10 lives total) |
| 5th | <i>Sheer Numbers</i> becomes (12 lives total) |
| 6th | <i>Sheer Numbers</i> becomes (15 lives total) |

## BLACK DOG

(IM: Matthias of the Far Woods / Art: Anonymous Artist, Elfwood)

**Description:** Black Dogs are large, spindly-limbed, doglike creatures with glowing yellow eyes. It is said that seeing a Black Dog is a harbinger of one's death, though that is based more on local folklore than reality. Black Dogs can walk upright for short periods, but most often move on all fours.

**Garb:** Black tunic, fur, black make-up with yellow around the eyes.

**Type:** Mystical Beast

**Q/M Ratio:** 3/1

**Armor:** 1 point Natural Invulnerability

**Weapons:** Two short swords (Natural, Magical)

**Immunities:** Control, Subdual

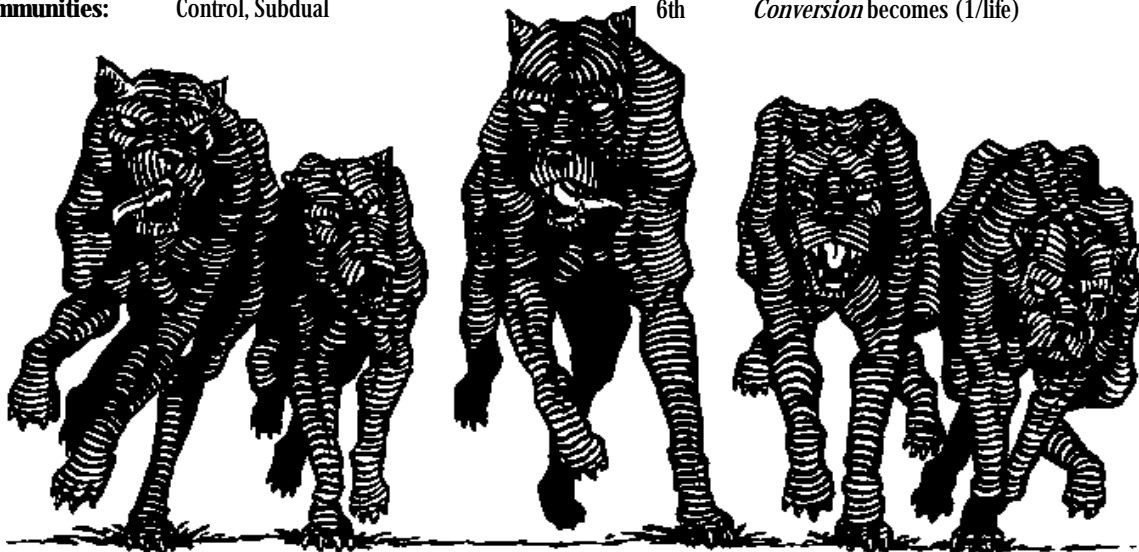
**Natural Lives:** 3

**Abilities & Traits:**

- **Armor-Piercing Attacks**
- **Life-Draining Attacks**
- **Vulnerability : Bloodlust**

**Levels:**

- |     |   |
|-----|---|
| 1st | As above  |
| 2nd | +1 point Natural Invulnerability (total 2)                |
| 3rd | Gains <b>Innate Magical Ability : Conversion</b> (1/game) |
| 4th | +1 point Natural Invulnerability (total 3)                |
| 5th | Gains <b>Innate Magical Ability : Steal Life</b> (1/game) |
| 6th | <i>Conversion</i> becomes (1/life)                        |





# DARK STEED - DRAGON

## DARK STEED

(WL: Wyngarde / Art: Denah)

**Description:** Dark Steeds are the corrupt counterparts of living Unicorns and Gryphons who have been transformed into a fearsome, Undead beast. Dark Steeds are intelligent, cruel and enjoy causing chaos and panic, especially in those they would ordinarily fight to protect (maidens, Elves, etc.).

**Garb:** : Black or red wings, a black mane, and dark garb.



**Type:** Undead Mystical Beast  
**Q/M Ratio:** 3/1  
**Armor:** Two points Natural  
**Weapons:** Two short swords (Natural)  
**Immunities:** Control, Death, Disease, Subdual, Poison  
**Natural Lives:** 3

### Abilities & Traits:

- **Natural Flight**
- **Strong**
- **Innate Magical Ability : Fireball** (1 bolt/U)
- **Vulnerability : Altered Effect** A *Resurrection* spell will transform a Dark Steed into a Unicorn or Gryphon (at the Reeve's discretion) who will serve the person who freed it for one life.

### Levels:

- 1st As above
- 2nd May act as a **Mount** for an Undead or Extra-Planar Monster.
- 3rd *Fireball* becomes (2 bolts/U)
- 4th Gains **Innate Ability : Shove** (2/life)
- 5th May wear up to 2 points normal armor
- 6th Gains **Flaming Weapons** Trait

## DRAGON, NIGHT

(WL: Slyddur / Art: Anonymous Artist, Elfwood)

**Description:** Night Dragons are the reanimated spirits of dead Dragons, who through some act of malignant magic have secured themselves a place in Undeath. These terrible beasts are engines of wanton destruction, delighting in the sheer terror their very presence causes lesser beings. Night Dragons appear as they did in life, except they are in a state of continual decomposition - rotting from within in a slow, maddening spiral of dark oblivion. Thus, Night Dragons actually become less powerful in many aspects as they progress in levels.

**Garb:** Black and gray scales, wings and a tail.

**Type:** Mystical Undead Beast  
**Q/M Ratio:** 8/1  
**Armor:** 6 points Natural Invulnerable  
**Weapons:** Two short melee weapons (Natural)  
**Immunities:** Control, Death, Disease, Subdual, Poison  
**Natural Lives:** 1

### Abilities & Traits:

- **Bone**
- **Death Heal**
- **Very Strong**
- **Magic-Caster (Wizard)** A 1st level Night Dragon has the spell abilities of a 6th level Wizard. As levels increase, the beast slowly loses its mental faculties as it rots, and spellcasting ability decreases accordingly. Night Dragons may not use spellpoint-enhancing neutrals.
- **Innate Magical Ability : Fear** (1/game)



### Levels:

- 1st As above
- 2nd Now a 5th level Magic-Caster (Wizard)  
Gains **Innate Magical Ability : Steal Life** (1/game)
- 3rd Now a 4th level Magic-Caster (Wizard)  
*Fear* becomes (1/life)
- 4th Now a 3rd level Magic-Caster (Wizard)  
Gains **Life-Draining Attacks** Trait
- 5th Now a 2nd level Magic-Caster (Wizard)
- 6th Now a 1st level Magic-Caster (Wizard)  
*Fear* becomes (2/life)  
Gains **Aura of Terror** Trait

# ELEMENTAL

*Elementals are creatures spawned from the elemental planes. They can be summoned under special circumstances by 6th level spellcasters, if given permission by the Reeve or game designer. The summoning of an Elemental is similar to the creation of a Golem. (q.v.) To bring one into play, the spellcaster must spend an equal number of spellpoints from every 10 points available, just as if purchasing a weapon (see entry for amount). Once called into this plane, Elementals are fierce combatants who remain loyal to their summoner until slain or banished back to their plane of origin (see individual entries). Elementals may not enter an Anti-Magic area, but since they are not the product of an enchantment, they are not removed from the game if targeted with Dispel Magic.*

## ELEMENTAL, SHADOW

(IM: Matthias of the Far Woods / Art: Anonymous Artist, Elfwood)

**Description:** The anatomy of a Shadow Elemental defies description. Some merely call it "a nothing," while others have likened it to distilled darkness - so black that it can be easily seen on a moonless overcast night. Despite their sinister appearance, these Elementals tend to remain neutral as much as possible. Since Shadow Elementals are so exotic and are more powerful than other Elementals, summoning one often takes a terrible toll upon the caster.

**Garb:** Black, black and more black. Look as amorphous as possible.

**Summoned By:** Wizard (6), for 5 spellpoints deducted from the caster's total, just as if purchasing a weapon. The caster has the option of sacrificing up to two of their own lives to lower the cost by 1 spellpoint per life given up (minimum price of 3).

**Player Lives/Life:** 3/1

**Type:** Mystical Extra-Planar Animation

**Q/M Ratio:** 3/1

**Armor:** None

**Weapons:** Two short melee weapons (Natural, Magical)

**Immunities:** Control, Death, Disease, Subdual, Poison

**Natural Lives:** 3

**Abilities & Traits:**

- **Amorphous** (4 points of Natural Invulnerability per life)
- **Life-Draining Attacks**
- **Multi-Planar Existence**



- **Innate Magical Ability : Feeblemind** (1/life)
- **Innate Magical Ability : Wounding** (2/life)
- **Innate Magical Ability : Sphere of Annihilation** (unlimited)
- **Vulnerability : Aversion** (Light Sources)
- **Vulnerability : Spell Weakness** If struck with a *Flameblade*, the *Sword of Flame* or a *Fireball* three times in one life, in any combination, the Shadow Elemental is removed from the game.

**Levels:** None

## ELEMENTAL, UNDEAD

(WL: Cargo / Art: Anonymous Artist, Elfwood)

**Description:** This fell beast looks like a huge, rotting mass of flesh. It has beady black eyes, long poisonous talons and a huge maw filled with razor-sharp fangs. Undead Elementals are vile, mindless eating machines, bent on the death and destruction of all forms of life.

**Garb:** Garb and make-up in shades of black, gray and/or green.

**Summoned By:** Wizard (6) or Healer (6), for 4 spellpoints deducted from caster's total, just as purchasing a weapon.

**Player Lives/Life:** 3/1

**Type:** Mystical Extra-Planar Animation

**Q/M Ratio:** 3/1



**Armor:** 4 points Natural

**Weapons:** Two short melee weapons (Natural, Magical)

**Immunities:** Control, Death, Disease, Subdual, Poison

**Natural Lives:** 3

**Abilities & Traits:**

- **Life-Draining Attacks**
- **Regeneration**
- **Innate Magical Ability : Steal Life** (1/game) Even summoned Undead Elementals can gain an extra life in this manner.
- **Vulnerability : Aversion** (Holy Ground)
- **Vulnerability : Spell Weakness** If struck with an *Entangle* bolt three times in one life, the Undead Elemental is removed from the game.

**Levels:** None

# ELF - GRAY MAN

## ELF, Night

(Inspired by Warcraft III / Art: Anonymous Artist, Elfwood)

**Description:** One of the First Elven Nations, long forgotten by Man, the Night Elves have served as eternal protectors of the most ancient forests of Amtgardia. Night Elves are reclusive in the extreme, shunning even the High Elven Court except during time of war. Only in the last few years have the xenophobic shadow-walkers been seen again in the Kingdoms. Their skill as master infiltrators has earned them a reputation as sneaky and vicious mercenaries. Couple that with a penchant for wiping out entire Orcish caravans just for fun, and the Elves of the Night have begun to make quite a name for themselves in a short period of time. Night Elves have been known to tame and ride Gryphons into battle.



Warcraft III, Copyright Blizzard, Inc. All Rights Reserved.

**Garb:** Garb and cloaks in dark shades of green, blue and/or purple, pointed ears and braided hair, streaks of blue and black make-up.

**Type:** Mystical Humanoid

**Q/M Ratio:** 2/1

**Armor:** May wear up to two points of normal armor, up to a medium shield

**Weapons:** Any melee weapon, javelins, any bow

**Immunities:** Control

**Natural Lives:** 3

### Abilities & Traits:

- **Magic-Like Ability : Entangle** (1 bolt/U)
- **Innate Ability : Mend** (1/life)
- **Innate Magical Ability : Camouflage** (1/life)
- **Innate Magical Ability : Heal** (1/life)
- **Vulnerability : Bloodlust** This Vulnerability only activates in combat against evil Humanoid Monsters such as Orcs, Goblins and Trolls. Night Elves will attack these enemies regardless of odds.

### Levels:

- 1st As above
- 2nd Gains **Innate Magical Ability : Pass Without Trace** (1/game)
- 3rd *Entangle* becomes (2 bolts/U)
- 4th Gains **Magic-Caster (Druid)** Spellpoints and selection as a 3rd level Druid  
Gains **Spell Mastery** Trait
- 5th *Pass Without Trace* becomes (1/life)
- 6th Gains **Innate Magical Ability : Blend** (unlimited)

## GRAY MAN

(WL: Reginald McGinty / Art: Anonymous Artist, Elfwood)

**Description:** The Gray Men are tall (10' or so) and very broad in the shoulders. Wrapped in a shroud of mist, Gray Men only come out at night. They only exist near mountaintop graves where great warriors have been laid to rest. Where the Gray Men walk, mortals gain a sense of foreboding and grow increasingly despondent.

**Garb:** Garb should be all gray, with a long gray cloak and gray flails.

**Type:** Mystical Undead

**Q/M Ratio:** 4/1

**Armor:** None

**Weapons:** Two hinged weapons (Natural, Magical)

**Immunities:** Control, Death, Disease, Fog, Subdual, Poison

**Natural Lives:** 3

### Abilities & Traits:

- **Amorphous** (2 points Natural Invulnerability)
- **Innate Magical Ability : Sleep** (2/life) Need only repeat the incantation one time to activate.
- **Innate Magical Ability : Yield** (1/life) Need only repeat the incantation one time to activate.
- **Innate Magical Ability : Iceball** (2 bolts/U)

### Levels:

- 1st As above
- 2nd Gains **Innate Magical Ability : Sanctuary** (1/life)
- 3rd +1 point Natural Invulnerability (total 3)
- 4th Gains **Innate Magical Ability : Fear** (1/life)
- 5th Gains **Life-Draining Attacks** Trait
- 6th +1 point Natural Invulnerability (total 4)  
*Iceball* becomes (4 bolts/U)





# GYPHY - HEADLESS HORSEMAN

## GYPHY

**Alternate Class** (WL: Fionnghal / Art: Stephen McAndrews, Elfwood)

**Description:** Whether due to culture, choice or happenstance, Gypsies are known far and wide for their nomadic life-style, brightly-colored clothes and robust love for life on the open road. After generations of seemingly aimless wandering, Gypsies have very little to call their own, and are thus viewed with great suspicion by many folk, who see them (sometimes rightly) as penniless vagabonds earning a living through wits and thievery. In truth, Gypsies have a strong bond to one another, and no one else. They are capable fighters, cunning tricksters and many older Gypsies have perfected no small amount of magical skill. To slay such an elder often has fatal consequences for the killer.

**Garb:** Silver sash and multi-colored headband or bandana.

**Type:** Standard Humanoid

**Q/M Ratio:** 1/1

**A armor:** None

**Weapons:** Melee Dagger, Throwing

**Immunities:** None

**Natural Lives:** 4

**Abilities & Traits:**

- **Banding (Gypsies)**

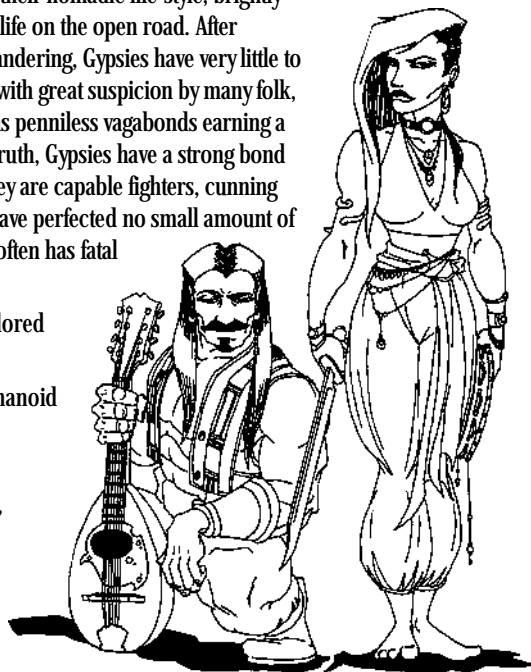
- **Innate Ability: Ambidexterity** (1/life)

- **Vulnerability: Beneficent** (only to other Gypsies)

- **Vulnerability: Altered Effect** Affected by Bardic *Presence* as a Barbarian.

### Levels:

- 1st As above
- 2nd Gains **Bardic Talent** Trait  
May now use Short weapons
- 3rd Gains **Innate Ability: Poison Weapon** (1/game), or  
Gains **Innate Ability: Pass Without Trace** (2/game)
- 4th Gains **Healing Gifts** Trait, or  
May now wear one point of normal armor and use a small shield, or  
Gains **Innate Ability: Steal Object** (2/game)
- 5th Gains **Bardic Skill** Trait  
Gains **Magic-Like Ability: Dying Gasp Curse** (1/game)
- 6th Gains **Nature's Awakening** Trait, or  
*Steal Object* becomes (1/life)



## HEADLESS HORSEMAN

(WL: Reginald McGinnty / Art: Tamara Gale, Elfwood)

**Description:** Whether created through ancient curse, twisted death-magic or sheer force of will, these Undead cavalymen are cold-blooded killers of the most lethal sort. The Headless Horseman rides down unwary travelers who have tarried too long in the night.



The only hope for the wayward traveler is to cross the bridge into town before the Headless Horseman runs him down.

**Garb:** High-necked long coat, preferably in black or some other dark color, buttoned up over the head.

**Type:** Mystical Undead Humanoid

**Q/M Ratio:** 2/1 (QUEST)

**A armor:** One point Natural Invulnerable

**Weapons:** A single short or long melee weapon

**Immunities:** Control, Death, Disease, Subdual, Poison

**Natural Lives:** See *Ichabod's Bridge*, p. 30

**Abilities & Traits:**

- **Strong**
- **Regeneration**
- **Companion (Dark Steed or War Horse)** Headless Horsemen must have a horse, after all.
- **Innate Magical Ability: Honor Duel** (unlimited) Must dismount to engage. The Horseman must be a participant.
- **Innate Magical Ability: Fear** (1/life) May not target victims in *Honor Duel* with *Fear*.
- **Innate Magical Ability: Fireball** (1 bolt/U)
- **Innate Ability: Unholy Weapon** (1/life)
- **Vulnerability: Aversion (Town)** The Headless Horseman will not follow its victims into town and ceases attacks against any player who makes it more than halfway across the bridge.

**Levels:** None

# MIMIC - NECROMANCER

## Mimic

(WL: Fahj / Art: D. Barrett, Elfwood)

**Description:** Mimics, sometimes referred to as Doppelgangers, are a rare and terrifying breed of shape shifter. Able to pass themselves off as a staggering variety of human and demi-human forms, the Mimics often slay unwary travelers and assume their forms.

**Garb:** See below.

**Type:** Mystical Beast

**Q/M Ratio:** 1/1

**Armor:** Per Class (Natural) All armor worn is considered a part of the Monster and is treated as Natural; shield per Class

**Weapons:** Per Class (Natural) All weapons used are considered a part of the Monster and are treated as Natural

**Immunities:** None

**Natural Lives:** 3

**Abilities & Traits:**

- **Regeneration**
- **Innate Magical Ability : Mimic** (1/life) At the start of every life, the Mimic chooses which class it will play for the remainder of that life. The level of the chosen class is set at the same level of the Monster (i.e.: a 4th level Mimic may be a 4th level Healer on one life, a 4th level Monk on the next, and a 4th level Assassin on the one after that). Classes must change every life and no class may be played more than once in a battlegame. Paladins, Anti-Paladins and Raiders may not be mimicked by this Monster. All class requirements must be met in order play a chosen class

(i.e.: garb, sashes, spell lists, etc.) Mimics portraying a spellcasting class may not purchase weapons, but gain the use of a single short melee weapon for free. Mimics cannot use bows or projectiles, unless these are gained through *Dopplegang*.

- **Innate Magical Ability : Dopplegang** (1/game)

Levels

1st As above

2nd +1 Natural Lives (total 4)

3rd Gains **Immunity : Magic**

4th *Dopplegang* becomes (2/game)

5th Gains **Innate Magical Ability : Steal Life** (1/game)

6th *Dopplegang* becomes (1/life)



## NECROMANCER

**Healer or Wizard Archetype** (Art: Juan Dianderas, Elfwood)

**Description:** The Necromancer figure is a dark and ominous one, suitably so for one who deals with corpses and is fascinated by Undeath. Necromancers are generally of evil temperament, if only due to their selfish natures and predisposition for hanging out with dead things.



**Garb:** Black robes, death symbols (skulls especially), silver trim, black cowed cloak.

- **Essential Spells (Wizard):** *Talk To Dead, Wounding, Mutual Destruction, Sever Spirit, Reanimate, Finger of Death, Vivify, Lich, Transform (Mummy, Skeleton or Zombie only)*
- **Suggested Spells (Wizard):** *Sphere of Annihilation, Iceball, Circle of Protection, Touch of Death, Doomsday, Killing Grounds*
- **Essential Spells (Healer):** *Heal, Resurrect, Talk To Dead, Banish, Sleep, Sever Spirit, Wounding, Summon Dead*
- **Suggested Spells (Healer):** *Cure Poison, Cure Disease, Heal Extend, Touch of Death, Circle of Protection*

**Role-Playing Notes:** Cackle madly. Talk to dead people on the field (they don't have to talk back or even respond). *Reanimate* everyone you can, but tell them "you will be my Zombie slave!" before casting it (and remind them constantly by calling them "zombie slave" every chance you get!) Try and convince any Undead you meet to be nice to you, and live up to any promises you make them. If possible, convince a friend to play a Skeleton or Zombie from the *Dor Un Avathar 8.0* for the battlegame and hang out together.

**Weaponry:** Don't bother, take more spells. You are a fearsome Necromancer, after all.

# RAKSHASA - REVENANT

## RAKSHASA

(IM: Matthias of the Far Woods / Art: Juan Dianderas, Elfwood)

**Description:** A Rakshasa is an evil spirit that appears in the flesh like a humanoid tiger. They are quite intelligent, sadistic, and difficult to negotiate with, for they will exploit weaker beings at every opportunity.

**Garb:** Any garb worthy of nobility or royalty; orange makeup with black tiger stripes.



**Type:** Mystical Humanoid  
**Q/M Ratio:** 4/1  
**Armor:** 2 points Natural Invulnerable  
**Weapons:** Two short melee weapons (Natural, Magical)  
**Immunities:** Control, Death, Poison, Disease  
**Natural Lives:** 3  
**Abilities & Traits:**

- **Regeneration**
- **Strong**
- **Innate Magical Ability : Lore** (unlimited) May only be used on players, not to gain information from Reeves.
- **Innate Magical Ability : Doppelgang** (1/game)
- **Vulnerability : Spell Weakness** Rakshasa are instantly slain by any hit from an arrow or crossbow bolt bearing *Magical Projectile*.

### Levels:

1st As above  
 2nd Gains **Magic-Like Ability : Charm** (1/life)  
 3rd Gains **Tough** Trait  
 4th Gains **Magic-Like Ability : Legend** (1/life)  
 Gains **Magic-Like Ability : Finger of Death** (1/life)  
 5th Gains **Innate Magical Ability : Steal Life** (1/game)  
 6th Gains **Life-Draining Attacks** Trait

## REVENANT

(IM: Matthias of the Far Woods / Art: Juan Dianderas, Elfwood)

**Description:** A Revenant is an undead being created in the violent death of an evil individual. It is driven by the need to take vengeance on the one or ones responsible for its demise, and it is utterly relentless. Its single-minded determination requires it to behave neutrally toward any uninvolved parties unless they directly interfere with the Revenant. Because of the nature of this creature, the Revenant is a Quest monster and it is strongly recommended that a Revenant only be used when it is integral to the plot of the quest (the questors help capture and deliver its killer, for example).

**Garb:** Gray makeup, black around the eyes, and the rags of whatever class garb is appropriate.

**Type:** Undead Humanoid  
**Q/M Ratio:** 3/1 (QUEST)  
**Armor:** Two points Natural, armor and shields as per Class  
**Weapons:** Per Class  
**Immunities:** Death, Disease, Control, Subdual, Poison, *Banish, Turn Undead*



**Natural Lives:** 1

### Abilities & Traits:

- **Neutral** Except toward the focus of its *Bloodlust* and anyone who stands between the two.
- **Regeneration**
- **Serial Immortality** Once the focus of its *Bloodlust* is shattered, the Revenant returns to the grave forever.
- **Strong**
- **Player Class** (Anti-Paladin, Assassin, Barbarian, Monk, Scout or Warrior) Choose one.
- **Innate Magical Ability : Touch of Death** (unlimited) This power always functions on the focus of the Revenant's *Bloodlust*, regardless of any immunities the victim might possess. May still be used normally in combat.
- **Vulnerability : Bloodlust** One player in the game is determined to be the focus of the Revenant's rage.

**Levels:** As Player Class



# SHADE - SHADOWDANCER

## SHADE

(Various / Art: James Mills, Elfwood)

**Description:** Shades are the restless spirits of those unfortunate souls who were slain by negative energy attacks like *Sphere of Annihilation*. They are cursed to roam the world feeding off the living light of healthy souls. Shades have no real language, but whisper unintelligibly to one another and their unlucky victims.

**Garb:** Black and shades of dark gray. A full face mask or make-up.

**Type:** Mystical Undead Humanoid

**Q/M Ratio:** 3/1

**Armor:** None

**Weapons:** One short or long melee weapon (Natural)

**Immunities:** Control, Death, Disease, Poison, Subdual

**Natural Lives:** 3

### Abilities & Traits:

- **Amorphous** (2 points Natural Invulnerability)
- **Innate Ability: Fear** (1/game)
- **Innate Ability: Touch of Death** (unlimited)
- **Innate Magical Ability: Blend** (unlimited) Use "shadows" instead of "forest" in abilities description.
- **Vulnerability: Bound** May not leave Fog, Dark or shadow areas.

### Levels:

1st As above

2nd *Fear* becomes (2/game)



- 3rd Gains **Magic-Like Ability: Teleport** (1/life) Self only. +1 Natural Lives (total 4)
- 4th Gains **Magic-like Ability: Sphere of Annihilation** (1 bolt/U)
- 5th *Fear* becomes (1/life)
- 6th Gains **Life-Draining Attacks** Trait

## SHADOWDANCER



### Wizard Archetype (Art: Xger)

**Description:** Who do you hire to kill a Wizard? Why another Wizard, of course! In this case, the professional, cold-blooded Shadowdancer. The Dancers are masters of infiltration and reconnaissance who use their fine-tuned skills to pick apart an opposing team's defenses to strike at the root of their power: spellcasters.

**Garb:** Black, and lots of it. Black hooded cloak, gloves and facial war paint.

- **Essential Spells:** *Shove, Circle of Protection, Messenger, Wounding, Hold Person, Ambidexterity, Dispel Magic, Finger of Death, Teleport, Flight, Sphere of Annihilation, Defend: Pro/Magic or Pro/Projectiles*
- **Suggested Spells:** *Expertise, Advancement, Sever Spirit, Iceball*

**Role-Playing Notes:** The darkness of your garb betrays the darkness in your soul. You are the Assassin-Wizard, the expert in getting into and out of dangerous situations and taking down half the opposition in the process. Your most vital spells are *Teleport, Flight* and *Circle of Protection*, the spells which allow you an immediate escape or insertion point, or afford the chance for unhindered observation. Get in, find out all you can about their plans, deal as much damage as possible, and *Teleport* back to your base before they know what hit 'em.

**Weaponry:** Single long sword and dagger or florentine short swords. Save points for the all-important *Teleports*.

# SKELETAL CHAMPION - THIEF

## SKELETAL CHAMPION

(WL: Cargo / Art: Anonymous Artist, Elfwood)

**Description:** These fearsome Undead were once Warriors who were sworn to protect their Kingdom but failed. They are now cursed to walk the earth until he or she can fulfill their oath.

**Garb:** Purple sash, plus skeletal mask. Tabard marked with the symbol of the Champions home Kingdom. Armor is a big plus.

**Type:** Undead Humanoid

**Q/M Ratio:** 3/1 (QUEST)

**Armor:** May wear up to 4 points of normal armor, any shield

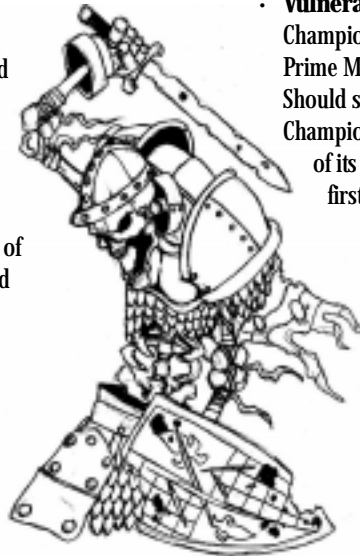
**Weapons:** Any melee weapons

**Immunities:** Control, Death, Disease, Poison, Subdual

**Natural Lives:** 3

**Abilities & Traits:**

- **Bone**
- **Enhanced Armor**



- **Tough**
- **Innate Ability : Mend** (2/life) Only on own armor and equipment
- **Vulnerability : Aversion** (Kingdom Royalty) Skeletal Champions will not approach or attack the Monarch, Regent or Prime Minister of the Kingdom to which they owe allegiance. Should such a personage give a direct order to a Skeletal Champion, it will attempt to obey and fulfill the request to the best of its abilities. It will always obey the higher ranking officer first, regardless of conflicting requests.

**Levels:**

- 1st As above
- 2nd Gains **Innate Ability : Improve Weapon** (1/life)
- 3rd Gains **Strong Trait**
- 4th Gains **Innate Ability : Improve Shield** (1/life)
- 5th May now wear up to 6 points normal armor
- 6th Gains **Innate Ability : Armor of Quality** (1/life)

## THIEF

**Alternate Class** (DS: Alaeric / Art: Anonymous Artist, Elfwood)

**Description:** Thieves are... well, they're thieves. They steal from those who have what they want (usually money, food or weapons). Thieves congregate in guilds, families and gangs for mutual support, protection, and to form a network of informants. Not all thieves are evil. Some, like the mythical Robin Hood, rob from only corrupt nobles and the like.

**Garb:** Silver sash and thief bag

**Type:** Standard Humanoid

**Q/M Ratio:** 1/1

**Armor:** One point

**Weapons:** Dagger, Short, Throwing Weapons

**Immunities:** Poison, Traps

**Natural Lives:** 4

**Abilities & Traits:**

- **Innate Ability : Find Traps** (2/life)
- **Innate Ability : Steal Object** (1/life)
- **Innate Ability : Open Locks** (1/game)
- **Vulnerability : Focus Item** (Thief Bag) This bag must be well padded, and should be as safe as any Amtgard weapon (though certainly more pillow-like). You may hold the bag by a handle, drawstring or other means and strike for Subdual damage only. The bag has no effect on players who are immune to Subdual. The bag is treated in all respects like any other weapon for purposes of spell effects and other types of damage.

**Levels:**

- 1st As above

- 2nd Gains **Innate Ability : Trap** (2/game)  
Gains **Innate Ability : Disable Traps** (1/life)
- 3rd **Find Traps** becomes (unlimited)  
Gains **Innate Ability : Camouflage** (2/game)
- 4th Gains **Innate Ability : Pass Without Trace** (2/game)
- 5th May now wear up to 2 points normal armor  
**Steal Object** becomes (2/life)
- 6th Choose one: **Traps**, **Camouflage** or **Pass Without Trace** becomes (1/life)



# WEREBAT - WEREBIRD

## WEREBAT

(RW: Soldan / Art: Anonymous Artist, Elfwood)

**Description:** These filthy half-breeds are known for spreading disease and death wherever they travel. Werebats are more socially-inclined than most Lycanthropes, and exhibit far more intelligence than their infected brethren - though this by no means makes them any more pleasant to be around.

**Garb:** Black bat wings or cape, bat-like mask or make-up.

**Type:** Mystical Humanoid

**Q/M Ratio:** 2/1

**Armor:** One point Natural

**Weapons:** Two short swords or melee daggers (Natural)

**Immunities:** Control, Subdual

**Natural Lives:** 3

### Abilities & Traits:

- **Conversion** (1/game) This ability may be removed by the Reeve for normal battlegames.
- **Lair**
- **Lycanthropy** Unlike most Lycanthropes, werebats do not display the *Berserk* or *Fight After Death* abilities common to such creatures.
- **Natural Flight**
- **Tough**
- **Vulnerability : Altered Effect** *Cure Disease* turns a werebat into a normal Peasant for the remainder of that life.

### Levels:

- 1st As above
- 2nd Gains **Innate Ability : Touch of the Plague** (1/game) May be extended through Natural weapons.
- 3rd Gains **Regeneration** Trait (only while in *Lair*)  
Gains **Innate Ability : Camouflage** (1/life)
- 4th Gains **Aerial Superiority** Trait
- 5th *Touch of the Plague* becomes (1/life)
- 6th *Camouflage* becomes (unlimited) if used within *Lair*, but may be used (2/life) away from the *Lair*



## WEREBIRD

(RW: Soldan / Art: Anonymous Artist, Elfwood)



**Description:** Werebirds come in a variety of avian forms, representing all manner of scavenger and hunting birds, from Wrecrows to Wrefalcons. Of all the Lycanthropes, werebirds demonstrate the greatest control over their disease, often shifting form during daylight hours or when the mood strikes. Nocturnal werebirds are generally evil-tempered sneaks, while their high-flying daytime cousins tend to be rapacious hunters.

**Garb:** Feathered mask, garb and/or wings in the style/color of the bird you are emulating.

**Type:** Mystical Beast

**Q/M Ratio:** 3/1

**Armor:** One point Natural

**Weapons:** Two short swords (Natural)

**Immunities:** Control, Subdual

**Natural Lives:** 3

### Abilities & Traits:

- **Conversion** (1/game) This ability may be removed by the Reeve for normal battlegames.
- **Lycanthropy** Unlike most Lycanthropes, werebirds do not display *Berserk* or *Fight After Death* abilities.
- **Natural Flight**
- **Tough**
- **Vulnerability : Altered Effect** *Cure Disease* turns a Werebird into a normal Peasant for the remainder of that life.

### Levels:

- 1st As above
- 2nd Gains **Innate Magical Ability : Fear** (1/game)
- 3rd May now use throwing weapons while in *Flight*
- 4th Gains **Regeneration** Trait  
+1 Natural armor (total 2)
- 5th Gains **Missile Block** Trait
- 6th Gains **Innate Ability : Camouflage** (1/life)



# WERECAT - WERERAT

## WERECAT

(RW: Soldan / Art: Fionnuala Kelly, Elfwood)

**Description:** From werepanthers to werelions, the dreaded lycanthropic felines are a blight against other, intelligent races. Living only to feed, these malignant beasts roam the night in search of prey, and nothing slakes their thirst for blood quite like a screaming man, woman or child. Werecats generally despise their weaker "human" forms, and go to great lengths to avoid being cured of their disease.

**Garb:** Patterns, colors or motifs of the cat you are portraying (i.e.: tiger stripes, all black, all white, tawny mane, etc.)

**Type:** Mystical Humanoid

**Q/M Ratio:** 3/1

**Armor:** Two points Natural

**Weapons:** Two short swords (Natural)

**Immunities:** Control, Subdual

**Natural Lives:** 3

**Abilities & Traits:**

- **Conversion** (1/game) This ability should be removed for normal battlegames. May be used while *Berserk*. If allowed in the game, treat the Q/M Ratio as 4/1.
- **Lycanthropy**
- **Powerful Blows**
- **Strong**
- **Tough**
- **Innate Ability : Berserk** (on last life)
- **Innate Ability : Sneak** (1/life) May use while *Berserk*.



- **Vulnerability : Altered Effect** *Cure Disease* turns a werewolf into a normal Peasant for the remainder of that life. Unlike other Lycanthropes, werewolves so turned will not assist their saviors, but will instead continue attacking until slain, as if *Berserk*.

**Levels:**

- |     |   |
|-----|---|
| 1st | As above  |
| 2nd | Gains <b>Innate Ability : Fight After Death</b> (on last life)                                    |
| 3rd | Gains <b>Regeneration Trait</b><br>Gains <b>Innate Ability : Leap</b> (1/life)                    |
| 4th | Gains <b>Innate Magical Ability : Fear</b> (1/life)<br><i>Sneak</i> becomes (2/life)              |
| 5th | +1 Natural Lives (total 4)<br><i>Berserk</i> and <i>Fight After Death</i> become (last two lives) |
| 6th | <i>Leap</i> becomes (2/life)  |

## WERERAT

(WL: Wyngarde / Art: James Mills, Elfwood)

**Description:** Filthy, bloodthirsty vermin, Wererats are amongst the most foul and polluted creatures in all the realms. They dwell in sewers and trash heaps on the fringe of civilization, scrounging out a disgusting existence and waylaying the occasional wanderer.

**Garb:** Gray, brown or black fur, rat ears, tail and/or make-up.

**Type:** Mystical Beast

**Q/M Ratio:** 2/1

**Armor:** None

**Weapons:** Two short swords (Natural)



**Immunities:** Control, Disease, Subdual, Poison

**Natural Lives:** 3

**Abilities & Traits:**

- **Conversion** (1/life) This ability should be removed for normal battlegames. May be used while *Berserk*. If allowed in the game, treat the Q/M Ratio as 4/1.
- **Lycanthropy**
- **Tough**
- **Innate Ability : Berserk** (on last life)
- **Innate Ability : Poison Weapon** (1/life)
- **Vulnerability : Altered Effect** *Cure Disease* forces a Wererat to revert to a Peasant for the rest of that life.

**Levels:**

- |     |   |
|-----|---|
| 1st | As above  |
| 2nd | Gains <b>Innate Ability : Touch of the Plague</b> (1/life)  |
| 3rd | May wear up to two points of normal armor   |
| 4th | Gains <b>Innate Ability : Sneak</b> (1/life)  |
| 5th | <i>Touch of the Plague</i> becomes (2/life)   |
| 6th | Gains <b>Regeneration Trait</b> , even against wounds inflicted by magical attacks or <i>Powerful Blows</i> . (Please note: this does not bring the Wererat back from death caused by such wounds.) |

# WOLF

## WOLF, ALPHA

(WL: Corwin / Art: Denah)

**Description:** The strongest male wolf who leads and protects the pack. Only one Alpha Wolf will ever be present in a given pack.

**Garb:** Gray, brown, or black fur. A big furry tail and long pointed ears.

**Summoned By:** Druid (3) or Bard (3), for 3 spellpoints deducted from every 10 points available, just like purchasing a weapon

**Player Lives /Life:** 2/1

**Type:** Standard Beast

**Q/M Ratio:** 1/1

**Armor:** None

**Weapons:** Two melee daggers or one short sword (Natural)

**Immunities:** Control (except Bard *Charm*)

**Natural Lives:** 3

**Abilities & Traits:**

- **Innate Ability : Tracking** (4/life)
- **Innate Ability : Rapid Heal** (1/life) Self only
- **Innate Ability : Pass Without Trace** (1/life)



- **Innate Ability : Luck Point** (2/life)

**Levels:** None

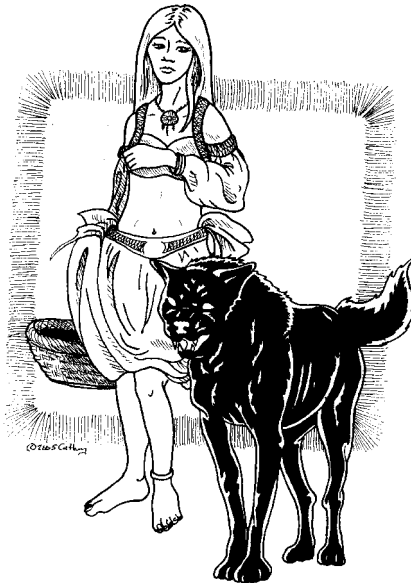
## WOLF, PACK MATE

(WL: Corwin / Art: Denah)

**Description:** Uh ... they look like mean dogs with more hair. Wolves travel in packs for safety and are led by the strongest Alpha Male in the group. Some wolves have been known to befriend local Druids or wandering Bards, forsaking pack life to help defend their woodland homes, or for the minstrel's open road.

**Garb:** Gray, brown, or black fur. A big furry tail and long pointed ears.

**Summoned By:** Druid or Bard (any level), for 2 spellpoints deducted from every 10 points available, like purchasing a weapon.



**Player Lives /Life:** 1/1

**Type:** Standard Beast

**Q/M Ratio:** 1/1

**Armor:** None

**Weapons:** Two melee daggers or one short sword (Natural)

**Immunities:** Control (except Bard *Charm*)

**Natural Lives:** 5

**Abilities & Traits:**

- **Innate Ability : Tracking** (2/life)
- **Innate Ability : Pass Without Trace** (1/life)
- **Innate Ability : Luck Point** (1/life)

**Levels:** None

## RUNNING WITH THE PACK

A Pack of Wolves is nothing to take lightly. Just because they don't have flashy powers or tons of armor doesn't mean they cannot be a force to be reckoned with. A challenging Pack should always contain one Alpha Male, one Pack Mother and one normal Wolf per active Questor. Toss in a Werewolf Lycanthrope to even things up on the Packs side, or, if things look bad for the Questors, loose any Luck Points the Wolves have to balance things out.

Now suppose you want to have a lot of Wolves, but don't have the on-hand personnel to make it feasible. Then what? The all-purpose fixed-enchantment-style solution! Mark off an area and designate it to be the Pack's "Hunting Grounds." Put one or two Wolves inside, any Questor who takes a leg wound is considered slain (when they fall to the ground, the imaginary Pack gobbles up the crippled and weak!). Or don't bother with any Monsters at all, just make it so anyone who enters the area takes a leg wound in 5 seconds and is eaten in 10.

# WOLF - UNDEAD JESTER

## WOLF, PACK MOTHER

(WL: Corwin)

**Description:** Pack Mothers are the Alpha Females who treat the ills of the pack. She is usually the mother of many of the cubs in her pack and is accorded almost as much respect as the Alpha Male.

**Garb:** Gray, brown, or black fur. A big furry tail and long pointed ears.

**Summoned By:** Druid (2), for 3 spellpoints deducted from every 10 points available, just like purchasing a weapon.

**Player Lives /Life:** 1/1

**Type:** Standard Beast

**Q/M Ratio:** 1/1

**Armor:** None

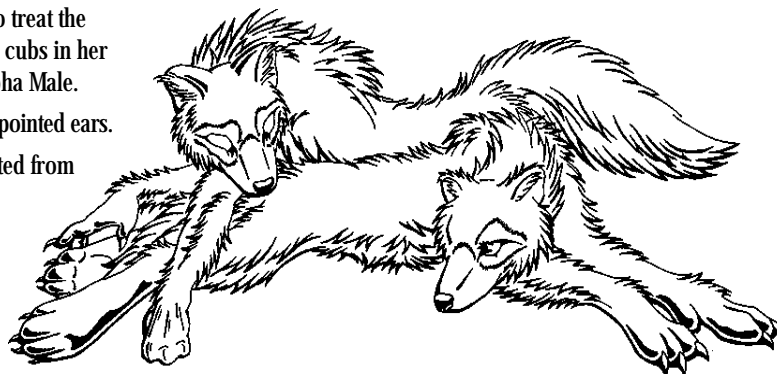
**Weapons:** Two melee daggers or one short sword (Natural)

**Immunities:** Control (except Bard *Charm*)

**Natural Lives:** 4

**Abilities & Traits:**

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



- **Innate Ability : Rapid Heal** (1/life) Self, Summoner, Pack Mates and Alpha Wolves only.

- **Innate Ability : Pass Without Trace** (1/life)

- **Innate Ability : Luck Point** (1/life)

**Levels:** None

## UNDEAD JESTER

(WL: Hedgehog / Art: Anonymous Artist, Elfwood)

**Description:** Undead Jesters are the reanimated corpses of Court Jesters, clowns or harlequins who have been executed by their liege-lord. These formerly kind-hearted people now bear an incredible hatred for all things living, especially the lord and lands which betrayed him.

**Garb:** Evil clown make-up or skull mask. Jesters hat.

**Type:** Mystical Undead Humanoid

**Q/M Ratio:** 2/1



**Armor:** None, may use a small shield

**Weapons:** Melee dagger, short, throwing weapons

**Immunities:** Control, Death, Disease, Poison, Subdual

**Natural Lives:** 3

**Abilities & Traits:**

- **Banding (Undead Jesters)**

- **Magic-Like Ability : Charm** (1/life) Undead Jesters use this ability to make their victims perform circus tricks, tap dance, laugh everytime a weapon is pointed at them, or otherwise make fools of themselves in the heat of battle.

- **Magic-Like Ability : Killing Joke** (1/life)

- **Magic-Like Ability : Reanimate** (1/game)

- **Magic-Like Ability : Steal Life** (1/game)

**Levels:**

1st As above

2nd *Charm* becomes (2/life)

*Killing Joke* becomes (2/life)

3rd *Reanimate* becomes (1/life)

Gains **Innate Magical Ability : Fear** (1/life)

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

May now wear up to 2 points normal armor

5th Gains **Innate Magical Ability : Conversion** (2/game)

Undead Jesters created through this means are more likely to stand around telling jokes, juggling, making faces or doing handstands than actually attacking anyone.

Converted Jesters are encouraged to behave in a generally clownish manner until slain or until *Dispel Magic* is cast upon them. They may defend themselves, but are not likely to do so unless obviously threatened.

6th *Reanimate* becomes (2/life)



# WARRIOR OF WRATH - WILL-O-THE-WISP

## WARRIOR OF WRATH

(WL: Wyngarde / Art: Juan Dianderas, Elfwood)

**Description:** Woe betide those poor mortals who fall captive to an evil Wizard or priest of some dark god! These soulless shells of humanity are little more than walking automatons, having had their very essence stripped away by the black arts. They obey their creator without hesitation, though they do not always act in the most intelligent manner.

**Garb:** Black armor, garb and/or face paint.

**Summoned By:** Healer (6), Wizard (6), for 2 spellpoints per 10 possessed, just like purchasing a weapon.

**Player Lives/Life:** 1/1

**Type:** Mystical Humanoid

**Q/M Ratio:** 1/1

**Armor:** Up to 3 points normal armor, any shield

**Weapons:** Any melee weapons

**Immunities:** None

**Natural Lives:** 3

**Abilities & Traits:**

- **Magic-Like Ability: Pass Without Trace** (1/life) Must arrive within 20 feet of summoner.
- May wear one enchantment placed by the summoner. This enchantment may not be *Dispelled*.
- **Vulnerability:** May not benefit from any form of *Healing*, *Regeneration* or *Mend* unless cast by summoner.

**Levels:** None



## WILL-O-THE-WISP

(EH Online / Art: D. Barrett Elfwood)

**Description:** These are the inter-dimensional entities that roam the forests of Amtgardia. Not much is known about them, except that they usually appear as glowing blue or yellow lights.

**Garb:** Luminous blue or yellow clothing or capes. Glow-sticks fastened to the body.

**Type:** Mystical Beast

**Q/M Ratio:** 2/1

**Armor:** None

**Weapons:** None

**Immunities:** Death

**Natural Lives:** 3

**Abilities & Traits:**

- **Amorphous** (1 point Natural Invulnerability)
- **Incorporeal**
- **Innate Magical Ability: Yield** (1/life)
- **Innate Magical Ability: Lightning Bolt** (1/bolt/U)

**Levels:**

1st As above

2nd *Yield* becomes (2/life)

Gains **Innate Magical Ability: Teleport** (1/life) Self only

3rd Gains **Innate Magical Ability: Circle of Protection**

- 4th *Lightning Bolt* becomes (2/bolts/U)  
Gains **Magic-Like Ability: Killing Grounds** (1/game)
- 5th +1 point Natural Invulnerability (total 2)
- 6th *Teleport* becomes (unlimited)  
*Killing Grounds* becomes (1/life)



# RELICS

## GARB

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

### ARACHNID BOOTS

After donning these boots, the wearer sprouts two extra legs. The wearer gains the *Many-Legged* trait as long as he wears the boots, and is considered Immune to all *Trap*, *Web*, *Poison* and *Entangle* abilities possessed by spider-like or arachnid creatures.

### CLOAK OF SHADOWS

A cloak made of black cloth. A person who dons this cloak and conceals his face is protected as per *Camouflage*, provided he carries no weapon in hand, and is standing on ground in shadow.

### DISPLACER CLOAK

Negates the first non-magical projectile hit from each separate opponent per battlegame. Except for restriction, similar to *Ring of Power*.

### GAUNTLET OF DOOM

Wearer can cast *Sever Spirit* (1/life) and *Touch of Paralyzation* (unlimited) without charging first, and can cast *Touch of Death* (1/life), though it must be charged as usual.

### MAJLIE OF DEATH

This evil cape allows the wearer to *Steal Life* (1/game) and add it to his or her total. It also confers a *Touch of Death* (1/life).

### NIGHT VISION GOGGLES

This set of dark eyewear grants the wearer immunity to the in-game effects of *Darkness*.

### UNDEATH MASK

An visored helmet shaped like a skull. A person who wears this mask (or helmet) is regarded by Undead as another of their kind and will not be attacked as long as the wearer takes no hostile action.

## ITEMS

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

### GYPSY INSTRUMENT

Should be a flute, tambourine or other small, hand-held instrument. Bestows *Banding (Gypsies)* to the wielder. However, they must also abide by *Beneficent (Gypsies)* for the duration of use.

### NECROBALM

A jar of magical ointment of the most evil sort. Hold the jar in hand to gain *Reanimate* (2/life).

### PENDANT OF THE ZOMBIE MASTER

A necklace adorned with skulls and other symbols of undeath which bestows *Companion (Zombie)* to the wearer, provided a volunteer can be found and garbed.

## SHIELDS AND ARMOR

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

### BONE ARMOR

This tabard or costume sewn or crafted to resemble bones. This macabre suit grants the wearer two points of Natural Armor and the *Bone* Trait. May be worn by any class except Barbarians, but may not be combined with other armor or enchantments.

### SHIELD OF LIGHT

Treat this medium shield as a non-magical Light Source. Additionally, the wielder gains *Banish* (1/game)

## WEAPONS

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

### ARROW OF DARKNESS

These arrows should be marked with black and white striped cloth. Charged by saying "Darkness calls thee" x5. Anyone struck with a charged arrow is affected by a *Lost* spell.

### ASHENBLADE

This short sword grants the wielder one free use of the *Assassinate* ability, regardless of class. Assassins who use this weapon may *Assassinate* (1/life) regardless of level.

### DARKWOOD STAFF

Only spellcasters may use this weapon, and it costs them no spellpoints to do so. While the staff is in the bearer's hand, all Undead of 3/1 Q/M Ratio or less treat the bearer as though effected by *Presence*. The wielder must abide by all rules of the spell.

### LIFEDRINKER

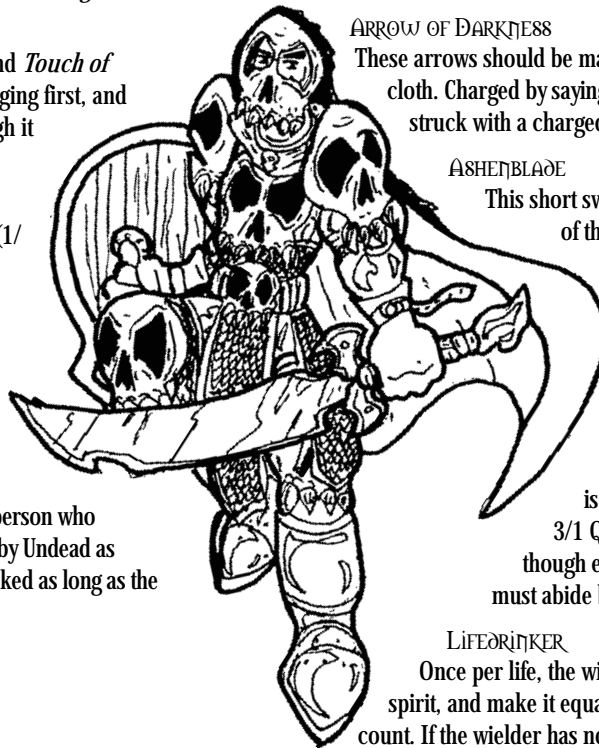
Once per life, the wielder can awaken this weapon's evil spirit, and make it equal to an *Imbued Weapon* for a 50 count. If the wielder has not taken the life of someone within the 50 count, the weapon will automatically take the life of the wielder. Like *Mutual Destruction*, nothing can prevent the wielder from being killed in this way if he fails to 'feed' the weapon. Lifedrinkers cannot harm Undead.

### PLAGUE DART

This is a special weapon usable by any player able to use javelins. Anyone wounded by this javelin (whether losing a limb or losing natural armor) is afflicted with a disease that does not allow the wound or lost natural armor to be healed, whether magically or naturally. Short of death, only *Cure Disease* will negate this disability.

### SPIDERBITE DAGGER

This melee dagger is permanently *Poisoned* and makes the bearer immune to the web effects of all spiders. Paladins will never use such a weapon.



# ASSASSINATION GAMES

*Travel to distant, exotic lands; meet new, interesting people and kill them. - Anonymous Combat Motto*

Yeah, you've seen them. You've probably even participated in one, once, a long time ago. That's right, it's Friday night at Midreign: Assassin time!

This game has been played in countless variations, and far be it from me to say which way is best. Sometimes the action is fast and furious, well-organized and managed. Other times the game is little more than a chaotic free-for-all in the dark. Usually, it falls somewhere in-between; an almost-entertaining, almost-lame excuse to do something other than go to sleep. However, if properly handled, with planning and forethought, the Assassin Game can be one of the starring highlights of your next event. Below is a short summary of some basic Do's and Dont's for running a successful Assassin Game, written with the Reeve in mind.

- 1) **DO** run the game more like a tourney and less like a random assortment of assignments. Oh, it's okay to make it *seem* like it's a random assortment of assignments, but *somebody* needs to be keeping track of the wins and losses. As the sneakier and more successful assassins begin moving through the ranks, pit them against one another, until only the big guns and true ninjas remain!
- 2) **DO** allow the full range of Amtgard-legal weaponry, as well as a wide assortment of safe, harmless "outside the box" weapons. Balloon traps, "poisoned" drinks, "acid" squirt guns and the like should not only be permitted, but encouraged. Make sure all such goodies are checked out by a Reeve beforehand.
- 3) **DO** allow all Class abilities and Rules of Play **OR** make sure everyone is playing by the same set of scenario rules. (i.e.: everyone is Full Class, everyone uses Militia Rules, all wounds are instant kill, etc.) **DON'T** feel obliged to let players be Monsters unless it's part of the scenario - and *then* make sure all participants stay within the restrictions of the scenario. (i.e.: Vampire Assassin wherein all players are Vampire+Class. Nosferatu, Ghouls and Wraiths may also be played, but no other Monster-classes are permitted. Or War of the Fae wherein all players are Brownies, Elves, Centaurs and Dryads vying for control of the Seelie Court. A wide assortment of Monsters could be permitted here, but garb and role-play would be highly encouraged. Of

course, in either variation, regular Class-only players should be permitted. Hey, gotta have *someone* to kill, right?)

- 4) **DON'T** involve noncombatants, the unaware, the inebriated or the sleeping! Again, it should go without saying, never attack anyone who isn't expecting an attack. If your victim has a lapse in judgement and lets his guard down, he's dead meat. But if he went to bed a hour ago, go tell a Reeve and get another assignment. Likewise, if your target is obviously drunk or otherwise impaired, tell a Reeve and move on.

- 5) **DO** designate clear and concise boundaries. There should never be any combat in or around tents, parking lots, bathrooms or small sleeping children.

6) **DO** make it obvious who is playing the Assassin Game and who isn't, especially if it is being held at a large event. Armbands, headbands, belt favors, colored sashes, whatever it takes to tell the assassins from the cattle. This is largely a precautionary measure, to keep overzealous assassins from randomly taking a stab at passersby. Likewise, be sure to advertise the Assassin Game on the event flier, to alert the rest of the populace there will be weirdos fighting in the dark.

7) **DO** have an award ready for the winner, even if it's just a scroll or award blank with the date. **DON'T** give away good live-steel swords, fancy garb, money or other high-dollar prizes, unless you keep it a secret until the game is over. These kinds of prizes bring out the worst in people; pair that with most of the action taking place after

dark and you've got a Sluff Fest waiting to happen.

- 8) **DON'T** ever, ever allow players to team up, group together, recruit outside help or otherwise increase the odds in their favor. This leads to packs of drunken friends coming to assist one another, which makes the whole point of stealthy, individualized missions moot. Spellcaster players might have a good game wherein each can summon a Monster of their choice to assist them, but that should be the stated goal of the game, not a way around the rules. Bottom line, this is a one-on-one kind of game and should be played that way, and nothing ruins it faster than turning it into a gang fight. If necessary, make all missions into non-magical *Honor Duels* and allow the victor instant, safe passage back to the Reeve once the battle is over.





# BATTLEGAMES

## OTHER NOCTURNAL CREATURES

The Monsters listed below are featured in the *Dor Un Avathar, 8th Edition*, but are suitable for play in a night or dark-themed battlegame or scenario.

Banshee	Elf, Deep Dweller	Lich	Spectre
Basilisk	Entangling Mass	Minotaur	Spider, Giant
Bear	Extra-Planar Entity	Mummy	Stormraven
Calimarin	Fairy	Nosferatu	Troglodyte
Catperson	Gargoyle	Ogre	Troll
Corrosion Beast	Ghost	Orc	Vampire
Deadly Slime	Ghoul	Poltergeist	Voidstalker
Dragons	Goblin	Satyr	Werewolf
Dread Knight	Golems	Skeleton	Wraith
Dwarf	Great Bird (Owl)	Skeleton Warrior	Wyvern
Elementals	Gremlin	Skirit	Zombie

## BOUNTY HUNT

Here's a really easy game to run. Two (or more) small teams of Questors compete against one another to see who can slay the most Monsters. Each Monster has a number of Life Tokens which must be turned over to the team responsible for slaying it. The variations on this theme are as limitless as the imagination:

- 1) See *Pack Attack* (q.v.) for the lupine version.
- 2) Set up a complex "sewer system" using flagging tape. Skirit have infested it and need to be exterminated.
- 3) An "Undead Nexus" has opened in the woods, letting in all kinds of abominations. Slay the Monsters for a few points or destroy the Nexus for lots of points.
- 4) Vampires make great fodder for a Hunt, as do Assassins, Anti-Paladins and other icons of Evil.
- 5) Empty the Werewoods of Werereatures. Low-powered Wererats are worth fewer points than rabid Werocats or Werewolves, but maybe quantity counts for more than quality in this game.

## GYPSY CARAVAN

A troupe of Gypsies have a special game item (a relic, a child princess, an ancient jewel, whatever) they need to take to the Gypsy King on the other side of the Bandit Woods. The gypsies hire some adventurers to help them escort the Treasure through the woods, past all manner of thieves and brigands. Adding one or more of the options below can turn this from a straight-forward caravan battle into a major battlegame:

- 1) Make all the Questors play the Gypsy class at their current Monster level.
- 2) Force the Questors to follow a particular path, so the bad guys can plan ahead with ambushes and other traps.
- 3) Allow the bandits some kind of Terrain feature, like an *Anti-Magic* zone or *Water* area, to slow the Gypsies down.
- 4) Give both teams a fast life count, and allow the Gypsies to have a "mobile Nirvana" a couple hundred feet from the action. Nothing sucks more than being left behind in a caravan game.

## ICHABOD'S BRIDGE

One end of the field is Town, the other end is the Haunted Woods, and a Bridge connects the two. In the middle, hunting for grisly trophies, roams the Headless Horseman and his ferocious mount (a War Horse or Dark Steed, at the Reeve's discretion). All the Questors start out on the farthest end of the Haunted Woods and are sent forth, one at a time, toward Town. Anyone making the trek is safe once they cross the Bridge, otherwise they're fair game! Different variations might include:

- 1) Questors may not run through the Haunted Woods.
- 2) Questors may wait at the Bridge to help other Questors combat the Horseman.
- 3) Questors must move on their knees, while the Horseman may move normally. This simulates the far superior speed of the Horseman.
- 4) Give the Questors some tokens to move from the Woods into Town. The Questors win once they move a set number of tokens, the Horseman wins if he collects more tokens than the Questors.

## INVASION

For whatever reason, a force of Monsters has set their sights on taking over the Village. One team is made up of Villagers, the other team is the Invading Horde. This is a Mutual Annihilation Battle with a theme. Possible Monsters include:

- 1) A host of Zombies, led by an evil Necromancer. They want to move out of the graveyard and into town. The Wizard has also summoned an Undead Elemental to assist in his endeavor.
- 2) The Night Elves have grown tired of the Villagers' wasteful ways and decide to eradicate the threat to their ancestral trees.
- 3) A Skeletal Champion, Nosferatu or high-level Necromancer, riding a Night Dragon, decides to set himself up as Tyrant. The Tyrant's team is made up of Zombies, Vampires or Skeletons, as fits the scenario.
- 4) A mysterious caped warrior, clad in black armor, arrives in the night. He demands to be made Baron (or Duke, whatever) and when refused he calls forth an endless swarm of bats to plague the land!

# BATTLEGAMES

## PACK ATTACK

A renegade Pack of Wolves is roaming the countryside, slaying farmers and disrupting the trade routes leading to town. Only a band of brave adventurers can root out the true cause of the attacks! Divide the Populace into two teams: one team is the Adventurers, the other team is the Pack. The Adventurers are less numerous, but full class. The Pack has more players, but they are all Wolves. Fight this as a Mutual Annihilation Battle for an easy game, or use one of the variations below:

- 1) Bounty Hunt-style with each of the Wolves carrying a set number of "tails" (gray or black ribbons, or some other token). The Adventurers are made up of small teams, like three or four members tops. The Teams compete to bring in the most "tails" to win the Bounty.
- 2) Soup up the Pack with the addition of one or more of the following: Alpha Male, Pack Mother, or Werewolf. Let the tougher Monsters lead the Pack into battle.



## VAMPIRES VS. WEREWOLVES

More of a theme than an actual battlegame, the eternal struggle between the Lupine moonworshippers and the undying bloodsuckers provides a great variety of opportunity for adventure. Place one or more Werewolves (or Cats, or Rats or whatever) on one side, and a Vampire and/or Nosferatu or two on the other. Have them lead the normal players in battle against the other team. Be sure the Lycanthrope you choose can injure the Undead, and vice versa, even if this means just making a "quest only" rule that the Monsters may harm one another normally.

Another idea might be to have the Lycanthropes defend their den against whatever the minions of darkness can throw against them, or have the Lupines lay siege to the graveyard lair of the Vampire Lords.

Use of colored headbands to denote teams is almost mandatory in these games, since both the vamps and the wolves can convert players from the other side, and players will be switching teams with a fair amount of regularity.

## SOCIAL DISEASE

### Class Battle

**Materials:** Air horn or whistle, colored ribbon to mark the "infected" players

**Set-Up:** This scenario works best as the backdrop for a Quest.  
**Object:**

For whatever reason (plague, an evil spell, magical energy draining virus, etc.), the populace has been subjected to a malady which cannot be cured by conventional means (i.e.: Immunities and *Cure Disease* seem to offer no lasting protection). Each Quest and its symptoms will be unique. As this scenario profoundly alters the abilities and strength of the players, Reeves and Questmasters should be extremely clear when describing the effects of the disease to the players. This scenario is generally broken down into three distinct phases of play lasting between 10 and 30 minutes each. To start and end each stage, an air horn, whistle or other clearly audible device is sounded and the

populace regroups and resets for the next phase. Be sure everyone understands the effects of the malady and plays accordingly as it ravages the populace unabated.

### Period Breakdown:

1. *Outbreak* - At the start of the Quest, most players and Monsters are unaffected by the virus. The regular course of the Quest should proceed, indeed the players may not even realize the dire circumstances about to unfold. One or more Plaguers are secreted into the ranks of Questors and/or Monsters, however, and begin the slow process of infecting as many players as possible. Any symptoms at this stage should be minimal or superficial.

2. *Epidemic* - The virus continues to spread through the players. Penalties can range from loss of one life to loss of class abilities. Rumors begin to spread regarding a possible cure. By the end of this stage, most of the player should be under the influence of the disease.

3. *Plague!* - At the start of this phase, all players are considered to be diseased. The possibility of a cure becomes realized and (hopefully) made available to all. Of course, there may be players or teams who do not wish to make the cure publicly available. This leads to all manner of possibilities in role-play.

### Options:

Questmasters are encouraged to create a unique story to drive the plot of this game. Be creative and descriptive when explaining the story line and effects of the disease.

# NIGHT HUNTER

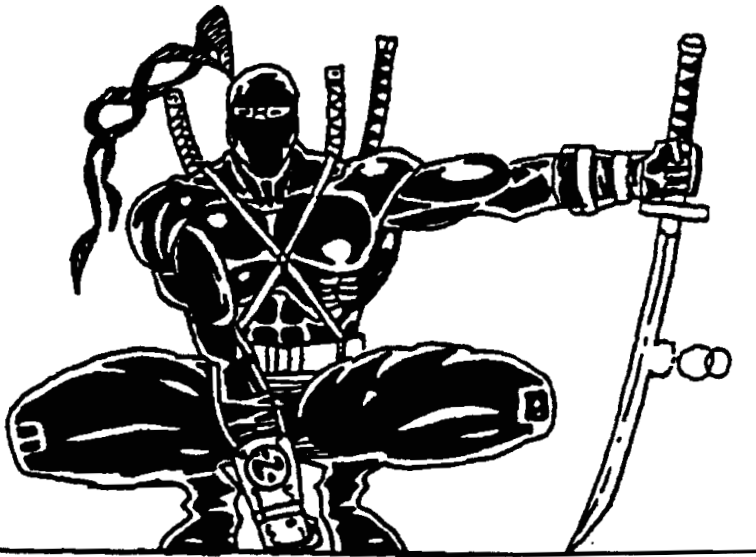
Traditionally held near the Spring (Beltane) and Autumn (Halloween) Equinoxes, the Night Hunter Tournament does not begin until the last traces of sun light have faded into darkness. Once night settles in, the Populace takes up their swords and ventures into the forest to test their mettle against the finest warriors in the Kingdom. The winner of the battle is dubbed "Night Hunter" for the reign.

## RULES FOR NIGHT HUNTER:

1. Choose a forest with clear trails. Mark the edges of the playing field with white ribbon, so as to be easily seen as players enter and exit.
2. Place jack o' lanterns (for Halloween) or illuminaries (see below, for Beltane) along the trails at regular intervals. Take special care to light up any potential ground hazards and/or slippery spots. Place a few in the trees and several at the entrance(s) and exit(s).
3. All players should be made aware of any special weapon restrictions before the game begins. Some Night Hunters are single sword, some allow any melee weapons, some have allowed shields, others not. However, all Night Hunters are held without armor, thrown weapons, projectiles or class/magical abilities.
4. Regardless of the weaponry agreed upon, be it single sword or full ditch rules, all weapons *must* be covered in a white sock, stocking or cover. Bright yellow, neon green and other highly visible colors are acceptable, so long as they afford the same amount of visibility as the white socks. Autocrats of Night Hunter are advised to bring as many extra socks as possible, to compensate for those folks who just can't seem to remember to bring one (and believe me, there will be far more folks without than with!)
5. Each participant is given five index cards upon which to write their name. When a player is slain in fair combat (or by surprise attack) they turn over one of their cards to their killer and return *immediately* to Nirvana to check in.
6. Death count is 5 minutes (300 count), to be counted by the Nirvana Reeve. Returning players are to announce "Alive!" loudly before reentering play.
7. There is *no running* allowed within the Night Hunter boundaries. Reeves who catch a player running are to give *one* warning, then the player is expelled from the game.
8. There is to be *no teaming up* within the Night Hunter boundaries. All players are on their own for the duration. Reeves who

catch players teaming up are to give *one* warning, then all involved players are expelled from the game.

9. All battles are considered *Honor Duels* until resolved. In other words, once a Life Card has exchanged hands and the defeated player has cleared out, the battles may resume anew.
10. Kills gained from hidden enemies, so long as not gained during a preexisting fight, are legal. (*i.e.: Bob smacks Becky in the back as she walks by unaware. Becky cusses a little and hands Bob a card. Later, Bob smacks Becky while she is fighting Bill, no card is given and Bob should back up until the fight between she and Bill is concluded. Once Becky kills Bill, she may then turn and engage Bob in a fair fight.*)
11. When a player dies, he/she takes all the cards gained during that life to the Nirvana Reeve. The Reeve will tally your kills and subtract one from your life count. When only one player remains in the forest, the tourney is over. The player with the highest card tally (plus any lives remaining) is declared the winner. A new Night Hunter is born!



## HOW TO MAKE ILLUMINARIES

### WHAT YOU WILL NEED:

- A bunch of little brown paper bags (or the decorative kind, if you prefer)
- A bunch of sand or kitty litter
- A bunch of small votive candles (sometimes called "tea lights")

### DIRECTIONS:

1. Open a bag.
2. Fill it about one inch deep with sand or kitty litter.
3. Put a candle centered in each one.
4. When ready, light the candle and place in the desired location, making sure the flame is not licking the bag.
5. Place on open ground or dirt. Do not place on pine needles, dry leaves, rotten logs, propane tanks or other flammable or easily burned surfaces.
6. Be sure to clean up all the bags when the event is over. "Only you can prevent forest fires!"



# SUBMISSION INFORMATION

*Send questions, comments, errata and suggestions to*

**Luke Wyngarde**

*sir\_wyngarde@yahoo.com*

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

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

*Amtgard can be found on the web at:*

*<http://www.amtgard.com>*

***Amtgard is a copyright owned by Amtgard, Inc. 1984-2005***

*All rights reserved. Nothing in this publication is intended to supercede or replace the Amtgard: Handbook on the Rules of Play.*

*This is the second version of*

***By Night They Dance, Creatures of the Night and the Games They Play***  
*and is presented for use with the*

***Amtgard : Handbook on the Rules of Play, 7th Edition***

## ANONYMOUS ELFWOOD ART CREDITS

*During the final phases of this manual, the Elfwood website experienced a series of near-complete breakdowns. These interruptions lasted off and on again from March until (at least) mid-July. Many of the "Anonymous Artists" featured herein had been contacted via the Elfwood system, but subsequently had their information lost, misplaced or compromised. Only the images in the A7 Archive remained, and were already in use at the publication date. The Artists of Elfwood have never, in a decade of publishing, turned down a request to help Amtgard, so the Editor has decided to display their work herein, and sincerely hopes the respective artists do not take offense and accepts our use as the compliment it is intended to be. Rest assured, the Editor continues to try and recover the contact information regularly, and from all reports a full system recovery will happen soon. When it happens, the Editor will revise the manual, and publish a public accounting of all contributions in full.*

*Use of artwork is not a challenge to any copyrights. Artist retains all rights to all works and derivatives herein. This manual is not sold for profit of any kind.*

*Visit and/or contribute to Elfwood at <http://elfwood.lysator.liu.se/elfwood.html>*

*- Luke, Editor, July 15, 2005*

UNTIL NEXT WE MEET

