

WHAT LURKS BELOW

A Dungeoneer's
Guide to Amtgard



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Monsters of the Wetlands 2.4



Do You Know What Lurks Below?

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Introduction

I just have to come right out and say it:

The stuff in this book is why I fell in love with Amtgard to begin with. Maybe imagination was more abundant back then. Maybe it was because we didn't care about what the "rest of Amtgard" thought about what we were doing. There were no "stick jocks" or "flurbs" back then, we were all just out to have a good time. The things in this book were the reason our Kingdom flourished, and the reason I started collecting battlegames and Monsters in the first place. Now, ten years down the road, it is time to share with the rest of the world. Thus, the creation of *What Lurks Below*, the fourth in a series of smaller, self-contained battlegaming supplements. Following a common theme (in this case, all things related to Dungeons, Caves and Caverns), each of these booklets will present not only Monsters to challenge Questors of every level, but ideas for scenarios, quests and optional rules for making life miserable for the players and Monsters alike.

In closing, I want to extend my sincerest appreciation to Denah hap Tugruk and Reginald MacGinnty, both of the Wetlands, for their invaluable contributions to these projects. Also, to Sir Ivar Nefarious of the Burning Lands for the excellent *Dor Un Avatbar*, 7th Ed., the model for all others to emulate!

I remain,
Sir Luke Wyngarde the Stargazer

Battlegame Options



Dungeons, Caves, Mazes and Castles

These standards of fantasy literature lend their potential to Amtgard with relative ease. With a little imagination and several rolls of ribbon, hundreds of battlegames can be brought to life in the darkened corridors of a rank dungeon or the convoluted passages of a cavernous underground complex. These rules may be used to simulate the interior of buildings, caves or dungeons. Be sure your players are clear on the hazards involved when venturing forth!

Walls

The most important aspect of any structure are the walls of which it is comprised. Generally, walls are considered to be invulnerable to all forms of attacks. This just keeps the rules-lawyering to a minimum. On the chance that a scenario requires a wall or building to be breached or destroyed, I offer the following suggestions:

1. Spells that may be used to destroy a wall: *Sphere of Annihilation*, *Fireball*, *Lightning Bolt*, *Stone to Flesh*. Each of these spells will destroy a 10x10 section of wall. *Fireball* and *Lightning Bolt* will also catch inflammable buildings on fire.
2. Burning structures are completely destroyed in a 300 count. After that time, treat the structure as a Lava Bed. Any player inside a burning structure will perish in a 50 count.
3. *Mend* and the *Homestone* may be used to repair a 10x10 section of wall.
4. Siege Weapons will also destroy a 1 0x10 section of wall. Monster White Weapons require three strikes to destroy an area of the same size.
5. *Teleport* and other such abilities will only function as line-of-sight (i.e.: players may *Teleport* into a room with an open door, but may not *Teleport* around corners or into areas obstructed by walls, doors, or other players).

Class Adjustments: Indoors

Make the following modifications to class abilities while fighting inside a structure:

1. Scout *Entangle Trap* does NOT work inside a building, castle or dungeon. It may be used normally in a cave setting.
2. Barbarians may not *Heal Self* unless they carry their herbs with them into the structure.
3. *Pass Without Trace* does not function inside man-made buildings or dungeons. This ability functions without modification in natural cave surroundings.

Spell Adjustments: Indoors

Magic works normally indoors and underground, with only a couple of exceptions:

1. *Call Lightning* may not be cast while totally indoors. This spell may be cast and targeted normally if the caster has line-of-sight with the outside world.
2. Players can not be *Transformed* into a Giant while indoors.
3. *Teleport* and other such magics are line-of-sight into unexplored areas. Familiar or explored areas may be the destination for these spells.
4. Unless stated otherwise by the Reeve, trees do not grow in caves. Any spell or ability that requires a tree may not be used unless specified by a reeve.

Doors

Doors come in a variety of types, most of which may be used to hinder players entry into a particular section of the structure. Varieties include:

1. Normal Doors may be entered freely, just touch the door and say "Open" xl. Players may also "Close" a portal.
2. Locked Doors may require a key, object or special phrase to open.
3. Wooden Doors may be battered down by 10 strikes with a blue weapon or 5 strikes with a red weapon. *Fireball*, *Sphere of Annihilation* and *Lightning Bolt* will completely destroy a wooden door. *Shove* may force a door open, at the Reeve's discretion.
4. Stone or Iron Doors may not be battered down with ordinary weapons. Siege Weapons, Monster White Weapons and Sphere may be used to destroy this type of door in one shot.



Battlegame Options

Traps, Tricks and Other Nasty Things

This section details several ways to make life miserable for your players. Use with caution, and be sure Reeves and players are aware of any special rules involved.

Falling Boulders

Hang three or four foam “boulders” up in the trees with sturdy rope, effectively barring a passage or trail. Have a Reeve or two stand to the side of the walkway and swing the boulders to and fro. Any player who contacts a boulder is considered to have been struck by a Siege Weapon. Optionally, have several children roll the boulders downhill toward the players.

Fire Wire

From the minds of mages come the most deadly ideas. This trap was perfected by Master Wizard Gideon Goldmoon to help defend his mysterious Crypt against invaders. Stretch red, pink or orange ribbon in a crisscross pattern between several trees to achieve an obstacle course-style challenge. Players must weave, bend and crawl through the wires without touching any. To touch one means death, unless *Protected from Flame* or bearing Invulnerable armor. Touching a wire counts as a physical hit to whatever location contacted it for purposes of determining damage to Invulnerable armor. Wires remain in play for the entire game, or may be removed once it has been contacted, at the game master's option.

Ground Traps

Floor-level obstacles are often overlooked and can be the source of much vexation for unwary adventurers. Mark off a section of ground with ribbon in the desired shape of the trap. Don't worry if it is clearly visible, someone will step on it whether it is bright orange or cleverly camouflaged. Make sure reeves are informed as to the effects of a trap and optimally there should be enough Reeves so that each trap (or series of traps and encounters) has its own individual judge. Additionally, give each trap a physical description, because smart players will ask, “what do I see?” Best bet: write the information down on a card so the Reeve can refer to it during the game.

Magic Dead Areas

These areas, through accident or design, are permanently under the influence of an *Anti-Magic* spell. No magical effects may be initiated or allowed to pass through these areas: spells fizzle, enchantments vanish and relics cease to function.

Enchantments reappear intact once the bearer leaves the Magic Dead Zone. Non-magical Class and Monster abilities function without penalty.

Spikers & Other Pointy Things

Whether a common spear, a poisoned javelin trap or the shellfish-like Spiker, adventurer's face a great number of sharp, point objects flying their direction at great velocity. Of course, few people want to be on the business end of such things, but Reeves can use this theme over and over in hopes of knocking a few lives off those cocky Questors. The premise is simple: one or more non-combatants stand stationary with a couple of javelins or spears and tries to poke, impale or stab any passerby. There are many variants to this, including:

1. **Spikers:** Decide how many Spikers (a gastropod with a sharp, pointy shell. It hangs from ceilings in wait of prey to fall upon) you want and give the non-combatant(s) just that many javelins. Each javelin may be thrown once. They strike as White weapons, and may only be retrieved and thrown again after a 1000 count (Spikers move very slowly unless falling.)
2. **Spear Trap:** Non-combatants get a polearm, but may only stab with them. Thrust at regular intervals, like a mechanical trap would. Pull back and reload.
3. **Scything Blades:** Same as above, but spears move in regular up-and-down motions. Both options attack as a normal spear.
4. **Poison:** As any of the above, but ... you know, *Poisoned*. As Assassin ability.

Unsafe Footing

Woe betide unto those intrepid explorers who do not watch where they walk, particularly underground or on the side of a mountain. An area may be designated as Unsafe Footing by marking it with blue or brown ribbon. Players attempting to navigate such areas are subject to the following rules:

1. No movement faster than a slow walk is permitted. Running players take an automatic leg wound.
2. If a Rope (q.v.) is anchored to the far side of such areas, players may move normally so long as they hold onto the Rope with one free hand.

Battlegame Options



Avalanches and Cave-ins

Another common hazard of dungeoneering, the cave-in or avalanche is both a hindrance and danger to Questors and Monsters alike. They are treated as the same for rules purposes.

1. Any area designated as Caved-in is totally impassible. *Stone to Flesh* and *Sphere of Annihilation* can clear a 10x10 section of rock per usage.
2. Anyone caught in an Avalanche or Cave-in is instantly slain and may not be *Resurrected* until dug free.
3. A 10x10 area may be “cleared” by a 500 count. Divide this total by the number of players helping to clear the area if more than one player performing the work. (i.e.: a 10x10 are is cleared in 100 count if 5 people are assisting.)

Life is the Pits

These traps represent a hole in the ground. This can be anything from naturally hazardous footing to devised pits with spring doors and razor spikes. A few examples of the Pit Trap:

1. **Half Hole** - step in and take a leg wound unless protected by Invulnerable armor or enchantments. Counts as a physical hit to one leg.
2. **Whole Hole** - fall in and die unless protected by Invulnerable armor or enchantments. Counts as a physical hit to all locations.
3. **Poisoned Spikes** - take a leg wound and die in a 100 count unless *Cured of Poison*. Normal immunities apply, as do rules for Invulnerability.
4. **Acid Pit** - all non-Hardened weapons, shields and armor destroyed, death in a 50 count unless pulled free. Enchantments offer no protection and natural Invulnerable armor is dissolved completely in 15 count per point.
5. **Fire Trap** - BOOM! Death unless *Protected From Flame* or bearing Invulnerable armor. Counts as a physical hit with a Fireball to all locations, including armor and weapons.
6. **Electrical Trap** - ZAP! Take a wound (reeve's decision, usually the first location to touch the trap) unless *Protected From Flame* or bearing

Invulnerable armor. Counts as a physical hit to one location. Victims wearing metal armor are slain unless protected.

7. **Entangle Trap** - Player is held in place and must strike each leg 10 times with an edged weapon to be freed. Armor and enchantments do not stop this trap. Barbarians are immune.
8. **Teleportal** - step in and be transported to another location (which may or may not have a teleportal back out!). All classes are effected and enchantments confer no protection. A *Dispel Magic* cast on a teleportal renders it inoperable for a 300 count.
9. **Bottomless Pit** - Good bye, thank you for playing, go straight to Nirvana unless you can *Fly* or *Teleport*. Victims are considered *Severed* (no body left to *Resurrect*).
10. **The Chasm** - different from a Pit, the Chasm is a naturally occurring hole in the ground, ranging from the easy-to-step-over kind to the impossible-without-wings variety. Fall in and suffer the effects of the Half Hole, Whole Hole or Bottomless Pit. Chasms are not considered Traps and therefore class immunities offer no protection.

Climbing Out

Any trap that represents a normal hole or pit can be climbed out of at a rate of “Climbing” x Number of feet deep the trap is supposed to be (i.e.: a twenty foot deep pit takes Climbing x20 to escape). Both hands must be empty in order to climb, which may mean leaving items “at the bottom”. Teleport, Pass Without Trace and Fly can be used to escape a pit much more quickly if the victim is capable of such feats.

Rope (or a Dungeoneer's Best Friend)

Some pits may be described as too steep or slick to climb. Other than the above mentioned spells, the only way of escaping such a trap is to have someone outside the trap “throw down a rope” and pull the victim to safety. A roll of ribbon easily simulates rope if no real rope or twine is available. Once the rope is thrown down, the usual Climbing rules apply.



Battlegame Options

How to Build a Castle in Ten Minutes or Less

Okay, so most Amtgard Parks don't have a real, safe Castle upon which to play. Even fewer have actual underground facilities like caves or bunkers. So, how does one go about recreating those environments without spending hundreds or thousands of dollars in building materials or hay bales? Well, the answer is: use what's available. Failing that, go to Home Depot and buy a case of "flagging tape" and some small nails.

What's Available:

Wooded Trails: By far the simplest method of dungeon construction is to use your imagination. If your park has clearly defined trails, it's just a matter of saying "the trails are dungeon halls, the clearing at the end is a large room." Have any Reeves keep an eye on the players to keep them "within the boundaries" of the encounter. While this does save a lot of preparation time, it also makes for a greater chance of argument about who stepped "out of bounds."

Sparse Forest: Second in ease is to run flagging tape between some trees at roughly chest-level. While it takes a little while to properly plan out, this option provides far more stability and predictability in game sessions - just by virtue of the fact that everyone can see the boundaries. Use different colored ribbon

to denote different encounter areas, doors, traps and so forth. Also, be sure to clean up after yourself by removing the tape and placing it in a trash receptacle.

Open Fields: Yeah, I know, this option totally sucks compared to the other two, but HEY! What can you do? If you don't have a forest, you don't have one. This option requires a lot of imagination, mostly because all the encounters will be visible (if not reachable) from the very start (pay no attention to the Minotaur behind the curtain). Mark off the halls and rooms with flagging tape nailed to the ground. Use all the rules for imaginary walls presented above and be sure to hold all players to them. This option really works best for Maze Battles, but less so for true Dungeon-style Questing.

Castles

The simplest type of structure to build is the Castle, mostly because all you really need are the outside walls. Castle walls should always be marked with bright flagging tape, either stretched between trees or nailed to the ground. If the Castle is also to serve as a Team Nirvana, be sure to make it larger than 20' and/or equip it with a door to help slow an invading team's progress. Castles should use the Indoor Rules (unless constructed with a Courtyard in mind), but not the rules for Darkness. This is the one type of game where hay bales are awesome. If you can afford it, have the place for it and don't mind having to clean up the mess, hay bale Castles are a great way to spend the afternoon fighting.

Dungeons, Crypts and Caves

Either using a little flagging tape or a lot of imagination, these types of environs make for a wide array of battlegame types. Role-playing scenario, grand Quest, obstacle course or hardcore Militia battle alike can be held in a well designed Dungeon. Dungeons should be clearly marked with tape or well-defined trails. Encounter areas, assuming your game is more than simple Mutual Annihilation, are generally set apart from one another to keep the action moving, but not confusing. An abundance of Reeves is essential in running such games, unless run "linear style" with one Reeve walking different teams through each encounter area separately.

Mazes & Labyrinths

Best done in open fields, the Maze is marked out on the ground. Be sure to use plenty of nails to hold the ribbon in place. Remember, a lot of feet are going to be moving around it, and nothing sucks more than having to stop and rebuild a messed up wall. Since one wall often serves to divide multiple areas, be sure to clarify in advance exactly how much combat can take place "through" the walls. (i.e.: melee attacks pass through, but not projectiles; all attacks pass through but players may not move through the walls; only magic passes through, etc.) Encounter areas often run into one another, as space constraints make maneuvering more difficult.

Battlegame Options



Immunities and Traps

Unless a Reeve specifies such, *Immunity to Traps* does not render the player immune to the effects of the devices presented in this manual except standard Floor Pits and Unsafe Footing. *Immunity from Traps* makes the player immune to Assassin-type traps (like the Pits, above) and Scout *Earthbind* only. Again, consult a Reeve in cases of confusion. Additionally, any Trap that is triggered through a wanton act by the player is automatically effective regardless of immunities. In other words, if you have to answer a riddle or solve a puzzle to avoid a trap, and you fail to answer correctly, no amount of class immunity will prevent you from being endangered.

Darkness

Be it through accident or design, 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 Reeve's, but it is possible to "role play" being lost in the night.

1. Any area set aside as "dark" should be marked with 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 (q.v.) 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.
5. Nocturnal creatures, Undead and some Personas (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.

The Power of Light

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. A charged *Fireball* or *Lightning Bolt* may serve as a Light Source, but remember to re-charge it every two minutes! Remain Active Fireballs also serve as a 20 foot Light Source until they expire.
5. Players within 20 feet of a Light Source (q.v.) 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.
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* enchantment.
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 re-lit.
10. Lighting and re-lighting a torch or lantern takes a chant of "Lighting" x10.



Special Encounters

The Orb of Eyes

A floating sphere, ten feet in diameter, with a huge maw of razor-sharp teeth stares at you from across the dungeon room. One massive, blood-shot eye glares at you malevolently with ten little eyes, writhing atop it's tentacled head.

This popular Monster from modern fiction makes for a much better Encounter than an actual Monster Class. The Orb is portrayed by two players, tied back-to-back with a length of rope. At no time should both players face the same direction, as the point is to represent a creature with many magical eyes, capable of seeing and using its powers in all directions at once. One player is considered the "Front" and the other is, coincidentally, the "Back."

The Front Player:

- 1) *Fireball* (unlimited) "Fireball" x1 to activate, no Remain Active
- 2) *Petrify* (unlimited) "Petrify" x1 to activate
- 3) Immune to all forms of Magic
- 4) *Fear* (1/life)
- 5) Garb should be brown with a large eyeball motif clearly visible on the front.

The Back Player:

- 1) *Lightning Bolt* (unlimited) "Lightning Bolt" x1
- 2) *Sleep Bolt* (as Gypsy, unlimited) "Sleep Bolt" x1
- 3) *Sphere of Annihilation* (unlimited) "Sphere of Annihilation" x1 to activate
- 4) *Barbarian Immunities*
- 5) Garb should be brown.

Both Players:

- 1) 2 points of non-sectional Invulnerable armor (as Healer *Protect*)
- 2) May block incoming projectiles and thrown weapons with either hand.
- 3) Once the Invulnerable armor is removed, limb shots to not count (since Orbs don't have arms or legs).
- 4) *Flight* (unlimited) Both players must say "Fly" x5 to begin and "Land" x5 to end.
- 5) Can not move faster than a slow walk. Orbs are more likely to *Fly* up and rotate around than to actually charge an enemy.
- 6) Should draw or attach eyeball patterns to the hands.
- 7) All touches from an Orb are considered *Touch of Death* (as Assassin, unlimited, no incantation)

Obviously, this is one tough encounter with a Q/M Ratio of around 8/1.

Slimes, Molds and Fungi

Another popular element of fantasy dungeoneering: the limitless variations of algae, mold, slimes and oozes ever-present in caves, caverns and other underground environs. Such basic life forms come in an amazing variety, each suited for the particular niche it's managed to carve out for itself. To place some in your dungeon, mark off an area with appropriately colored ribbon, preferably close to the ground. What the mold does it left to your imagination, but some of the more common types include:

- 1) **Green Slime** - step in and take a leg wound instantly. If you can't make it out in 10 seconds, you're dead.
- 2) **Yellow Mold** - tread in this mess and you fall instantly into a deep *Sleep* for a 300 count.
- 3) **Flaming Fungi** - touch some and BOOM! Treat as a *Firetrap* fixed enchantment, but it doesn't function for 30 seconds after every detonation. (Once it goes off, better run fast!) Usual immunities apply.
- 4) **Death Spore** - this malignant plant causes instant death to any who enter its area of effect. *Immunity to Poison* renders a target immune.
- 5) **Choking Spore** - as Death Spore, but is only lethal after 30 seconds of exposure.
- 6) **Blue Algae** - See, not all mold is bad! Rest in this area and be *Healed* of wounds and *Cured* of *Poison* and *Disease*, all in a 30 count. This effect does not work on Undead, Lycanthropes or non-living targets of any kind. It also does not cancel *Petrify*.
- 7) **Zombie Moss** - as Death Spore, but slain victims are turned into a *Zombie* for their next life (played a present Monster level). Such Zombies do NOT spawn Zombies when they slay someone, but they CAN carry victims into the Moss!
- 8) **Happy Grass** - Enter this area and be instantly *Charmed* to laugh, smile or otherwise behave in a friendly and non-threatening manner. Normal immunities to *Poison* apply.

These are, of course, only samples. Feel free to invent your own versions to harass your Questors!

What follows is the description of the format used for each monster. Clarifications for each section are described therein. In case of disputes, assume that the specific monster description is correct over any general rules listed herein.

Name of Monster

(Here is a two-letter code for the land where the monster was discovered, followed by the name of the person who submitted, created or inspired the monster).

BL	Kingdom of the Burning Lands
DS	Kingdom of Dragonspine
EH	Kingdom of Emerald Hills
GS	Granite Spire
MS	Mushroom Shrine
SW	Stormwall
WL	Kingdom of the Wetlands

Type: Animal, Civilized Race, Insect/Arachnid, Standard Creature, Servant Monster, Mystical Creature or Undead Creature.

Q/M Ratio: Questor to monster ratio. This category is designed to give quest organizers an idea of how many questors it should take to kill a monster at its lowest level. If the word 'QUEST' is found after these numbers, the monster should only be used in a quest scenario and not in an average battlegame.

Armor: There are two types of armor, Natural and non-natural. The points of inherent armor a monster has before any additional worn armor is donned is Natural armor. Natural armor may be recovered by a *Heal* spell (recited once for each point of armor, in each location, that is being repaired). Monsters that can regenerate may recover a point of natural armor every 50 count. Natural armor also adds to armor bestowed by *Berserk* ability.

Any armor not referred to as Natural is, of course, non-natural armor. Non-natural armor is the armor we are all used to. Chainmail and studded leather are examples. Non-natural armor must be worn for a Monster to receive additional man-made protection (refer to Amtgard: Handbook on the Rules of Play, for a detailed description of non-natural body armor).

Some Monsters have a special type of armor called *Invulnerability*. *Invulnerability* is the pinnacle of protection. Every hit against invulnerable armor (whether it be a melee blow, a bolt of magic, a projectile or a verbal spell) will do a single point of damage to that location. Magics that do not do damage to a specific location (i.e.: *Sleep*) will do a point of damage to the torso.

This section also states what kinds of shields, if any, may be used by a Monster. For simplicity of play, all shields are treated as if a normal Amtgard class was using them (i.e.: Warrior). For a Monster to use a shield, this section must specifically state that a shield is available to it.

Attacks: This section includes the weapons that the Monster may use. Any weapon that is referred to as Natural (this includes claws, tails, and the like) are considered part of the monster. Any non-melee weapon that strikes a Natural weapon will deal damage to the limb wielding it, even if the limb is simulating a tail, etc. A *Heal* spell can bring back the limb and the weapon. Spells that require a weapon as a target have no effect on Natural weapons (i.e.: *Heat Weapon*, *Pyrotechnics*, etc.)

Some weapons are termed *White* weapons. There are two types. The first are the poisonous ones. They act in exactly the same manner as an Assassin's *Poison* ability. The second type are those that do damage as a siege weapon. These weapons will kill a person through his shield and/or armor in a single blow. Only the strongest of magics can protect against these weapons.

Abilities: This category is for any special abilities that the Monster has beyond those inherent to its type.

Vulnerabilities: Any specific weaknesses the Monster has are listed here.

Garb: Garb is a requirement for ALL Monster classes. No garb, no play. While this section suggests what type of garb may be worn by a Monster, imagination is the key. Have fun and wear the garb you and the Guild Master of Monsters feels best personifies the Monster.

Description: Herein is a narrative about the Monster.

Lives: The initial number of lives that the Monster has. Not all monsters have a limit to their number of lives.

Levels: Here can be found a level by level description of abilities. Some Monsters do not have levels.

Monster levels differ from other Amtgard levels. The Monarch and Guild Master of Monsters decide the level of Monster to be played in a quest. If the Monarch and GM of Monsters have allowed a Monster to be played in a battlegame, the level of the Monster is determined by the amount of credits the person playing the monster has accumulated.

Beasts

Creatures in this category are generally non-intelligent in that they do not build structures, use tools, or practice “civilized” behavior. Most Beasts tend to travel in packs (or flocks) for support and protection.

Monsters in this category are afraid of open flame. Beasts will never approach more than 10 feet from a source of fire (charged *Fireball*, *Sword of Flame*, *Flamewall*, torch, etc.) unless they are cornered and forced to fight.

Bat, Dire

(WL: Wayne the Bruce)

Q/M: 2/1

Armor: None

Attacks: One short sword (Natural)

Abilities:

- 1) *Flameblade* (as Druid, 1/life)
- 2) *Flight* (as Wizard, unlimited)
- 3) *Immune to Flame*
- 4) May block projectiles/thrown weapons (as Monk,)

Vulnerabilities: Dire Bats hit by an *Iceball* are immediately slain.

Description: The Dire Bat is 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 will rarely attack humans unless threatened in their lair.

Garb: Dark red garb, bat wings.

Lives: 3

Levels: None

Bat, Giant Vampire

(WL: Wayne the Bruce)

Q/M: 3/1

Armor: None

Attacks: Two melee daggers or short swords (Natural)

Abilities:

- 1) *Steal Life* (as Anti-Paladin, 1/life)
- 2) *Flight* (as Wizard, unlimited)
- 3) *Enchanted Weapon* (as Wizard, 1/game)
- 4) May block projectiles and thrown weapons with Natural weapons without penalty (as Monk, at level)

Vulnerabilities: Giant Vampire Bats will never enter areas of full sunlight.

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.

Garb: Black garb, bat wings.

Lives: 1

Levels: None

Bat, Pop

(WL: Wayne the Bruce)

Q/M: 1/1

Armor: None

Attacks: One melee dagger (Natural)

Abilities:

- 1) *Sheer Numbers* (by levels)
- 2) *Flight* (as Wizard, unlimited)

Vulnerabilities: Slain on any Wound. Slain by most spells and spell-like abilities (see *Pop Monsters sidebar for more details*). Also, Pop Bats are not very good flyers and can not stay aloft for long or while attacking. Thus they must “land” every 100



count and “rest” for a 100 count before resuming *Flight*. Likewise, they must “land” before engaging in combat (except against other flying creatures.)

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 on any plant or vegetable matter, the Pop Bats would certainly have vanished long ago.

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

Lives: See below.

Levels:

- 1st 4 lives
- 2nd 6 lives
- 3rd 8 lives
- 4th 10 lives
- 5th 12 lives
- 6th 15 lives



Bear, Cave

(SW: Various)

Q/M: 3/1

Armor: 3 points (Natural)

Attacks: two daggers (Natural, Red)

Abilities:

- 1) *Barbarian Immunities*
- 2) *Fight After Death* As Barbarian, on last life.

Vulnerabilities: A Bear can not escape a Scout *Entangle Trap* without assistance.

Garb: Black, brown, or white fur.

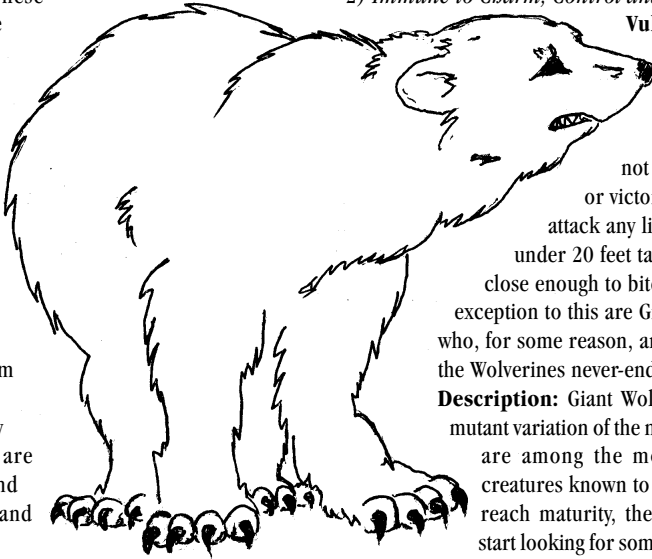
Description: These

creatures are just like normal bears, only they live in caves and have been known to befriend other cave-dwelling Monsters from time to time. These usually gentle giants are especially fond of Ursunids, and seem to have developed a primitive rapport with the intelligent Bear-Men. Cave Bears are generally aggressive only when hunting, hungry or near their lair.

Lives: 3

Levels:

- 1st As above
- 2nd One additional point Natural armor (total 4 points)
- 3rd May use two short swords (Natural, Red)
- 4th *Fight After Death* on last two lives
- 5th As above
- 6th *Fight After Death* on all lives



Wolverine, Giant

(WL: Ahlmad al-Q'zelsar)

Q/M: 3/1

Armor: 2 point Natural

Attacks: two long swords (Natural, Red)

Abilities:

- 1) *Continual Berserk* (as Barbarian, modified, unlimited) The Wolverines Natural armor and Red weapon status is a direct result of being continually *Berserk*. All other restrictions of *Berserk* apply.
- 2) *Immune to Charm, Control and Traps*

Vulnerabilities:

Once a Giant Wolverine begins an attack, it will not stop until slain or victorious. They attack any living creature under 20 feet tall that comes close enough to bite. The only exception to this are Gnomes (q.v.) who, for some reason, are exempt from the Wolverines never-ending ire.

Description: Giant Wolverines, a huge mutant variation of the normal mustelid, are among the most belligerent creatures known to man. Once they reach maturity, these awful beasts start looking for something to kill and eat. After feeding, they relax by looking for something else to kill and eat. Then, after a short nap, it's time to eat again.

Garb: Furry vest in brown or black, a white stripe through the hair. A mean disposition doesn't hurt either. Got a bored stick-jock who hates Quests? Let 'em play one of these.

Lives: 3

Levels: None

Animal Companions

Many enterprising underground Monsters (like Gnomes and Ogres) will seek out the companionship of large and powerful animals. Also, NPC Druids, Scouts and Barbarians might make use of a trained Bear! This is an easy way to beef up an encounter.

Civilized Races

The creatures detailed below are only “Monsters” in the absolute loosest sense of the word. Some of them are not true “races” at all, but tribes of mankind who have somehow separated themselves from the whole of humanity. The only unifying factor of the creatures in this section is that they all use tools, build shelters and clothe themselves.

Calimarin

(SW: Wyngarde)

Q/M: 6/1

Armor: None

Attacks: One non-hinged melee weapon under 3'

Abilities:

1) *Hold Person* (as Wizard, 3/life)

2) *Charm* (as Bard, 2/life)

“By the power of my mind, I dominate your will”x2

3) *Teleport* (as Wizard, 1/life)

4) *Finger of Death* (as Druid, 2/life)

Must say “(targets name or class), I devour thy mind”x5

5) *Mental Bolts* (3/life, treat as Wizard *Lightning Bolt*)

6) *Heat Weapon* (as Wizard, 2/life) must say “By the power of my mind I melt that weapon”x2

7) *Immune* to spells which *Charm*, *Hold*, or *dominate*, but not those which *Iceball* or *Petrify*.

Garb: Brown robes, belts with small arcane items hanging off it, and capes with mystic symbols are all indicative of a Calimarin. I've seen some really well sculpted squid-head masks. In a pinch, you could wear a purple headband and wiggle your fingers in front of your mouth like little tentacles.

Description: Men with squid-heads is the best description for the Calimarin. They are evil creatures who delight in the pain and suffering of intelligent beings. They are psionically awakened as well, using their mastery over the mental and physical worlds to enslave whole populations. The favorite meal of Calimarin are the brains of freshly slain humans.

Lives: 3

Levels:

1st As above

2nd 1 additional *Heat Weapon* per life (total 3)

3rd 1 point of Natural armor

4th *Immune to all forms of magic*

5th As above

6th 1 additional *Finger of Death* per life (total 3)

Duggar (Mole Man)

(WL: Ahlmad al-Qaselsar)

Q/M: 1/1

Armor: May wear 1 point

Attacks: Any short melee weapon

Abilities:

1) *Burrowing* (as Assassin *Teleport*, 1/life)

2) *Barbarian Immunities*

3) *Entangle* (non-magical, as Druid, 1 reusable bolt)

Vulnerabilities: Duggar have notoriously bad eyesight.

They may not throw their *Entangle* or throwing axes at any target farther away than 10 feet.

Description: The reclusive Duggar are an intelligent subterranean race of evolved mole. While they are generally

friendly to others, they are extremely protective of the precious ore and rare fungus they are known for collecting. Duggar clans frequently trade with dwarves and gnomes, exchanging unrefined materials for finished products. The only reason they are not considered one of the “civilized” races is because they do not build shelters (preferring the enclosed comfort of natural caves) or congregate in groups larger than extended families (finding it difficult to trust anyone who is not somehow related).

Garb: Brown fur, a brightly-colored vest (Duggar fashion!), round glasses and squint your eyes a lot.

Lives: 4

Levels:

1st As above

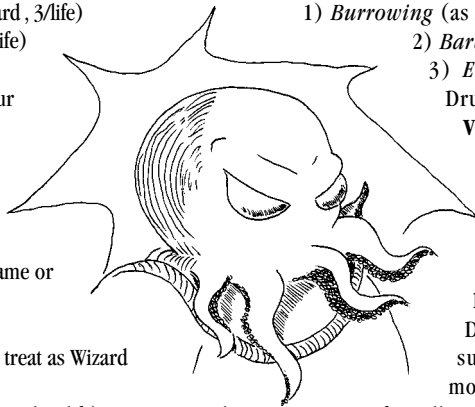
2nd May wear +1 point armor (total 2)

3rd *Entangle* (now 2 reusable bolts)

4th +1 *Burrow* (now 2/life)

5th May now use throwing axes or a medium shield

6th *Entangle* (now 3 reusable bolts)





Dwarf

(DM: Margul)

Q/M: 1/1

Armor: May wear up to 5 points, may use small or medium shields

Attacks: Any one-handed melee weapon under 3' length, any melee axe, any melee hammer

Abilities:

- 1) *Improve Weapon* (1/life) Either for self or another, takes 100 count.
- 2) *Improve Armor or Shield* (1/life) Either for self or another, takes 100 count.
- 3) *Sprint* (1/life) The dwarf may jump to his feet and run normally for a 10 count. May be combined with *Fight After Death*.
- 4) *Fight After Death* (last life only) As Barbarian ability, except no natural armor is gained during this run.
- 5) *Barbarian Immunities*
- 6) *Immune to Poison and Disease* of all types.

Vulnerabilities: All Dwarf players must fight from their knees. Leg shots still count, but not if the strike lands below the knee. Players who are naturally under 5' tall do not have to kneel, but must take leg shots normally if they choose to fight standing up.

Garb: Metal armor, fake beards or mustaches.

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

Lives: 3

Levels:

- | | |
|-----|--|
| 1st | As above |
| 2nd | <i>Improve Weapon</i> becomes (2./life) |
| 3rd | May carry and use throwing axes
One additional life (total 4) |
| 4th | <i>Improve Shield or Armor</i> becomes (2/life) |
| 5th | All melee axes or hammers are treated as Red weapons |
| 6th | May <i>Fight After Death</i> on last two lives. |

Gnome

(WL: Ahlmad al-Q'zelsar)

Q/M: 1/1

Armor: Any padded, leather or fur (may improve with studs or rings), small shields

Attacks: Any short melee weapon

Abilities:

- 1) *Luck Points* (by levels) Only unarmored Gnomes may use this ability to ignore the first physical shot they receive.
- 2) *Immune to Verbal Spells* (except *Heal*, *Resurrect* and *Mend*) The only magicks which effect Gnomes are spellballs and enchantments.
- 3) May wear enchantments as a 6th level Scout. They may wear ONE of their own enchantments without penalty.

4) *Spellpoints* (by level)

Gnomes are casters of great potential. Starting at 1st level, Gnomes may purchase 3 points of magic from spells in the Wizard and/or Druid lists. They may not take any Fire, Death or Lightning-based magic.

Vulnerabilities: Gnomes are really short, so anyone playing one may not move faster than a walk (to represent stubby legs). Gnomes are slain on any wound to an unprotected limb.

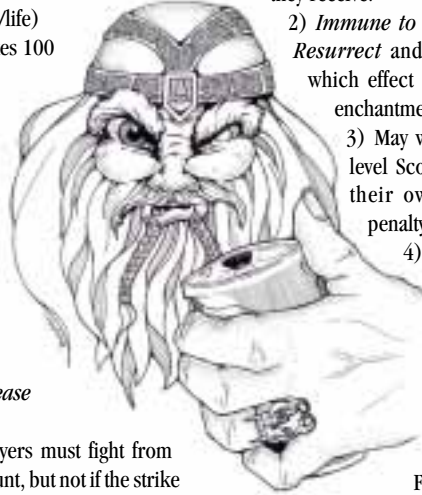
Description: Gnomes are a race of diminutive diggers, a species dedicated to hearty living, hedonistic enlightenment and the accumulation of wealth (in the form of gemstones and rare metals). Gnomes are known for their prankster mentalities.

Garb: Red stocking caps, pointy ears, fluffy white beards. Anything resembling "country" or "down home" style (vests, boots, bandanas, smocks, etc.)

Lives: 4

Levels:

- | | |
|-----|--|
| 1st | <i>Luck Point</i> (1/life), 3 spellpoints |
| 2nd | Total of 6 spellpoints |
| 3rd | Total of 9 spellpoints, may use throwing |
| 4th | Total of 12 spellpoints, +1 life (total 5) |
| 5th | Total of 15 spellpoints |
| 6th | <i>Luck Points</i> (now 2/life), total of 18 spellpoints |





Civilized Races

T'chk'crit

The T'chk'crit are a race of highly evolved ants from a forgotten plane of existence. Years ago a Queen T'chk'crit and two Soldiers survived a bizarre inter-dimensional accident that left them stranded in Amtgardia. Since that time, the race has grown from struggling refugees to a thriving community. T'chk'crit come in three distinct varieties: the small and sterile Drones, the powerful defensive Soldiers and the huge, practically immobile Queen. All T'chk'crit resemble large ants, only they walk on their back two legs and use the other four as arms. T'chk'crit have small claws capable of fine manipulation on all their legs.

T'chk'crit (Drone)

(WL: Ahlmad al-Q'zelsar)

Q/M: 1/2

Armor: None

Attacks: Any single short melee weapon (Natural)

Abilities:

- 1) *Barbarian Immunities*
- 2) *Immune to Poison, Control and Flame* (at levels)
- 3) *Sheer Numbers* (by levels)
- 4) Like most "Pop Monsters," Drones come back from a Death in a 30 count.

Vulnerabilities:

- 1) *Iceball* functions as *Petrify* on Drone T'chk'crit.
- 2) Any wound kills a Drone T'chk'crit.

Garb: Red or black garb, fake antennae and talk with in a monotone voice with lots of clicks thrown in.

Description: Drones are the smallest and most numerous T'chk'crit. They are used by the colony for all manner of menial tasks involving manual labor.

Lives: See below

Levels:

- | | |
|-----|---|
| 1st | 5 lives |
| 2nd | <i>Immune to Poison</i>
One additional life (total 6) |
| 3rd | May use a small shield OR throwing daggers
One additional life (total 7) |
| 4th | <i>Immune to Control</i>
One additional life (total 8) |
| 5th | May use a single melee weapon under 5' in length (Natural)
One additional life (total 9) |
| 6th | <i>Immune to Flame</i>
One additional life (total 10) |

T'chk'crit (Soldier)

(WL: Ahlmad al-Q'zelsar)

Q/M: 1/1

Armor: 1 point Natural, may use a medium shield if using a melee weapon

Attacks: Any melee weapon under 5' long (non-Natural) OR two short swords (Natural)

Abilities:

- 1) *Barbarian Immunities*
- 2) *Immune to Poison, Control and Flame* (at levels)
- 3) *Improve Weapon* (as Warrior, at levels) Only on non-Natural weaponry
- 4) *Tracking* (as Scout, at level)

Vulnerabilities: *Iceball* functions as *Petrify* on Soldier T'chk'crit.

Garb: Red or black garb, fake antennae and talk with in a monotone voice with lots of clicks thrown in. Soldiers are also known to stain their exoskeletons with a dark blue resin when they have been victorious in combat, much like a tattoo or war paint.

Description:

Lives: 4

Levels:

- | | |
|-----|---|
| 1st | As above |
| 2nd | <i>Immune to Poison</i> |
| 3rd | <i>Improve Weapon</i> (1/game)
<i>Tracking</i> (1/life) |
| 4th | <i>Immune to Control</i>
One additional life (total 5) |
| 5th | <i>Improve Weapon</i> (now 1/life)
One additional point of Natural armor (total 2) |
| 6th | <i>Immune to Flame</i>
One additional life (total 6)
Natural Weapons now considered Red |



T'chk'crit (Queen)

(WL: Ahlmad al-Q'zelsar)

Q/M: 4/1

Armor: 2 Points Natural Invulnerable

Attacks: Two short swords or melee daggers
(Red, Natural)

Abilities:

1) *Barbarian Immunities*

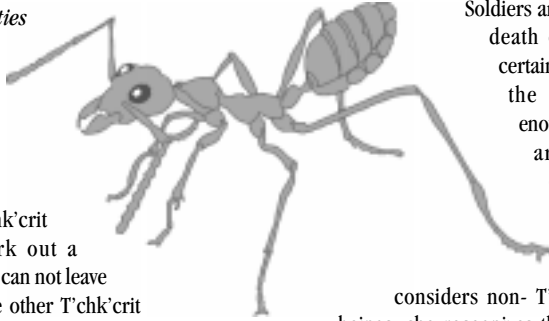
2) *Immune* to
Poison, Control
and *Flame*

3) *Heal and Mend* (as
Healer, unlimited,
only on T'chk'crit)

Vulnerabilities: T'chk'crit

Queens must mark out a
10x10 foot area and can not leave
that area unless five other T'chk'crit
“pick her up” and relocate her to another place.

Garb: Red or black garb, fake antennae and talk with
in a monotone voice with lots of clicks thrown in.



Queen T'chk'crit are also known to adorn themselves with shiny beads, bright rocks and wreaths of seasonal flowers.

Description: Queen T'chk'crit are solely responsible for the welfare of the colony. These huge creatures have lost their mobility and are usually well-protected by Soldiers and Drones alike. The death of a Queen almost certainly spells disaster for the colony. Strangely enough, Queen T'chk'crit are great conversationalist and are quite friendly to other creatures (though she considers non-T'chk'crit as inferior beings, she recognizes the usefulness of not killing every other living thing!)

Lives: 3

Levels: None

Ursunid

(WL: Ahlmad al-Q'zelsar)

Q/M: 2/1

Armor: 1 point Natural, large shields

Attacks: 2 melee daggers (Red, Natural)

Abilities:

1) *Roar* (as *Fear*, by levels)

2) *Barbarian Immunities*

3) *Berserk* and *Fight After Death* (as Barbarian, by levels)

4) *Maul* (at level) Preceding any single melee strike, the may declare “Maul” x1. The next attack to connect is considered a White attack.

Vulnerabilities: Ursunids love honey and fish. They will trade or barter for even the smallest amounts of such tasty morsels, to the point of joining an adventuring party or allowing safe passage through protected territory. But be warned, the trader had best bring enough to share!

Description: *Ursunid* is the term given to several tribes of huge, bipedal bear-men living in the cavernous realms between the Wetlands and the Celestial Kingdom. Ursunids walk on two legs, averaging over ten feet in height and weighing in excess of a ton of thick fur and dense muscle. Both claws and teeth

are capable of rending a tree into kindling in seconds. Most of these thoughtful and cunning creatures range in coloration from blue-black to rich brown, though a clan of pure white Ursunids is rumored to live in the Frozen North. Ursunids are intelligent and have entered the earliest stages of civilization; they craft tools, practice a common language, and have learned the finer points of agriculture and food preparation. Ursunids also make the strongest honey wine in the known world.

Garb: Fur ... and lots of it.

Lives: 3

Levels:

- 1st *Berserk* and *Fight After Death* on last life
Roar (1/game)
- 2nd +1 point Natural armor (total 2)
One additional life (total 4)
- 3rd *Berserk* and *Fight After Death* on
last two lives
- 4th *Roar* (now 1/life)
Maul (1/game)
- 5th May use two short swords (Red, Natural)
- 6th *Maul* (now 1/life)



Insects and Arachnids

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

Ant, Giant

(MS: Orel the Red)

Q/M: 2/1

Armor: 2 points Natural Invulnerable, shields

Attacks: two short melee weapons (Red, Natural)

Abilities:

- 1) *Teleport* (As Assassin, 1/life) To simulate the Giant Ant burrowing into or out of the ground.
- 2) *Shield Improve* (1/life) Any shield used by a Giant Ant is considered Warrior Improved.

Garb: Red or black clothing fake antennae.

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

Lives: 4

Levels: Giant Ants do not gain levels, though a 6th level Ant is considered the Queen and may command any other Giant Ants of her nest to do her bidding.

Spider, Pop

(WL; Various)

Q/M: 2/1

Armor: None

Attacks: One short sword (Natural)

Abilities:

- 1) *Poison Weapon* (as Assassin)
- 2) *Sheer Numbers* (by levels)
- 3) *Entangle* (as Druid, one reusable bolt) Non-magical. Pop Spiders may strike their own *Entangled* victim ONCE without penalty (usually to *Poison* them!)

Vulnerabilities: Pop Spiders are slain on any wound.

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

Description: Mean, tiny little spiders with attitude.

Lives: See below.

Levels:

1st	6 lives total
2nd	8 lives total
3rd	10 lives total
4th	12 lives total
5th	15 lives total
6th	20 lives total

Pop Monsters

In battlegaming, the term "Pop" generally refers to any Monster or Encounter in which the player has many lives, is slain on any wound and returns quickly from a death count. By and away the most common such beast is the infamous Pop Goblin (q.v.), the original and simplest form. But just because they are the most popular and wide-spread doesn't mean they are the only available specimen. Also presented herein is the Pop Spider, an encounter meant to symbolize a swarm of miniature poisonous arachnids. Other variation should follow a few simple guidelines:

1. Pop Monsters are slain on any limb wound taken by a weapon. Most harmful spells will also cause instant death (including *Wounding, Magic Bolt, Stun* and *Iceball/Entangle*).
2. Pop Monsters should have lots of lives, particularly at high levels. Six to eight to start, fifteen to twenty at 6th level is about right.

3. Death count should never be more than 60. The faster, the better in most cases, especially if the creature doesn't have many additional abilities.
4. Make any additional abilities both level-dependent and of relatively low power. A single *Poisoned* weapon, a single non-lethal spellball, use of throwing weapons and use of a shield are all examples of good such abilities. High level abilities might include use of a single point of armor, archery skills or a single Red weapon. Under no circumstances should even a 6th level Pop Monster be more powerful than the average 1st level Class.

Keep in mind, these Monsters are not meant to be individually powerful. In fact, the whole *point* is to present more of a nuisance than a threat - at least one at a time. In groups of five or more, Pop Monsters can be a deadly encounter for any group of adventurers.

Mystical Creatures



Dweomalign

(SW: Man'Sun)

Q/M: 4/1

Armor: 2 points Natural Invulnerable

Attacks: 2 flails or long swords (Natural)

Abilities:

- 1) *Immune* to all forms of magic
- 2) *Spell Reflection* (unlimited) may catch any spellball and throw it as though they had cast the spell.
- 3) *Dispel Magic* (at levels)
- 4) *Anti-Magic* (at levels) May place and maintain 2 of these areas at a time.
- 5) A specialized form of *Feeblemind* (at levels) that only works against spellcasters. By declaring a spellcasting target within 20 feet and repeating "I drain three of thy magic!" x5, the Dweomalign strips its target of the ability to cast magic for the remainder of that life. Affected targets are considered first level Warriors, or may revert to any other non-magic using class in which they have experience. The player returns to their former class for the next life.
- 6) Wounds *Regenerate* in a 50 count.
- 7) *Dissipate* (1/game) Treat as Assassin *Teleport*.

Garb: Rainbow colored or bright tie-dyed garb. Anything that glitters or sparkles.

Description: The exact origin of these Beasts (also called a Magebane in some local areas) is unknown. What is known is these creatures appear as small shimmering columns of energy which take a roughly human shape most of the time. The creatures locate a spellcaster and "adopt" him for a time. The spellcaster's magic then begins to go haywire, enchantments don't last, spells fizzle, and eventually no magic works for the spellcaster at all. After draining its host of spell using ability, the Magebane drifts off to locate another unsuspecting wizard.

Lives: 3

Levels:

- 1st *Dispel Magic* (2/life), *Anti-Magic* (25' x 25')
- 2nd *Feeblemind Spellcaster* (2/game), *Dispel Magic* (3/life)
- 3rd *Extension* on all *Dispels*, *Anti-Magic* area (1/life)
- 4th *Feeblemind Spellcaster* (1/life), Armor regenerates 1 point per 100 count
- 5th *Dispel Magic* (4/life), *Dissipate* (1/life)
- 6th May have 2 *Anti-Magic* areas in effect per life, or may double the size of the pre-existing *Anti-Magic* area (100' x 100').

Hai-Uru

(SW: Reginald McGinnty)

Q/M: 5:1

Armor: Up to 4 points

Attacks: Single one-handed melee weapon, javelins (at level)

Abilities:

- 1) Can *Track* one target unerringly per life. May ask as many Yes or No questions as necessary to locate any single target. May be used on a different person every life but may not change targets once chosen.
- 2) Can not be hit on side of body that "does not exist". (Must have face painted and wear garb indicative of sides, see Garb below.)
- 3) *Bestow Enchantment* (1/life) If beaten in fair combat the victor can be given one Wizard enchantment of his or her choice that will last the rest of that player's life. This power may not be used on the same player more than once.
- 4) *Barbarian Immunities*
- 5) *Entangle Trap* (as Scout, by levels)
- 6) *Improve Armor and Weapon* (as Warrior, at level)
- 7) Immune to Death Magic (at level)
- 8) Immune to Flame (at level)
- 9) Honor Duel (as Bard, at level)

Garb: One side of the body can be any garb of any style, the other side black to represent the half of the body that does not exist.

Description: This creature has only half a body. One half a face, half a torso, one leg and one arm. Hai-uru are thought to be either warrior spirits set on revenge or a race of extra-dimensional mercenaries. The truth remains unknown to sages and laymen alike. Whatever the case, they are merciless trackers and, once locked on their target, stop at nothing to slay the unfortunate soul.

Lives: 3

Levels:

- 1st *Entangle trap* (1/life)
- 2nd *May Improve Own Weapon* (1/game)
- 3rd *May use javelins*
Immune to Flame
Honor Duel (unlimited)
- 4th *Entangle trap* now (2/life)
May wear +1 point Armor (total 5)
- 5th *May Improve Own Weapon* (1/life)
Immune to Death Magic
- 6th *May Improve Own Armor* (1/game)
+1 Life (total 4)

Servants

These Monsters are not native to the Realm of Amtgardia but may be summoned here by powerful spellcasters. A specific type of spellcaster may sacrifice spellpoints to have one (or more) of these Monsters enter the game on their team. Servant creatures will rarely betray their summoners and will serve to the best of their ability.

Dancing Sword

(GS; Snicker)

Q/M: 4/1

Armor: None

Attacks: Single sword (Red)

Abilities:

- 1) Cannot be harmed by weapons, as it has no body.
- 2) Immune to all magic except *Shove*, *Lightning Bolt*, *Fireball*, *Sphere of Annihilation*, *Pyrotechnics*, *Shatter*. (Note: It can be *Mended*, which will restore it to "life".)

3) *Curse Weapon* act as a *Banish*, while *Dispel Magic* will destroy it permanently.

4) May not enter an *Anti-magic* zone.

5) May block arrows without penalty, as a Monk.

6) Immune to *Scout Entangle*, *Steal* abilities, *Poison*, and *Assassin Traps*.

Garb: Player should be dressed all in a neutral color, such as black or gray. Sword should be a bright or silver color.

Description: Dancing Swords are non-intelligent, animated, flying blades, generally created with a single purpose in mind: Guarding something. They are not intelligent and cannot be reasoned with.

Lives: 1

Levels: None

Golem, Clockwork (6)

(WL; Stargazer)

Armor: 2 points Natural Invulnerability

Attacks: Any single-handed melee weapon OR two Natural short swords

Abilities:

- 1) *Mend and Heal Self* (by levels)
- 2) *Fireball*, *Iceball* OR *Lightning Bolt* (summoner's

choice of 1 reusable bolt, as Wizard)

- 3) *Circle of Protection* (unlimited, non-magical) This represents a force field against all attacks. No wand is required. Incantation "Force Field" x5 to activate. May not be attacked by others in a nearby *Circle*. Else as Wizard spell.
- 4) *Immune to Poison, Charm, Control, Wounding, Disease* and *Death Magic*.

Vulnerabilities: Clockwork Golems are notoriously sluggish. Players may move no faster than a normal walk when portraying these metal monstrosities.

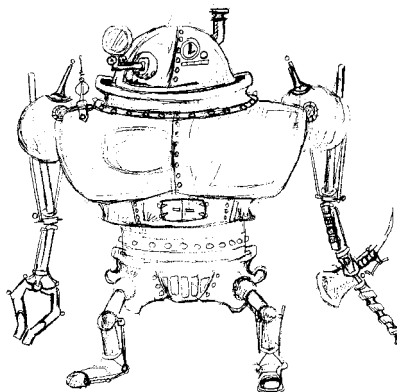
Garb: Robot-style metallic garb, hinged joints, aluminum foil-covered box for the torso.

Description: The Clockwork Golem come in a startling variety of forms. From primitive gear-work monstrosities to advanced technological marvels, these Golems serve their masters without fear or question. Once ordered to perform a task, they will continue to do so until told otherwise or destroyed. Often, the same Golem will perform a task for centuries after their master's death, until decay and age wear it down to bits and pieces.

Lives: 3

Levels:

- 1st *Mend and Heal Self* (1/life total)
- 2nd As above
- 3rd *Mend and Heal Self* (1/life total)
- 4th As above
- 5th *Mend and Heal Self* (1/life total)
- 6th May carry and use one additional spellball, either of the same type chosen at 1st level or another of the available choices.



Standard Monsters



Giant, Firbolg

(GS: Dr. Phlogiston)

Q/M: 5/1

Armor: 2 point Natural, may wear up to 3 more points

Attacks: any melee hammer (Red)

Abilities:

- 1) *Barbarian Immunities*
- 2) All fire-based attacks do subdual damage.
- 3) *Mend* and *Bladesbarb* / *Bludgeon* (by levels) non-magical equivalents of the Wizard spells of the same name.
- 4) Special form of *Heal* (at 5th level) can only be used on others. Tie gray cloth onto targets wounded limb and repeat:

*Hammer Swing, Anvil Sing, Hue and Cry of Steel,
Bones are in the fire,*

*Hammer Swing, Anvil Sing, Hue and Cry of Steel,
Sinew as strong as stone,*

*Hammer Swing, Anvil Sing, Hue and Cry of Steel,
Skin shines cold as ice,*

Strong as steel, this wound I heal,

With glorious device!

Healed limb is replaced by a mechanical construct of steel. The limb now has 3 points of natural armor (which may be *Healed* or *Mended* in the normal fashion). The drawback is that due to the intrusive nature of the procedure, spellcasters who accept this *Heal* lose 1 spellpoint per level.

The limb is good for one life and vanishes when slain (even if *Resurrected*). Should be considered an enchantment toward a person's maximum, though it can not be dispelled.

- 5) *Titan's Strike* (at 6th level) Once per life, may announce "Titan's Strike!" The next blow from that weapon is considered a white siege attack.

Vulnerabilities: *Iceball* effects Firbolgs like a *Magic Bolt*.

Garb: Blacksmith's apron, red face paint, black smudges on garb.

Description: These ruddy-skinned Giants are gnarled

of limb and possessing of great strength. Though smaller than other Giants, they make up for it with skill and intelligence. Expert craftsmen and blacksmiths, these dark-haired Giants always have a gleam in their eye when the challenge of a new task of creation awaits them.

Lives: 4

Levels:

- | | |
|-----|---|
| 1st | <i>Mend</i> (1/life), <i>Bladesbarb/Bludgeon</i> (1/life) |
| 2nd | 1 additional <i>Mend</i> (total 2/life) |
| 3rd | +1 <i>Bladesbarb</i> or <i>Bludgeon</i> (total 2/life) |
| 4th | 1 additional <i>Mend</i> (total 3/life) |
| 5th | <i>Heal Others</i> (1/game) see above
+1 <i>Bladesbarb</i> or <i>Bludgeon</i> (total 3/life) |
| 6th | <i>Titan's Strike</i> (1/life) see above |

Giant, Two-Headed

(GS: Vaargard)

Q/M: 5/1

Armor: 2 points Natural Invulnerable

Attacks: Any one-handed melee weapons (considered Red), boulder (considered White weapon)

Abilities:

- 1) *Fear* (1/life, as Troll) "I make thee afraid" x2
- 2) *Improved Toughness* This Monster is played by two people, lashed together *a la* three-legged race. In order to kill a Two-Headed Giant, the torso of both participants must be slain. Armor is counted separately for both parts. Shots to the parts "not in use" (i.e.: middle arms and legs) count as torso hits.

- 3) *Barbarian Immunities*

- 4) Naturally *Protected from Projectiles*

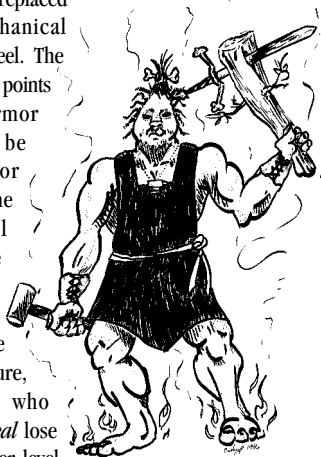
Garb: Rags, old furs, bags tied to the feet for shoes. Barbarian garb.

Description: Two-Headed Giants are mutants of Giantkind, deformed from birth or through an act of magic to have two heads. They are largely ignorant savages, given to living in caves and wearing little more than the pelts of past meals. While playing a Two-Headed Giant, both heads should howl madly, or babble incoherently.

Lives: 2

Levels:

- | | |
|-----|---|
| 1st | As above |
| 2nd | 1 additional point Invulnerable Armor |
| 3rd | As above |
| 4th | 1 additional <i>Fear</i> (2/life total) |
| 5th | As above |
| 6th | 1 additional point Invulnerable Armor |





Standard Monsters

Goblin, Pop

(WL; Various)

Q/M: 1/3 (QUEST)

Attacks: Any short, single-handed melee weapon

Armor: None

Abilities:

1) *Sheer Numbers* (by levels) Pop Goblins breed in phenomenal numbers! Each player actually represents a group of Pop Goblins cavorting around in a group. When a player dies, they return in a 30 count with a loud "POP!" to carry on where the last life left off.

Vulnerabilities: Pop Goblins (like other Goblins) are slain on any wound. Unlike regular Goblins, even a near miss can slay a Pop Goblin who is playing in character. To make matters worse, Pop Goblins are slain when ANY spell or class ability is directed against them (exception: *Mend*). This includes abilities that are not ordinarily lethal (i.e.: *Charm*, *Entangle*, *Heat Weapon*, etc.) Since they can not be wounded without dying, even a well-intentioned *Heal* spell could prove fatal.

Garb: Dirty or ragged garb, green or tan face paint.

Description: Pop Goblins are, without a doubt, the wimpiest creatures ever to evolve out of the ooze of life. They are small, greenish humanoids who live off the trash of every other civilized (and uncivilized) race. Individually, Pop Goblins (or "Gobbos") are pathetic and weak, but a dozen of them can make more than a match for a single warrior. Regardless of all the drawbacks, playing a Pop Goblin and playing it well, is one of the most entertaining role-playing exercises in all of Amtgard. This should be one of the first Monsters a new player encounters, and it's up to you Old Timers to show them how much fun you had being chased around by a horde of screaming, giggling, cowardly Pop Goblins!

Lives: See below

Levels:

- 1st Sheer Numbers (10 lives)
- 2nd Sheer Numbers (12 lives)
- 3rd Sheer Numbers (15 lives)
- 4th Sheer Numbers (18 lives)
- 5th Sheer Numbers (20 lives)
- 6th Sheer Numbers (unlimited, or any unbelievably huge number decided upon by the Reeve)

Neanderthal

(MS; Buddy Smasher)

Q/M: 2/1

Attacks: any club, spear, javelin, boulder, or dagger

Armor: any fur, counted as 1 point, wherever it covers

Abilities:

1) *Natural Armor* (at levels) Starting at 2nd level, a Neanderthal is granted additional points of Natural armor. Additional points are gained at later levels. This Natural armor is only good for one life per battlegame, though multiple points may be spread out amongst many lives or stacked on for one life. (i.e: a 6th level Neanderthal has 3 points of additional Natural armor. Each point is only good for one life, therefore that Neanderthal may have three lives with one point each, or one life with three points, or a combination thereof.) This armor may be *Healed*.

2) *Natural Resistances* (at levels) Neanderthals are *Immune to Poison*, *Disease*, Scout *Entangle Trap*, and some Bardic magic (*Lore* and *Truth*). Additionally, Neanderthals may not be put under a *Speak With Dead* spell.

Vulnerability: Neanderthal are afraid of fire and lightning. They will not attack anyone who is holding fire (a *Flameblade*, a charged *Lightning Bolt* or *Fireball*) or approach within 20 feet of a *Flamewall* or bonfire.

Garb: Furs, bones, mud, and skin!

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

Lives: 3

Levels:

- 1st *Immune to Poison*
- 2nd One point Natural armor
- 3rd *Immune to Disease*, *Lore* and *Truth*
- 4th +1 point Natural armor (total 2)
- 5th Immune to Scout *Entangle Trap*
- 6th +1 point Natural armor (total 3)

Standard Monsters



Ogre

(WL; Various)

Q/M: 2/1

Armor: 2 points Natural

Attacks: Any clubs, mace, flail or spear (Red) OR two long swords (Natural Red), boulders (at level, Red)

Abilities:

- 1) *Berserk* (as Barbarian) on last life. This ability grants two additional points of armor to the Ogre's natural armor (i.e.: 4 points total)
- 2) *Immune to Poison and Disease*
- 3) *Fear* (by levels) must say "I make thee afraid" x3. Effected player may not attack the Ogre for a 1000 count and must run away from it if approached. Range: 20 feet.

Vulnerabilities:

Ogres like pretty ladies. An Ogre will not attack a woman unless that woman strikes it first.

Garb: Skins, hides and rough leathers. Brown or green face make-up, tusks.

Description: Ogres are the largest of the Goblinoid races (others include Goblins, Hobgoblins, and Orcs). They are misshapen brutes, standing over 9 feet tall, with blotched and mottled skin and sparse black hair. Ogres are generally cruel creatures who delight in the suffering of smaller races. They make their living by raiding caravans and sacking farming communities.

Lives: 3

Levels:

- 1st *Fear* (1/game)
- 2nd May wear one point of leather or padded armor
- 3rd *Fear* (1/life)
- 4th May hurl boulders (as Barbarian, considered Red due to size and weight)
- 5th May wear a total of 2 points of leather or padded armor.
- 6th *Fear* (2/life)

Rock Caller

(CL: Aethulwolf Carlyle)

Q/M: 3/1

Armor: 3 points Natural

Attacks: Two short swords (Natural, treated as red), throwing boulders

Abilities:

- 1) *Call Rocks* (2/life) Must bellow loudly for a 5 count, then say "Rocks!" x3. All players (except other Rock Callers) within 50 feet of the Rock Caller suffer 1 point of damage to armor in all locations, unarmored players suffer a wound to the leg. This ability can not be used to kill. Holding a shield overhead makes a single player immune to this power, otherwise no one is immune.

- 2) *Fight After Death* (1/life) As Barbarian ability of the same name.

- 3) May bestow one point of *Stoneskin* (at 3rd level) to one other player (1/game) Use gray cloth to represent this enchantment, which counts toward a players total number of enchantments carried, otherwise this ability is the same as the Druid spell of the same name.

Garb: Long blond wig, lots of fur, and horns.

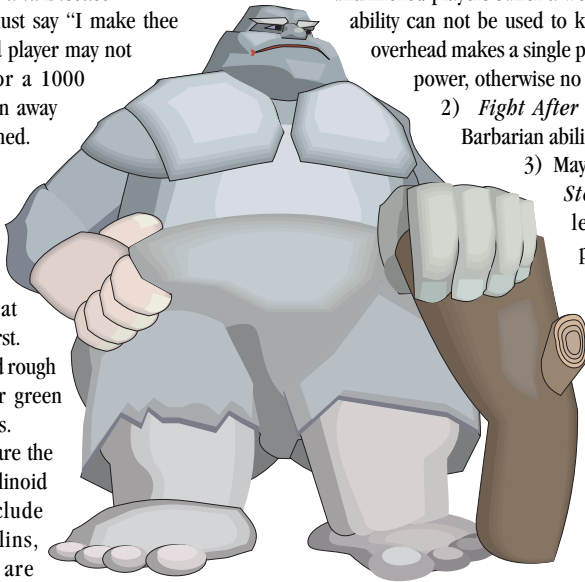
Description: Big, kind, slow, hairy, simplistic softies.

Always try not kill, unless provoked. Babies are born in groves far from the eyes of Man.

Lives: 3

Levels:

- 1st As above
- 2nd One additional *Call Rocks* (total 3/life)
- 3rd May bestow one point of *Stoneskin* on another person.
- 4th One additional *Call Rocks* (total 4/life)
- 5th May bestow one additional point of *Stoneskin* (total 2) on another person
- 6th One additional life (total 4)





Standard Monsters

Un-Human

(GS: Dr. Phlogiston)

Q/M: 1/1

Armor: may wear up to 2 points of non-metallic armor

Attacks: any melee club, flail, or staff

Abilities:

- 1) Some *Barbarian Abilities and Immunities* to spells (by level)
- 2) *Camouflage* (by levels) must drop weapons and touch a large, stationary plant and say "Camouflage" x3. So long as the Un-Human remains motionless, it is rendered safe from detection and harm. While Camouflaged, the Un-Human may take no other actions except *Healing* themselves. To rejoin the game, the Un-Human merely steps away from its hiding place.
- 3) *Immune* to all forms of *Poison and Death Magic*.
- 4) *Touch of Death* (as Assassin, at level)

Vulnerabilities:

- 1) Un-Humans are incredibly afraid of magic, and will not attack a spellcaster unless they outnumber the mage(s) at least 3 to 1.
- 2) After they kill a victim, at least one Un-Human will attempt to rummage through the slain's pockets and pouches for a 60 count.

Garb: Ragged cloths and messy face paint, animal snouts, fangs, tusks, fur and fake ears are all indicative of these scavengers.

Description: Long ago, an evil wizard transformed an entire village into bestial subhuman servitors, stronger and heartier than normal humans, but also more ignorant. After the wizard's demise, these creatures inhabited the forests around his keep and prospered. Now, many generations later, they have become their own species, looking much like filthy humans with animalistic features (snouts, bristles, pointed ears, and clawed fingers)

Lives: 4

Levels:

- 1st *Camouflage* (2/game)
Barbarian Immunities
- 2nd As above
- 3rd *Camouflage* (3/game)
- 4th *Touch of Death* (1/game)
- 5th *Camouflage* (1/life)
- 6th *May Heal Self* (1/life)

Wyrm, Great

(WL; Various)

Q/M: 20/1 (QUEST)

Armor: 4 points Invulnerable, each section

Attacks: *Head:* Spells and Natural Red long sword
Torso: 2 Natural Red long swords

Tail: Natural White Polearm

Abilities:

- 1) *Fireball* (unlimited, as Wizard, except Paladins and Anti-Paladins are NOT immune)
- 2) *Spell Use* As a 6th level Wizard. Only the "head" may cast spells.
- 3) *Huge Size* The Great Wyrm is actually portrayed by three or four players tied together with rope or stout ribbon. One player represents the head of the Wyrm, only this player can cast spells or use the *Fireball* breath weapon. A second (and/or third) player represents the torso and is armed with the beast's deadly talons. The final player is the tail and is armed with a mighty barbed spear or polearm. Individual sections may be defeated and rendered useless, but if the head is slain, the monster dies.



Vulnerabilities: The Great Wyrm is vulnerable to teamwork. Try and coordinate attacks against one section at a time.

Garb: Try and have matching red, scaled tabards for all three players.

Description: The Great Wyrm is the most powerful of all Dragonkind. Reaching lengths in excess of 70 feet and hundreds of tons of weight, these dragons have lost the gift of flight due to their advanced age and failing wings. Great Wyrms spend most of their time asleep, fortunately for humanity. When they awake, mountains tremble, volcanoes erupt and the skies split with their fury.

Lives: 1 (Believe me, that's enough!)

Levels: None. These magnificent beasts are at the end of their life cycle and advance no farther.



All Undead creatures are immune to the following unless otherwise noted: *Charm, Subdual blows, Stun Arrow, Stun Weapon, Sleep, Mass Sleep, Poison, Touch of Death, Curse, Mutual Destruction, Finger of Death, Doomsday*, and class abilities that steal lives. Any Undead creature that is successfully *Banished* or *Turned*, as per Healer or Monk, three times in one life loses that life. Undead are NOT immune to their own magics.

Deathwall

(SW: Porthos)

Q/M: 2/1 (per segment) (QUEST)

Armor: 2 points, non-sectional Invulnerability per segment

Attacks: one flail or short sword per segment

Abilities:

- 1) *Touch of Death* (2/life per segment)
- 2) *Transform* (1/life per segment) Any dead body thrown into the Deathwall (or pulled in, as the case may be) must spend their next life as a segment of the Deathwall. Victims on their last lives must still become part of the wall until their segment is destroyed.
- 3) *Sever Spirit* (unlimited) Any victim slain by a Deathwall is considered to have their spirit *Severed*.
- 4) Deathwalls are immune to all forms of magic and normal projectile weapons, except as described under Vulnerabilities.

Vulnerabilities:

- 1) A Deathwall is immobile and neither it nor its components can move under their own power.
- 2) A *Resurrect* or *Banish* spell will destroy one segment of the Deathwall completely.

Garb: Dull gray and black, mottled green and flesh tones, all could represent the bilious hide of the Deathwall's grisly pieces.

Description: The Deathwall is a horrid conglomeration of dead bodies, fused together though some unholy act of magic. The Deathwall is in a constant state of agony, as it strikes out and wails at all living beings that come near it. Woe betides unto any who suffer the touch of a Deathwall, for their victims must spend eternity writhing within its hellish mass.

Lives: 1 per segment

Levels: None, the Deathwall increases its power as it grows in size, not experience.

Gray Man (Fear Liath More)

(SW: Reginald McGinnty)

Q/M: 4/1

Armor: 2 points Natural Invulnerable

Attacks: 2 flails (Natural)

Abilities:

- 1) *Sleep* and *Yield* (by levels, as Bard)
- 2) *Iceball* (unlimited, as Wizard)
- 3) *Enchanted Own Weapon* (non-magical, by levels)
- 4) *Awe* (by levels)
- 5) *Sanctuary* (at level, as Monk)

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

Description: The Gray Men are tall (10' or so) and very broad in the shoulders. Wrapped in a shroud of mist a Gray Man only comes 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. If the fog touches a mortal he will die.

Lives: 2

Levels:

1st *Sleep* (2/life)

Yield (1/life)

2nd +1 point Natural Invulnerable

armor (total 3)

Awe (1/game)

3rd *Enchant Own Weapon*

(1/game)

+1 Life (total 3)

Sanctuary (1/life)

4th *Sleep* (now 4/life)

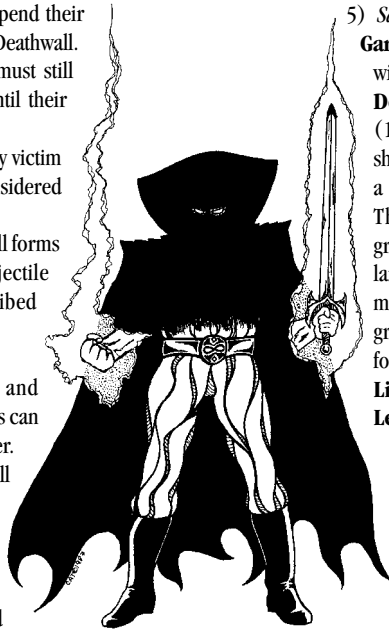
Yield (now 2/life)

5th +1 point Natural Invulnerable armor (total 4)

Awe (now 1/life)

6th *Enchant Own Weapon* (now 1/life)

+1 Life (total 4)





Subterranean Scenarios

Bounty Hunters

(Class or Militia)

Materials: Monster Garb and “point-value” tokens.

Set-up: Choose and garb the Monsters, set them loose in the playing area. Divide the remaining populace into two or more equal teams.

Object: Capture or kill as many Monsters as possible, before the rival teams do. Each Monster should be worth a pre-determined number of points, based on power and ability. For example, Goblins might be worth only 1 point per life, Orcs may be worth 3, an Iron Golem worth 8-10, and a 6th level Dragon worth 20. Be consistent. When a Monster is slain, the Monster gives the slaying team a number of point-tokens equal to their value. The game is over when all the Monsters have been shattered. The final points are totaled and the team with the highest number of points wins the game.

Options:

1. Work in some other goals that are worth points as well. Like recover an artifact for 10 points, bring a live Monster back for double the normal points, etc.

Capture the Flag

(Ditch, Militia or Class)

Materials: One or more flags

Set-up: Two or more balanced teams are chosen, and each is given a token to serve as the “flag” for their team. Tokens may be actual flags, colored cones, bright ribbons, a person, or any other object that is clearly visible and easy to transport.

Object: This game is a spin-off of the age-old children’s game. The object is for one team to capture the flag of one or more of the opposing teams. If a person is used as the flag, see the Political Figures section (q.v.) for more details. Play continues until a flag is captured, one or more times, as decided upon before play begins. In all circumstances, flags are considered game items, and as such, may not be held while *Teleporting*, *Passing without Trace*, etc.

Options:

1. Combine this battlegame with another one for added complexity. For example, a Capture the Flag Dwarf War, where everyone fights from their knees.

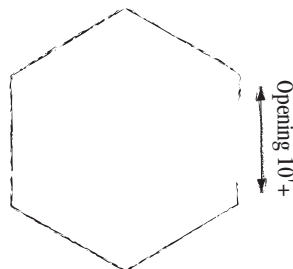
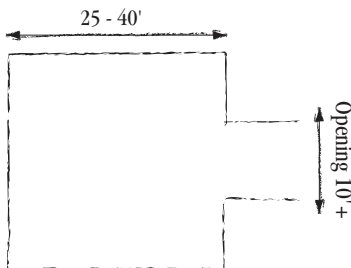
Castle Seige

(Class, Militia, or Ditch)

Materials: A castle of some type, either hay bales, playground equipment, or constructed of ribbon stretched between trees.

Set-up: Unless you have to build your own castle, none. Otherwise divide the populace into two teams, one inside the castle as Defenders, and the others serving as Invaders.

Object: The Defenders must repel the Invaders, who in turn, must attempt to oust the castles occupants. This game can be played repeatedly by changing roles after each successful Invasion. In other words, every time the Invaders win, they become the Defenders for the next battle. Castle walls are invulnerable to attack, and may not be fought through or over, though Thieves and other classes with that ability may climb them. At least one opening should be left, no thinner than 3' wide and no wider than 10' across.



Subterranean Scenarios

Class Hunt

(Class)

Materials: None, or perhaps a “stolen” artifact.

Set-Up: Divide the populace into two teams, one team comprised wholly of members of one specific fighting class (Assassins, Barbarians, Scouts, etc.), the other made up of the remaining populace. If the ratio is greater than 3 to 1, consider asking other players to play one of the Hunted at 1st level (or higher, if someone has credits in that class)

Object: For whatever reason, the local Lord has declared the members of a certain class are evil and must be destroyed. The Hunted Class flees into the woods, pursued by the Populace. The Populace must catch and/or shatter the Hunted. The Hunted must elude the Populace for a specified amount of time. Theme is important to this battlegame, for without a story, this turns into little more than a “destroy the bad guys” blood bath. Try and even things up for the Hunted by using one or more of the Options, below:

Options:

1. Band two similar classes together for larger groups. For example: a band of Barbarians and Scouts are robbing the local merchants and must be stopped, or a renegade sect of evil Assassins and Monks terrorize the farmers of the Shire and must be tracked down.
2. Put some Monsters, or a high-level spellcaster, on the side of the Hunted.
3. Give the Hunted two or three times the normal number of lives, and have them come alive in a 50 count.
4. Make the Hunted Class able to use Bows and forbid the use of Bows by the Hunters. This will go a long way in evening things up, especially if the Hunted don't have any magic on their side.
5. Give the Hunted another goal, such as assassinating a specific member of the populace or carrying an object from one point to another. If the Hunted does this before they are all killed or captured, then they win. Or perhaps they receive some beneficial aid or magical relic.

Dwarf Wars

(Militia or Ditch)

Materials: None

Set-up: Choose two equal teams and line up across from each other.

Object: All players fight from their knees in this battlegame. Not only is it mildly amusing to watch, it also provides good practice for those who have yet to learn to fight while suffering a leg wound. Leg shots still count in a Dwarf War, but the wounded becomes unable to move, except for pivoting. Unwounded Dwarves may run on their knees as fast as possible. Shields are highly desirable in any Dwarf War.

Feed The Monsters

(Class, Militia, or Ditch)

Materials: Foam pieces to represent various foodstuffs

Set-up: See individual scenarios.

Object: To feed the Monsters! (see below)

Options:

1. **Rock Muncher scenario:** Each team chooses one player to portray the Rock Muncher. Two (or more) large chunks of foam represent gold bars. To score a point, a team must get one of the bars and feed it to their Muncher (who holds it in both hands, with no weapons, and says “eating” x10). The Reeve then tosses the gold bar back onto the field, or holds it until all bars have been eaten and then tosses them all out onto the field.
2. **Sandwich Scenario:** Divide the populace into three teams. Each has, at their base, a foam “sandwich” component. (Two are “bread,” one is “filling.”) Each team has 3 (or more) Goblins they’re trying to feed. When one team has all three parts assembled into a sandwich, they must guard one of the Goblins while it, unarmed, eats the sandwich by saying “eating” x20. That team then scores a point; the Reeve calls a hold; foam pieces are re-distributed, and counts are advanced. If a team is ahead of all others by 2 points, 2 of their Goblins must eat the sandwich together (counting together). If ahead by 3, then 3 Goblins, etc.; up to the number of Goblins that are on the team. If an eating Goblin dies or moves their feet before the count is finished, no point is scored and play continues.



Subterranean Scenarios

Goblin Games

(Goblins Only!)

Materials: Two rolls of surveyors ribbon. A Nerf ball or a pile of throwing dagger, depending on the game.

Set-up: Mark out the field and choose two equal teams. The field for both Goblin Games is seen in the graphic at right.

Object: In Goblin Games, all players participate as a Pop Goblin. All players have 8 lives, are slain on any wound, may only use one short melee weapon, and come back to life after a 30 count and a loud "POP!" Players are encouraged to giggle madly and make like a damn fool Goblin throughout the game.

Daggerball

The Goblins divide into two equal teams, one team on each side of the center line. Each Goblin is then given one throwing weapon (only!) with which to play. The teams then throw their weapons back and forth across the centerline at members of the opposing team, in no particular order or fashion. A Goblin is "out" when one of two things happen:

- a) the Goblin is wounded in any way by any weapon thrown through the air or,
- b) if a Goblin on the other team catches a weapon that has been thrown, the thrower is ejected.

Goblins may catch weapons without injury, so long as the catch is clean and the weapon does not hit the ground. Sides refresh after all the Goblins on one side are dead.

Goblin Feetsball

You can use any number of people; just split them evenly. This battle is best held in an open field (i.e.: no trees or other obstacles). Mark out a rectangular field as large as you have room for, or as appropriate for the number of players participating.

As in many informal football games, it is recommended that the defense waits 3-5 seconds before charging the line, and that the number of rushers be limited.

Mark the boundaries as clearly as possible, including the outer edges of the end zones. Once a person steps out of bounds, they cannot re-enter that play. (There is no such thing as being "forced out", since you have a weapon to take care of anyone who approaches, and there is no physical bumping...)

Political Figures

1. Political Figures are considered game items, and as such, may not be subjected to *Teleport*, *Pass Plant*, *Circle of Protection*, or any other magic or ability that removes them from play.
2. Political Figures must be as cooperative as possible to whichever team is currently "in possession" of her. This means that Figures should move when they are told, and stand still if "bound" to a tree or other object.
3. A Figure may be "bound" to a tree or other permanent structure (not really, merely simulated bondage!) by standing her next to the object and repeating "Binding" x20. Unless the Figure is rescued or untied (similarly repeat "Untying" x20 to free her) they must remain at that location.
4. Figures may never be forced into real harm, physically restrained, or forced to move any faster than a walk. As Figures may be taken from the ranks of color, children, and noncombatants, it is best to use care and caution.
5. Figures generally do not have combat abilities, and may not be struck with Amtgard weapons during play unless approved beforehand. To simulate subdual blows, gently place a weapon upon her shoulder and say "I subdue thee" xl.
6. **Optional:** Grant the Figure class abilities of level they have previously attained if the game is a Full Class. Or if the game is Militia or Ditch, grant them the abilities of a 1st level Wizard or Healer to make things really interesting. In these cases the Figure is a combatant and is subject to all the rules of the battlegame.

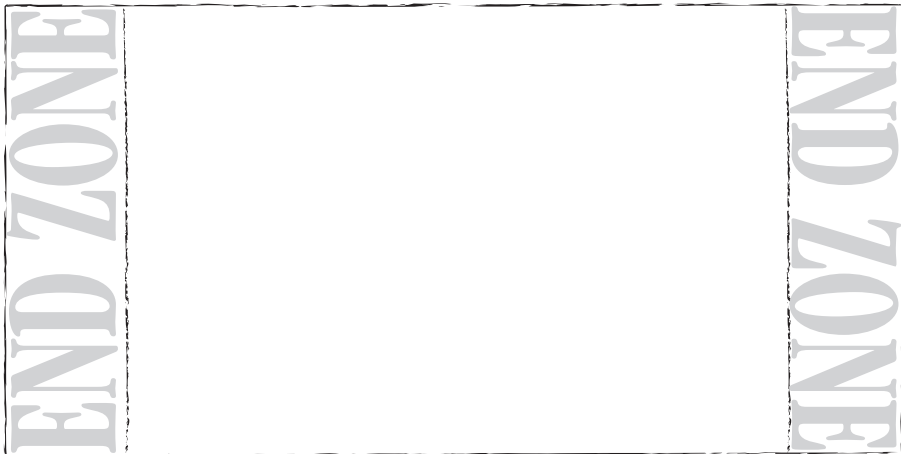
Subterranean Scenarios

Rules of Feetsball:

1. All participants are members of two goblin clans, which are at war over a most treasured object. (A tub of candy or something similar works well, and the team is welcome to do as it pleases with this treasure after the game.) To avoid injury to innocent family members and needless property damage to the villages, the leaders of the goblin tribes have agreed to settle their disputes on the football field.
2. Armbands, headbands, or war paint will mark membership in the clans (teams). For a football: if you have a foam or stuffed

shields, magic, or projectiles. Any wound kills. Dead players are asked to signal their death clearly and quickly, and to do their best to avoid interfering with those who are still alive. Deaths last until the beginning of the next down. (See below.)

5. After gaining possession of the football, a team has four plays to score. (If the field is large enough, there may be a certain distance they need to go to gain a “first down”). On the fourth down, they may choose to forfeit the ball by throwing or kicking it to the other team (this must be announced in advance). (Initial



football that would work great. Otherwise, make an elongated spellball, or use a normal spellball or throwing dagger or anything that can be thrown and caught easily and safely.

3. To score a point, a team member must have possession of the football beyond the opponent's goal line, without having stepped out of the marked boundaries. A “safety” is counted the same number of points (i.e.: one) as a touchdown. There are no ways to score by kicking.
4. More or less regular football rules apply (including things like “offside” and “pass interference”), except that instead of tackling or blocking each other, each player has a single, one-handed, less than 4 foot weapon (hinged or non-hinged), with no armor,

or post-scoring kickoffs are also conducted this way: the ball can be kicked or thrown.)

6. Both leaders have huge numbers of goblins at their call. As players die, they are “replaced” on the next play by another family member who looks a lot like them. (In other words, the same Amtgardian, who is now representing a relative of the goblin who just died.) All participants have one life per play, for as long as the game lasts.
7. The game may continue as long as the reeve or the two captains are willing to let it, but a general guideline of one hour is recommended. At the reeve or captains' discretion, teams may change ends of the field halfway through. (Half-time shows are optional.)

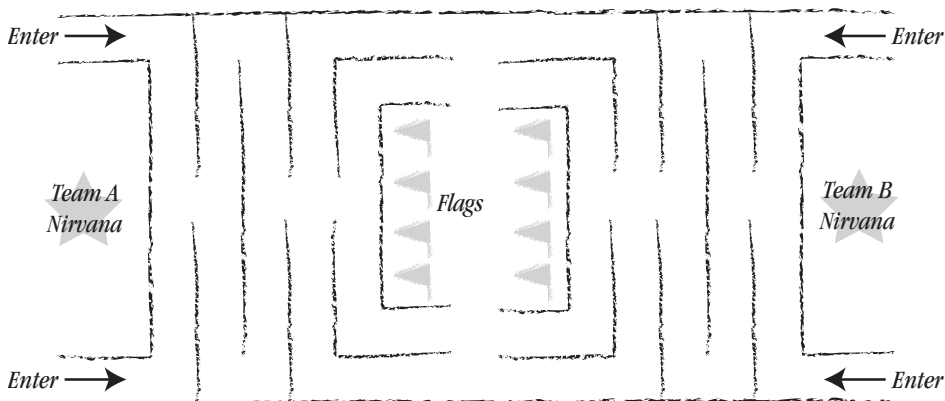
Subterranean Scenarios

Maze Craze

(Class or Militia)

Materials: Lots and lots of bright ribbon or rope!

Set-up: Lay out the maze on a large area of flat and debris-free ground. The pattern is unimportant, just so long as it is large and fairly geometrical with plenty of dead-ends and/or extra openings. Below is an example, but by no means the absolute rule on how to design one:



Be creative, the only limits are imagination and the amount of ribbon you have available.

Object: Variable. Just pick one, two, or more of the Options below with a well-designed maze and you have an instant afternoon's entertainment. All ribbons are impenetrable walls and may not be crossed or fought through, without magical aid.

Options:

1. Teams enter from opposite ends and must battle their way past the other team to touch the opposing base. Score points and reset.
2. Place a treasure in the center of the maze. Teams follow Option 1, but must return to their own base with the prize, instead of touching a base.
3. Place lots of little flags all over the maze. The team who collects the most flags and returns them to their base wins the round. Each player may only carry one flag at a time.
4. As Option 3, but each team may only control one flag at a time.
5. Place a Political Figure (q.v.) in the center or remote hallway. Teams then compete against one another to get the Figure back to their own bases. For another twist, play this as a Militia Battle and allow the Figure to have 6th level spell casting ability in Healer or Wizard. The Figure must cast spells to aid whatever team is currently controlling her.
6. Make the Maze an obstacle course. One player at a time makes their way through the maze and whatever mundane hazards or opponents the Reeve put in his way. Choose an object or goal (touch the base on the other side, carry a glass of water to the pail in the middle, collect the five colored balls and place them in order on the ground, etc.) and the winner is the player who completes the maze first wins.
7. As Option 6, but use small teams of two or three players at a time.

Subterranean Scenarios



Quest Types: Freeform Vs. Linear

There are two major categories all Quests fall into, the Freeform Quest and the Linear Quest. Both have strengths and weaknesses, but managed properly, either can provide a fulfilling day of fighting and role-playing. And I'm talking about REAL Quests, not battlegames or other scenarios disguised as a Quest...

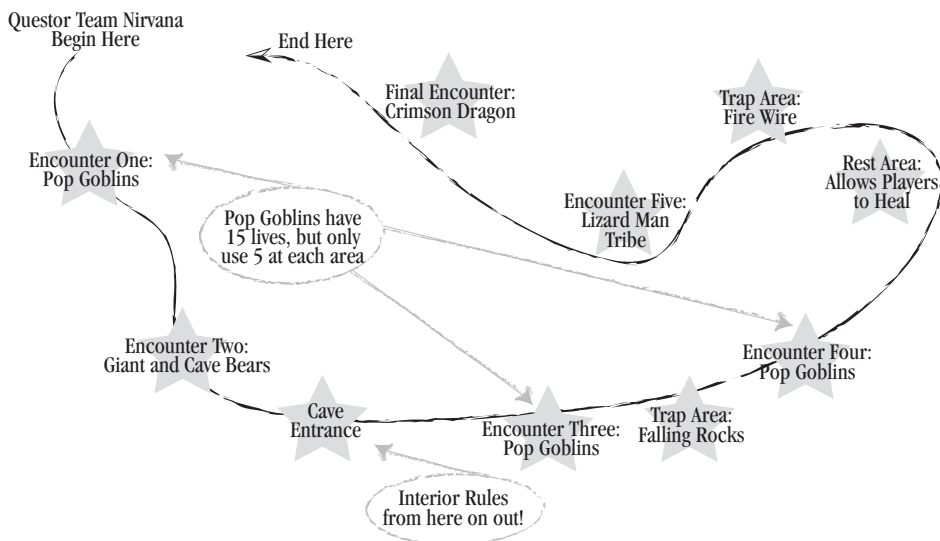
The Freeform Quest

This is the type of Quest where everyone has a part, and plays that part for the entire game. Players portray their classes, a Monster-player Troll stays a Troll and the NPC Innkeeper maintains that role for the entire day. Encounters are usually set up across the playing area in no particular order, allowing players to roam freely from place to place in search of clues or just a good scuffle. These Quests should be designed so they can be solved without having to resort to the "do this first, do this next, then this, and finally fight the Monster to win" mentality (see Linear Quest, below). The greatest strength of the Freeform Quest is versatility, situations can be solved or experienced in any order, allowing for a great range of experiences and tales between Questors. Freeform Quests are far more work for the Reeves, however, as several areas may require their attention at once, or the conditions in one area might have unforeseen consequences on other areas. Good advice: Get some walkie-talkies!

The Linear Quest

Far simpler to manage on a small scale, the Linear Quest is more akin to tabletop role-playing than the Freeform Quest. The Reeve sets up a series of encounters and walks with a team of Questors from one zone to the next, describing things all along the way. One team of Monsters can actually challenge multiple teams and play multiple parts, because they only encounter one group at any given time. The Monsters fight in one area, then move ahead of the questors to prepare for the next. While this might seem an extremely basic way of questing, it is the best way to run a quest for groups of 20 people or less. Also, the Linear Quest presents a much greater opportunity for players to get good information and descriptions from the Reeve, enhancing the fantasy role-play atmosphere in ways that a Freeform Quest never could. The best part of this kind of game is the near-total control the Reeve has over the action, allowing for changes to be made on the spot and giving the players an instant information source.

Example of Linear Quest





Subterranean Scenarios

Mazes and Monsters

(Class or Militia)

Materials: See Maze Craze (q.v.) plus Monster garb.

Set-up: As above, but place a few suitably powered Monsters in the maze. In the examples below, “M” represents a Monster and “T” represents a trap or mundane hazard. “X” represents the starting point or some other goal.

Object: Choose some of the Maze Craze Options and add Monsters to defend the goal(s). Remember that it is likely that any teams will gang-up to destroy the Monsters first, before resolving the mutual conflict. Be certain your Monsters are up to the task of getting pounded upon.

Options:

1. Instead of one large maze, run this Quest-style in several “scenes”. Set up a series of encounters and traps and run teams or individuals through one at a time. This is particularly entertaining if the areas are separated out of sight, so each team is unaware of what waits ahead or how well their opposition is fairing. An example is outlined below:

Monster Hunt

(Class)

Materials: Monster Garb.

Set-up: Pick a Monster that the populace can handle (check out the suggested Q/M Ratio for a hint) and let it loose in the countryside.

Object: The populace must band together to defeat the menace, once and for all. This is a great way to playtest new Monsters and/or introduce new players to the Monster classes of Amtgard.

Options:

- Pop Goblins (approximately 2 Goblins per Questor, a great time if the Goblins play “in character”)
- Zombies (this gets ugly quickly as the Zombies start to infect populace and turn the populace against itself. Still a lot of fun, though.)
- Orcs, a Troll, a Giant, or even a Dragon as the abilities and levels of the populace increases.
- Un-Humans, Neanderthals or other medium-powered “uncivilized race” ... nothing like genocide of inferiors to make the blood pump!

Scavenger Hunt

(Class, Militia, or Ditch)

Materials: Items to search for, Monster garb (if needed), gear for traps (if needed)

Set-up: Hide items throughout the playing area.

Object: Teams or individuals must recover the hidden/scattered objects and return them to a mutual destination. Points may be scored, or simply the first team to complete a set number of items. Wandering Monsters and other encounters may put throughout the playing area to hamper the players.

Options: There is an important issue in any scavenger hunt. Choose a suitable story and the reasons for the hunt. Here are a few examples:

1. A Wizard is searching for spell components or the pages of his spellbook.
2. The Royal Jewels have been stolen and dispersed.
3. The local Druid needs leaves from several different plants to summon a powerful spirit.
4. Monsters are over-running the town. Only by collecting several artifacts and assembling them correctly can the populace hope to turn the tide.

Other Options:

1. Keep teams small (less than 5 players)
2. No spellcasters allowed. Be certain to make any Monsters “killable”.
3. Designate some mundane hazard areas, like Quicksand or Lava Beds, and put some items near, or even in, it.



Treasure Hunt

(Class or Militia)

Materials: A treasure of some kind, Monster garb, a treasure map, gear for encounters

Set-up: This game requires a little more preparation than other battlegames. A treasure should be hidden somewhere in the playing area, out of sight. Teams should be chosen and any clues distributed amongst them. Monsters and encounters should be placed beforehand, and players kept out of the playing area until “lay-on” is called.

Object: Solve the puzzles, find the treasure, beat the Monsters, win.

Options: Like so many other games, there is of prime importance here. Make certain there is a decent story line and a reason for going after the treasure. A few examples follow:

1. A Necromancer is gathering corpses, to make an Undead army. Hidden on the land somewhere is a wand that will restore Undead to a living state. Only the Old Codger in the woods has a clue about the wand, and he is on the other side of an alligator-infested swamp. Answer the Old Codger's questions and he will give you a clue.
2. A vile assassin had poisoned the entire shire's water supply. A Unicorn's Horn will restore the water to purity with a single touch. But where does one find a Unicorn, and how does one convince a Unicorn to part with it. Only the Great Druid knows for certain, but he's not talking until the party can collect leaves and/ or flowers from a dozen different trees for him.
3. Two rival pirate crews are warring over a Treasure Map. A Map which is written in an indecipherable



code. One team possesses the map, the other team possesses the key to the code. Once one team acquires both pieces, the Treasure can be found... but what is this in the clue about the Riddle of the Sphinx?

Underwear Gnomes

(Sample of a Humorous Quest)

(Ditch)

Materials: Two or more pair of brightly-colored, Velcro-stripped “underwear”.

Set-Up: Divide the populace into two or more equal teams. Each team is given a set of underwear.

Objective: To capture the all the underwear on the field. Each team designates one player as their “Gnome”. Only the Gnome may wear the underwear, though any player may carry a rival's pair back to their base. When a rival team kills a Gnome, they take the underwear back to their base. A Gnome is required to recapture a team's stolen underwear. Gnomes must actually wear the garments, they can not just carry it. Anyone who begins to take this game seriously should be immediately ejected from the field.

The Monsters of the Wetlands Books continue to grow with each passing year. If you have ideas for Monsters, Battlegames or Optional Rules, jot them down and send them to the e-mail address below. Be sure to include your name, the park you play at, and any inspirational material you might have plundered. You never know, the next time these books are revised, you just might see your suggestions included. Also, if you are an aspiring artist and would like to see your work published, contact the editor at the below address to make arrangements on how to best send your electronic or hard copies to the production office.

Please Send Your Submissions to:

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