

Welcome to the Jungle

A MANUAL FOR SURVIVAL IN THE WILDS OF AMTGARDIA



MONSTERS OF THE WETLANDS 2.5
BY LUKE WYNGARDE



WELCOME TO THE JUNGLE

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INTRODUCTION

Book Five. Wow, I didn't think I'd ever really get this far ... you know how these things go sometimes. I've been working on and thinking about these projects for so long I just assumed there would be ultra-burnout before now. Then again, the more progress gets made, the more suggestions I get, the more inspired the ideas become, and so on. Just received an email from someone in Nevada (?) who sent me *his* collection of Monsters, many of which I'd never seen before and am now obliged to pass on to you all at one point.

And so it goes ...

So here we are at *Welcome the the Jungle*, the fifth in a series of small, self-contained battlegaming supplements. Following a common theme (in this case, all things related to Jungles, Rain Forests and other Tropical Locations), 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 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
Sage of the Wetlands



WELCOME TO THE JUNGLE

WELCOME TO THE JUNGLE, BABY! WE'VE GOT FUN AND GAMES!

From the deserted tropical island to the deepest unexplored rain forest, adventure abounds in hostile environments. Whether seeking lost treasure or pursuing deadly foes, the thick jungle brush provides cover to some of the most treacherous and unexpected dangers in all Amtgardia. Using the rules herein, Quest Masters can bring a number of thematic elements into battlegaming, adding to the shared fantasy of Quest scenarios. As always, explain any new rules to all participants and try to head off possible complications in advance.

FORGOTTEN JUNGLE

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

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

JUNGLE FEVERS (OR "WHAT DO YOU MEAN YOU DIDN'T TAKE CURE DISEASE!")

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

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

Fatal: As Assassin Poison, but may work faster or slower.

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

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

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

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

WELCOME TO THE JUNGLE

PIRANHA SCHOOL

These diminutive monstrosities rule the river waters in most tropical jungle areas. Few creatures can last long in Piranha infested Waters without suffering some damage. Piranha are not represented by actual players, but instead are treated similar to a Fixed-Area Enchantment. A red ribbon or red markers are placed in/around a Water Area to denote the range of the Piranha school. Any non-armored being who spends 10 seconds inside the Piranha school suffers a Wound to the leg (players choice which one). An additional 10 seconds brings death. Armor (both regular and Invulnerable) is consumed at the rate of 1 point per 5 seconds in the Piranha school until destroyed, after which time, the rules above apply (Wounded, then dead). Players killed by a Piranha school are considered *Severed* and may not be *Resurrected*.

SWAMP RULES

All creatures entering shallow swamps must fight from their knees. The only exceptions are *Flying* creatures, large Monsters (like Giants and Titans) and beings

with Aquatic Natures. For deeper Swamps, just assume that unless the player can Fly, he is going to drown. Use the Quicksand Rules below.

QUICKSAND

The bane of overland travelers everywhere. Quicksand is treated like a Fixed-Area Enchantment, the area being marked out by brown ribbons. Anyone stepping inside the Quicksand Area may take three more steps and NO MORE. If, at that time, there is a tree or other large object within arms reach, then the victim may pull himself or herself to safety. If there is nothing to grab onto then the victim will die in a 100 count from drowning in the mire. If the victim has both of their hands free and are not wearing any armor, the time is increased to a 200 count. Other players who are not within the Quicksand any time during this process may pull victims to safety. Victims in Quicksand are still subject to attacks as normal. Victims killed in Quicksand are considered *Severed* and may not be *Resurrected*. These rules are suitable for deep swamps or other hazardous aquatic terrain where passage is limited.

SWARMING INSECTS: WHAT'S THE BUZZ?

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

Poisonous - Enter and be *Poisoned* (as Assassin). Die in a 100 count. No wound taken.

Stinging - Enter and take a *Wound* (arm or leg of the Reeve's choosing). Class immunities do not apply.

Players with one empty hand may slap at themselves to keep these bugs away indefinitely.

Paralytic - Enter for more than a 10 count and be *Held*, regardless of class immunities.

Deadly - You have 5 seconds to leave the area or die. Usual immunities to Death apply.

Confusion - As Druid, after 5 seconds of unprotected exposure. Players with both hands empty may slap at themselves to keep these insects at bay.

Webbing - Anyone entering this area may only take one step every 10 seconds. No one is immune, except maybe Giants, Dragons and other huge Monsters.

Corrosive - These horrors act as Death Swarms, but also function as a *Sever Spirit* to anyone so slain. No one is immune.

Stink Bugs - Ugh! Step into this area and no one can come near you for a 300 count (except Troglydotes and other "smelly" Monsters!)

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	Granyte Spyre
MS	Mushroom Shrine
SW	Stormwall
WL	Kingdom of the Wetlands

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

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. 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*.

BIRD, GREAT

(SW: Porthos)

Q/M: 2/1

Armor: None

Attacks: 2 short swords (Natural)

Abilities:

- 1) *Flight* (unlimited)
- 2) *Dive Attack* (2/life) treat as non-magical *Teleport*, but may carry swords throughout. “Diving” x5 to begin, “Striking” x5 to attack.
- 3) May block normal projectiles with weapons (only while flying) to simulate the great dodging ability these creatures exhibit in flight.

Garb: Feathers or a big flapping cape.

Description: These huge birds are the lords of the winds, using their keen eyesight to spot unsuspecting prey miles away.

Lives: 3

Levels: None



CAT, GREAT

(WL: Various)

Q/M: 2/1

Armor: 2 points Natural

Attacks: 2 short swords (Natural, Red)

Abilities:

- 1) *Pass Without Trace* (1/game)
- 2) *Barbarian Immunities*
- 3) *Heal Self* (1/life) As Barbarian

Garb: Prints with patterns indicative of the Cat you are playing (i.e.: tiger stripes, cheetah spots) or tawny yellow, black or plain white. Of course, tails and ears help tremendously.

Description: Great Cats come in many varieties, the most famous being Tigers, Panthers, Lions, and Cheetahs. All are powerful predators, roaming their territories with fierce carnivorous instinct, pausing only to kill and devour their next meals.

Lives: 3

Levels: None



CROCODILE, GIANT

(WL: Sable)

Q/M: 4/1

Armor: 4 points Natural Invulnerable

Attacks: One short sword and one flail (Natural, Red)

Abilities:

- 1) *Killing Grounds* All Giant Crocodiles live in or near a body of water. Any trespasser within this “water” is subject to the full range of the Giant Croc’s abilities. Optionally, the Swamp Rules (q.v.) may be used.
- 2) *Submerge* (unlimited) By saying “Submerge” x3, the Croc hides and cannot be attacked. While Submerged, the Croc may not attack or move toward opponents, but may hide, flee, or otherwise move in the water.
- 3) *Wounding* (as Wizard, non-magical, unlimited) From any point within the water. Only against those in water.
- 4) *Touch of Death* (as Assassin, no incantation, non-magical, 2/life) Works through normal armor.
- 5) *Sever Spirit* (unlimited) If a target is eaten by a Croc, they may not be *Resurrected* until the Croc is slain.
- 6) *Immune to Flame* Only while within the confines of the water.

Vulnerabilities: Any Croc outside their Killing Grounds may only move as fast as a slow walk.

Garb: Dark green scales and a BIG smile!

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

Lives: 2

Levels: None. Aren’t these things mean enough?



GORILLA, MAN-EATING

(SW: Man'Sun)

Q/M: 2/1

Armor: 1 point Natural

Attacks: 2 short swords (Natural), throwing rocks

Abilities:

- 1) *Pass Plant* (unlimited) To simulate the act of brachiation (vine-swinging), the Gorilla may grasp any stout tree and declare "Swinging!" The Gorilla may then move to any other tree within 20 feet. They may continue to do so indefinitely, so long as there are trees within 20 of another. Only missile fire and verbal magic may be used against brachiating Apes, and then the attacker must remain at a distance of 20 feet.
- 2) *Climbing* (by levels) Gorillas may scale any wall (tree, cliff, boulder, etc.) by saying "Climb" x5. The Ape is then considered to be on top of the surface in question and may only be attacked by ranged attacks and spells. Also, the Ape can only throw boulders as an attack while "on top of" the surface. To climb down again, the Gorilla must say "Climb" x5.
- 3) *Barbarian Immunities* and *Abilities* (by level)

Vulnerabilities: Man-Eating Gorillas will not attack anyone who remains motionless and shows no fear.

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

Description: The primates live in colonies in remote regions, well away from the grasp of man. The males dominate the tribe, using their great physical strength and combat prowess. Most of the time, these Apes leave humans alone, but they may be provoked to attack by any number of means, including fear, hunger, and defense of territory and young.

Lives: 3

Levels:

- 1st *Barbarian Immunities, Climbing* (1/life)
- 2nd As Above
- 3rd May go *Berserk* on last life as Barbarian
- 4th *Climbing* (2/life)
- 5th As Above
- 6th Considered *Berserk* on last 2 lives

MAMMOTH

(WL; Various)

Q/M: 3/1

Armor: 4 points Natural

Attacks: 2 short swords (Natural, Red)

Abilities:

- 1) *Barbarian Immunities*
 - 2) *Trample* (1/life) May choose one enemy within 20 feet, point and chant "I charge and trample thee" x2. Target is slain. May be used while moving.
- Garb:** Furry brown or mottled gray garb with wrinkles, floppy ears and a trunk. Walk slowly and bellow.
- Description:** Mammoths, and their modern counterparts the Elephants and Pacyderms, are giant vegetarian mammals. Though generally passive, bull elephants will charge to attack threats to the herd. Mammoths are huge furry brutes, twice the size of an average elephant. Both varieties use their mighty ivory tusks to gore opponents and their gargantuan bulk to crush enemies underfoot.

Lives: 3

Levels: None

MOSQUITO, GIANT

(WL; Various)

Q/M: 3/1

Armor: 1 point Natural

Attacks: One long sword, pole arm, or spear (Natural, Red for stabbing only)

Abilities:

- 1) *Flight* (as Wizard, unlimited use)
- 2) *Insect Immunities*
- 3) Once per life may declare weapon to be *Poisoned*, per the Assassin ability, except that it only works on one target before being expended (i.e.: not reusable)
- 4) *Sever Spirit* (as Healer, at level) This ability is non-magical.

Garb: Wear gray clothing and gossamer wings. Fake antenna would be appropriate

Description: A really, really, really big mosquito. The nose is easily 5 feet long. Scary enough? .

Lives: 3

Levels: At 3rd level Giant Mosquitoes may drain a victim of all their blood, acting as a non-magical *Sever Spirit* (1/game). At 6th level, they may do this one additional time per game (total 2/game)

BEASTS

MOOSH-MOOSH

(WL: Pirate King)

Q/M: 1/1

Armor: None initially

Attacks: One short melee weapon (Natural), boulders and javelins (by levels)

Abilities:

- 1) *Barbarian Immunities*
- 2) *Stink Ball* (as Troglodyte, by levels)
- 3) *Pass Plant* (unlimited) To simulate the act of brachiation (vine-swinging), the Moosh-Moosh may grasp any tree and declare "Swinging!" They may then move to any other tree within 20 feet. They may continue to do so indefinitely, so long as there are trees within 20 of another. Only missile fire and verbal magic may be used against them, and then the attacker must remain at a distance of 20 feet.
- 4) *Extra Limbs : Tail* (1/life) Because of their prehensile tail, a Moosh-Moosh can ignore it's first arm wound and continue fighting.

Vulnerabilities: Any wound slays a Moosh-Moosh. These filthy little beggar's hate water and will not go near the stuff.

Garb: Well, since the Mooshi are just nasty little monkeys, act and dress like a monkey.

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

Lives: 5

Levels:

- 1st *Stink Ball* (1/ reusable bolt per life)
- 2nd May hurl javelins
- 3rd *Stink Ball* (now 2/ reusable bolts per life)
Gains one point of Natural armor
- 4th May throw boulders
- 5th *Stink Ball* (now 4/ reusable bolts per life)
- 6th Gains +1 point of Natural armor (total 2)



PRAYING MANTIS, GIANT

(MS: Orel the Red)

Q/M: 3/1

Armor: 3 points Natural

Attacks: two long swords (Natural)

Abilities:

- 1) *Sneak* (2/life) Like Monk *Sanctuary*, but must chant "Sneaking...sneaking..." Mantis must still put weapons away, just like Monk *Sanctuary*.
- 2) *Teleport* (1/life) To simulate the Mantis jumping into or out of combat. Treat as Assassin *Teleport*, but Mantis must say "Teleport" x5 to activate and may not be *Tracked* by Scouts.
- 3) *Entangle* (2 bolts/unlimited) To simulate the Mantis' thick toxic spittle. Non-magical.
- 4) *Sever Spirit* (at 3rd level) by consuming the body of any dead player on the field, as Healer.
- 5) *Poison* one melee weapon (at 5th level) As Assassin
- 6) *Insect Immunities*

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

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

Lives: 2

Levels: Giant Mantis' gain *Sever Spirit* (1/game) at 3rd level and an additional *Sever Spirit* at 6th level (total 2/game). Additionally, the Mantis can *Poison* one reusable melee weapon at 5th level.

RHINOCEROS

(WL; Wyngarde)

Q/M: 3/1

Armor: 4 points Natural

Attacks: One polearm (Natural, Red)

Abilities:

- 1) *Barbarian Immunities*
- 2) *Fight After Death* (as Barbarian, 1/life)

Garb: Mottled gray garb with wrinkles, horned hat

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

Lives: 3

Levels: None

RHINOCEROS BEETLE, GIANT

(WL: Orel the Red)

Q/M: 3/1

Armor: 3 points Natural

Attacks: One polearm (Natural, *Hardened*)

Abilities:

1) *Tunneling* (1/life) Treat as non-magical *Teleport*. Must say "Tunneling" x5 to submerge and "Surfacing" x5 to return to play. May be *Tracked*.

2) *Insect Immunities*

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

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

Lives: 3

Levels: One additional *Tunneling* at 3rd level. Gains one additional point of Natural armor at 5th level. At 6th level, their polearm (nose) is considered *Warrior Improved*.

SPITTING SNAKE

(SW; Corwin)

Q/M: 1/1 (QUEST)

Armor: None

Attacks: squirt gun and one melee dagger

Abilities:

1) *Spit Poison* - one full squirt every 10 seconds. Victims struck on a non-armored location (including headshots!) are considered Poisoned and will die in 100 count unless Cured or immune.

2) *Poison Weapon* (as Assassin)

3) *Pass Without Trace* (as Druid, by levels)

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

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

Lives: 3

Levels:

- 1st *Pass Without Trace* (1/life)
- 2nd *May Poison Weapon*
- 3rd *Poison* takes effect in 50 count.
- 4th *Pass Without Trace* (total 2/life)
- 5th *Poison* works against those who are naturally immune
- 6th *Poison* causes instant death



THUNDER LIZARD, LONGNECK

(WL: Various)

Q/M: 5/1

Armor: 6 points Natural

Attacks: One polearm (Natural, Red)

Abilities:

1) Immune to Magic, except as noted elsewhere

2) Immune to Class Abilities

3) *Large:* May attack flying creatures and ignore water.

4) *Trample* (1/life) May choose one enemy within 20 feet, point and chant "I charge and trample thee" x2. Target is slain. May be used while moving.

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

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

Lives: 4

Levels: None

THUNDER LIZARD, RAPTOR

(WL; Various)

Q/M: 3/1

Armor: 2 points Natural

Attacks: 2 short swords and/or flail (Natural, Red)

Abilities:

1) *Immune to Poison*

2) *Tracking* (as Scout, 1/life)

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

Description: Raptors are giant lizards, generally at least 10 feet in length without the tail, which is very flexible. Raptors are voracious carnivores and can survive almost any climate except arctic.

Lives: 3

Levels:

- 1st As above
- 2nd As above
- 3rd One additional life (total 4)
- 4th Natural armor becomes 3 points
- 5th One additional life (total 5)
- 6th Natural armor becomes 4 points

BEASTS

THUNDER LIZARD, REX

(WL: Various)

Q/M: 5/1

Armor: 4 points Natural

Attacks: Two long swords (Natural, Red)

Abilities:

- 1) Immune to Magic, except as noted elsewhere
- 2) Immune to non-magical Class Abilities
- 3) *Fight After Death* (as Barbarian, 1/life)
- 4) *Sever Spirit* (unlimited) Anyone slain by a T-Rex is considered devoured and can not be *Resurrected*.
- 5) *Spellball Resistance*: Only affected by *Fireball*, *Lightning Bolt*, *Magic Bolt* and *Sphere of Annihilation*. These spells only do one point of damage per hit location
- 6) *Large*: May attack flying creatures and ignore water.

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

Description:

Lives: 3

Levels:

- 1st As above
- 2nd One additional life (total 4)
- 3rd Natural armor becomes 5 points
- 4th One additional life (total 5)
- 5th Natural armor becomes 6 points
- 6th One Natural Weapon becomes White

THUNDER LIZARD, THREE-HORN

(WL: Various)

Q/M: 3/1

Armor: 3 points Natural, any shield

Attacks: One short sword (Natural, Red)

Abilities:

- 1) *Barbarian Immunities*
- 2) Immune to non-magical Class Abilities
- 3) Improved Shield (as Warrior, non-magical, 1/life) to represent the tough head of the Three-Horn.
- 4) *Trample* (1/life) May choose one enemy within 20 feet, point and chant "I charge and trample thee" x2. Target is slain. May be used while moving.

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

Description:

Lives: 4

Levels: None

WARTHOG, GIANT

(WL: Various)

Q/M: 2/1

Armor: 2 points Natural (see below)

Attacks: two short swords (Natural, Red)

Abilities:

- 1) *Berserk* (1/life) The Warthogs Natural Armor and other abilities is a result of a mean temperament and state of continual *Berserk* toward enemies
- 2) *Fight After Death* (1/life, as Barbarian)
- 3) *Barbarian Immunities* and *Immune to Stench*

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

Description: This little piggy isn't so little after all.

The Giant Warthog stands 4' at the shoulder and is more than a match for most solitary hunters. Any time a Giant Warthog is encountered in a combat situation, it plunges head-long into battle without regard for it's own safety and fights until slain.

Lives: 3

Levels: Giant Warthogs gain an additional life (total 4) at 3rd level and another (total 5) at 6th level.

WEASEL, GIANT

(GS: Weasel)

Q/M: 2/1

Armor: 1 point Natural

Attacks: one polearm or long sword (Natural)

Abilities:

- 1) *Lightning Speed* (1/life) Treat as Assassin *Teleport*, though the Monster must declare "Running!" x5 to activate and "Slowing" x5 to cancel.
- 2) *Poison* melee weapon (at 3rd level)
- 3) *Barbarian Immunities* and *Immunity to Poison*.

Garb: Pale brown or white garb, a long furry tail and small pointed ears.

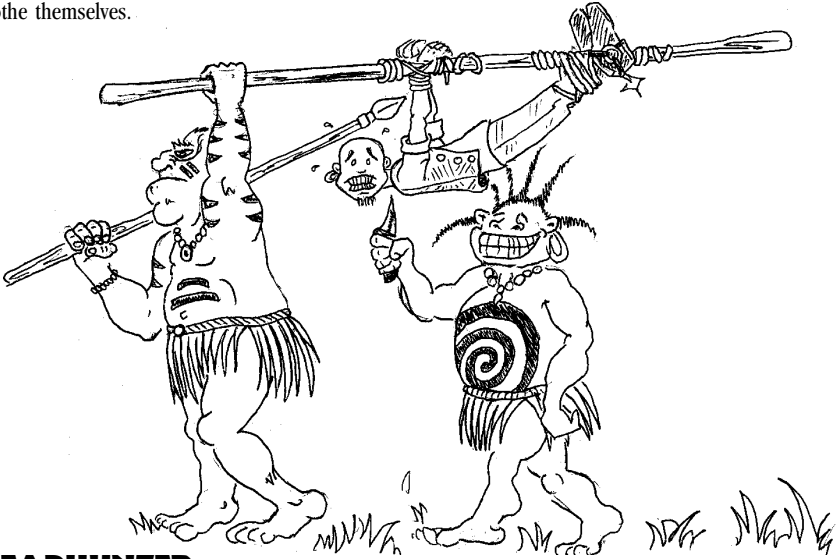
Description: Long, sleek, and incredibly fast, the Giant Weasel can be either friend or foe to humanity, depending largely on where the beast was raised. Some Giant Weasels have been trained to steal objects and return to their masters, while others are trained as dangerous guardians.

Lives: 3

Levels: Giant Weasels may *Poison* weapon at 3rd level, and at 6th level gain an additional point of Natural Armor (total 2)

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.



HEADHUNTER

(SW; Cricket and Howler)

Q/M: 1/1

Armor: May carry a large shield (diamond-shaped is best)

Attacks: Any spear, javelins, throwing rocks, melee daggers, any club

Abilities:

- 1) *Berserk* (as Barbarian, at level) Headhunter must first dance in a circle, howling madly, for a 20 count, **then** the Headhunter is considered *Berserk*. The Headhunter may choose which life he wishes to go *Berserk*.
- 2) *Steal Life* (as Anti-Paladin, at level) Must dance around a fallen victim (or place where a victim was slain, if the victim just won't sit still) for a 20 count. The stolen life is added to the Headhunters total.
- 3) *Sleep Poison Javelin* (as Gypsy, at level) The Headhunter *Sleep Poison* is transferred through a javelin instead of a spellball. After this ability has been used effectively, the Headhunter must wait a full 300 count before it can be used again. This javelin must be thrown to be effective.
- 4) *Improve Weapon* (as Warrior, at level) May be used on *Sleep Poison Javelin*.
- 5) *Immune to Fear, Lost, Emotion Control* and other abilities which alter the victim's mental state.

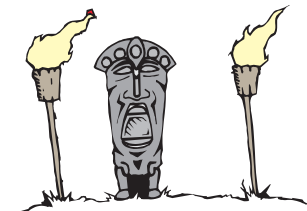
Garb: Grass skirts, tribal face paint, bone jewelry. Babble madly in shrill gibberish.

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

Lives: 3

Levels:

- 1st As above
- 2nd May go *Berserk* on one life (player's choice)
- 3rd May use one *Sleep Poison Javelin*
- 4th One additional life (total 4)
- 5th *Improve Weapon* (1/game)
- 6th *Steal Life* (1/game)



CIVILIZED RACES

OGAMI

(WL: Pirate King)

Q/M: 1/1

Armor: None

Attacks: one short melee weapon, throwing weapons

Abilities:

- 1) *Immune to Traps, Projectiles and Spellballs* : Due to their incredible senses, reflexes and harsh living environment, Ogami have made dodging a way of life.
- 2) *Blending* : "Forest hide and protect me" x2 to activate, "Forest release me" x2 to deactivate. Up to 1000 count per game, as Brownie.
- 3) *Sheer Numbers* (by levels) Ogami use overwhelming numbers when assaulting their enemies.
- 4) *Luck Points* (by levels) Due to a minor precognitive ability, older Ogami can foretell the future and get out of the way of incoming melee and missile attacks.

Vulnerabilities: Ogami are just over a foot tall, so any wound from a melee weapon slays them instantly. Also, Ogami are affected by all Bard spells, including *Visit* and *Presence*.

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

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

Lives: See below

Levels:

- | | |
|-----|--|
| 1st | 6 lives |
| 2nd | <i>Luck Point</i> (1/life) |
| 3rd | 8 lives
May use a small shield |
| 4th | <i>Luck Point</i> now (2/life) |
| 5th | 10 lives |
| 6th | May use two short melee weapons or one long melee weapon |

PTERON

(WL: Pirate King)

Q/M: 2/1

Armor: None

Attacks: two short swords (Natural)

Abilities:

- 1) *Natural Flight* (unlimited) Pterons fly with their upper appendages and fight with their taloned feet. Thus they may use ranged and melee attacks with equal effectiveness while in *Flight*.
- 2) *Block Projectiles* (as Monk, only while in *Flight*)
- 3) *Entangle* (non-magical, as Druid, by levels) Represents reusable nets. May be used in *Flight*.
- 4) *Aerial Superiority* (at level) All ranged attacks made while in *Flight* do +1 point of damage

Vulnerabilities: Pteron struck by *Iceball*, *Petrify*, *Entangle*, *Stun* or the like (basically any effect which prevents them from using their wings) while in *Flight* will plummet to the ground and die.

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

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

Lives: 4

Levels:

- | | |
|-----|---|
| 1st | <i>Entangle</i> (1/reusable bolt per life) |
| 2nd | May use a single melee spear instead of Natural Weapons |
| 3rd | <i>Entangle</i> now (2/reusable bolts per life)
May use javelins (even while in <i>Flight</i>) |
| 4th | <i>Entangle</i> now (3/reusable bolts per life) |
| 5th | <i>Aerial Superiority</i>
May use boulders (even while in <i>Flight</i>) |
| 6th | <i>Entangle</i> now (4/reusable bolts per life)
Gains one point Natural Armor
May use a short bow instead of Natural Weapons (even while in <i>Flight</i>) |

Mystical creatures are exactly the same as standard creatures except they all have one common vulnerability. Due to their extreme magical nature, the Wizard enchantment *Anti-magic* reduces the monster's level by one (Note: a Monster can not be reduced below first level).

FEATHERED SERPENT

(WL: Pirate King)

Q/M:

Armor: 4 points Natural

Attacks: One long sword (Natural, Red)

Abilities:

- 1) *Magic-Caster* : Wizard (by levels) No spellpoint cost for Natural Weapons. Wizard and Druid spellpoints are figured seperately.
- 2) *Magic-Caster* : Druid (by levels) No spellpoint cost for Natural Weapons. Feathered Serpents never need a wand or other material component other than spellballs and enchantment strips.
- 2) *Natural Flight* (unlimited)
- 3) *Poison Weapon* (as Assassin, at level)
- 4) Immune to Death Magic and *Poison*
- 5) *Barbarian Immunities*

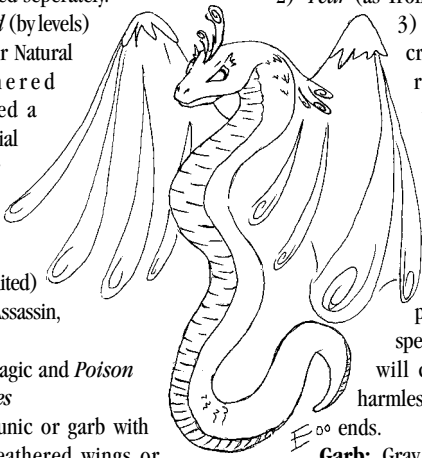
Garb: Bright green tunic or garb with rainbow-colored feathered wings or cape.

Description: The Feathered Serpents are a smaller, though no less potent, member of the Dragon family. They resemble great vipers with immense, rainbow-hued feathered wings. Feathered Serpents are generally good-natured, intelligent creatures, out to keep the world safe from the depredations of Evil.

Lives: 3

Levels:

- | | |
|-----|---|
| 1st | Spells as 1st level Wizard (10 spellpoints) |
| 2nd | Melee Weapon becomes <i>Poison</i>
Spells as 1st level Druid (10 spellpoints) |
| 3rd | Natural Armor becomes Natural Invulnerable
Spells as 2nd level Wizard (20 spellpoints) |
| 4th | Spells as 2nd level Druid (20 spellpoints) |
| 5th | Melee Weapon becomes White
Spells as 3rd level Wizard (30 spellpoints) |
| 6th | Spells as 3rd level Druid (30 spellpoints) |



LIVING TIKI

(WL: Pirate King)

Q/M: 5/1 (QUEST)

Armor: 4 points Natural Invulnerable

Attacks: Any two single-handed melee weapons (Natural, Red)



Abilities:

- 1) Immune to all Magic and Class Abilities
 - 2) *Fear* (as Troll, by levels)
 - 3) *Large-Size* May attack Flying creatures, immune to shallow water rules.
 - 4) *Powerful Blows* (at level) May attack creatures harmed only by magic weapons, may destroy a shield with one solid shot.
 - 5) *Mend Heal* (as Gargoyle, at level)
- Vulnerabilities:** *Stone to Flesh* and *Dispel Magic* will remove one point of over-all Invulnerability per spell. A Tiki caught in an *Anti-Magic* spell will cease to function and become a harmless stone statue until the *Anti-Magic* ends.

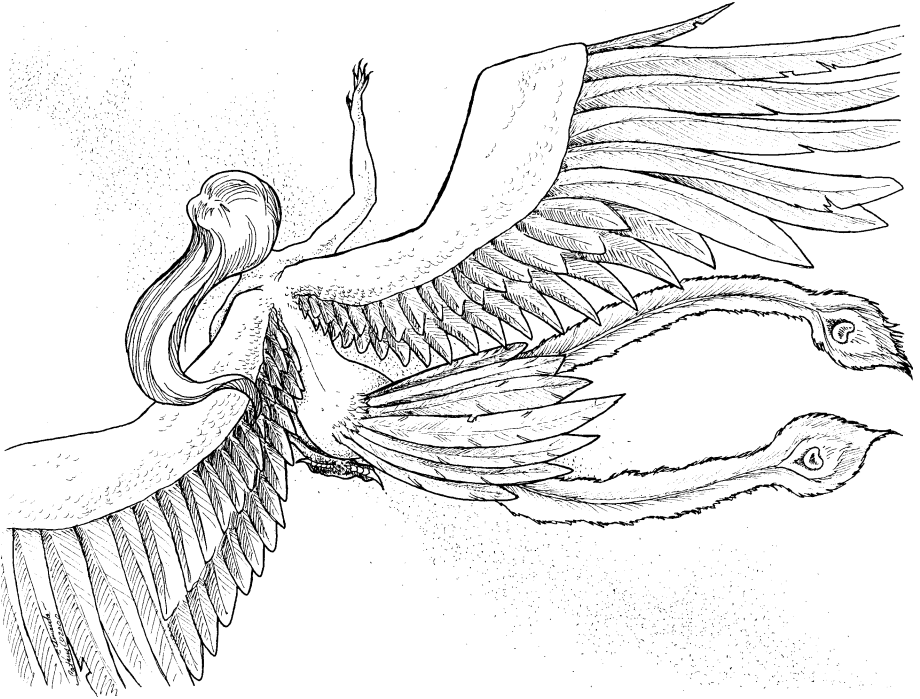
Garb: Gray or brown garb with a big tiki mask. Maybe a grass skirt or other tribal attire.

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

Lives: 3

Levels:

- | | |
|-----|--|
| 1st | <i>Fear</i> (1/life) |
| 2nd | +1 point Natural Invulnerable armor (total 5) |
| 3rd | <i>Mend</i> spell <i>Heals</i> one point over-all armor
<i>Powerful Blows</i> |
| 4th | <i>Fear</i> (2/life)
+1 Life (total 4) |
| 5th | +1 point Natural Invulnerable armor (total 6) |
| 6th | <i>Mend</i> spell <i>Heals</i> all damaged armor at once |



YOSTA-MARU

(WL: Various)

Q/M: 2/1

Armor: None

Attacks: Two melee daggers (Natural) or one short sword (Natural), javelins and boulders (while in *Flight*), short bow

Abilities:

- 1) *Natural Flight* (unlimited) Yosta-Marau fly with their upper appendages and fight with their taloned feet. Thus they may use ranged and melee attacks with equal effectiveness while in *Flight*.
- 2) *Lightning Bolt* (as Wizard, by levels)
- 3) *Call Lightning* (as Druid, by levels)
- 4) *Aerial Superiority* (at level) All ranged attacks made while in *Flight* do +1 point of damage
- 5) *Summon Air Elemental* (see *Dor Un Avatbar 7.0*, by levels) By garbing another player as an Air Elemental, elder Yosta-Marau gain the services of the loyal Monster for one life.

Vulnerabilities: Yosta-Marau struck by *Iceball*, *Petrify*, *Entangle*, *Stun* or the like (basically any effect which prevents them from using their wings) while in *Flight* will plummet to the ground and die.

Garb: Colorful feathers or bird-motif garb.

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

Lives: 4

Levels:

- 1st *Lightning Bolt* (1/reusable bolt per life)
- 2nd *Call Lightning* (1/game)
- 3rd *Lightning Bolt* now (2/reusable bolts per life)
Call Lightning (1/life)
- 4th *Lightning Bolt* now (3/reusable bolts per life)
Summon Air Elemental (1/game)
- 5th *Aerial Superiority*
Call Lightning now (2/life)
- 6th *Lightning Bolt* now (4/reusable bolts per life)
Summon Air Elemental (1/life)

AMPHIBOID (FROG MEN)

(WL/EH; Various)

Q/M: 1/1

Armor: None initially, small shield

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

Abilities:

- 1) *Spit Paralyzation Poison* (1 bolt/unlimited) - must declare "Paralyzation poison!" then throw gray spell ball. Victim is paralyzed for a 100 count.
- 2) *Immune to Entangle, Traps, Charm, and Hold Person*, magical or otherwise.
- 3) *Immune to Poison.*
- 4) *Leap* (unlimited) - Similar to *Flight* but must state loudly "Leap" x3. Can leap up to 50' away, then must land before 'leaping' again.
- 5) *Berserk* (as Barbarian, at level)
- 6) *Poison Weapon* (as Assassin, at level)

Vulnerabilities: Except when *Berserk*, Amphiboids are afraid of fire and ice.

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

Description: These bipedal frogs have gained the gift of speech and are skilled in the use of poisons. They are formidable fighters, known for their glorious death runs.

Lives: 4

Levels:

- 1st *Spit Paralyzation Poison*
- 2nd 1 point Natural armor
- 3rd *Berserk* on last life
- 4th *Poisoned Weapon* (1/game)
- 5th 2 points Natural armor (total)
- 6th *Spit Poison* becomes lethal after a 30 count.

BOG IMP

(RH: Kudzu and Arg)

Q/M: 1/1

Armor: None

Attacks: Two daggers (natural weapons) OR one short sword, any small throwing weapon

Abilities:

- 1) *Touch of the Plague* (unlimited) Anyone struck by a Bog Imp who is not *Protected from Disease* will become a Plaguer (see *Dor Un Avatbar, 7th Edition*) for one life. This disease may be transferred through touch.
- 2) *Camouflage* (2/life) Must say "Camouflage" x3 to activate and continue chanting "Camouflage... camouflage..." to keep ability active (much like Monk *Sanctuary*). Imp may not attack or be attacked, and may only carry Natural weapons while *Camouflaged*.
- 3) *Immune to Poison and Disease*
- 4) *Teleport* (at 2nd level) Limited to within 20 feet of a body of water, otherwise it should be treated as Assassin ability of the same name.
- 5) *Confusion* (at 4th level) As Druid

Vulnerabilities:

- 1) Wounds kill (i.e.: one shot deaths)
- 2) A *Lightning Bolt* or *Call Lightning* spell destroys all Bog Imps within a 20' area of the *Lightning* strike.

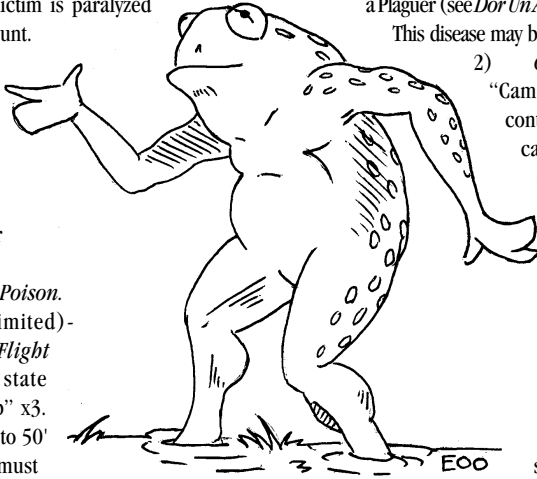
Garb: Rags of brown and/or black, covered in muck.

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

Lives: 6

Levels:

- 1st As Above
- 2nd *Teleport* (1/life)
- 3rd As above
- 4th *Confusion* (1/life)
- 5th One additional *Teleport* (total 2/life)
- 6th *Camouflage* becomes (4/life)



STANDARD

CARNIVOROUS PLANT

(RH: Kudzu and Arg)

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

Armor: 2 points Natural per tendril

Attacks: 2 short swords (Natural)

Abilities:

- 1) *Entangle* (2 bolts/life/tendril)
- 2) *Immune to Charm and Control*
- 3) Tendrils *regenerate* limbs in a 100 count. Armor regenerates at the rate of one point in one location per 100 count (tendril selects which location is healed)
- 4) Limb shots do not kill the plant, but two limb shots to the same tendril will kill that tendril.
- 5) The Carnivorous Plant is made up of three to six players, tied to a central tree trunk with 20 foot lengths of rope. Each player is a "tendril" and acts independently of the others. Each tendril is damaged separately, and the trunk itself is subject to attack, as well. (see Vulnerabilities)

Vulnerabilities:

- 1) Any *Fireball*, *Lightning Bolt*, or *Sphere of Annihilation* that hits the "trunk" will destroy the whole plant, as will 3 *flame arrow* hits or 3 hits from a *Flameblade*.
- 2) Any flame or lightning attack against a tendril kills it, and it may not regenerate.

Garb: Brown and green, floral prints.

Description: Carnivorous Plants are mindless, neutral creatures. They live to eat. It doesn't matter if it eats adventurers or Monsters, they all

taste good to the Carnivorous Plant. They don't go out and collect magic items and riches, but sometimes these things end up lying around after the plant has fed.

Lives: 1 (or more, if the Reeve so desires)

Levels: None

TATZLWURM

Q/M: 3/1

Armor: 3 points natural

Attacks: 2 short swords (Natural)

Abilities:

- 1) *Poison Spit* (reusable dark green spellball, by levels) When a poison ball hits an unarmored area it will kill a player in a 100 count unless Healed.
- 2) Immune to *Poison*.
- 3) *Poison Cloud* (1/game)
- 4) *Burrow* (1/life). The tatzlwurm can dig into the ground for protection like Druid *Plant Door*.
- 5) Can only be hit by *Warrior Improved*, *Enchanted* weapons and relics.

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

Description: These worms live in caves high in the rain forest mountains. Tatzlwurms like to surprise their

victims with venomous spit and retreat into burrows. Sometimes tatzlwurms are used by intelligent cave-dwellers to guard treasure or entrances to the lair.

Lives: 4

Levels: None



THE UNDEAD

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.

HORDES OF MANOS

(SW: Slyddur Rahbet)

Q/M: 1/1

Armor: 1 point Natural

Attacks: Any melee weapon under 3' long

Abilities:

- 1) *Share Strength* (1/game) When a Manos is shattered (last life taken), all surviving Manoi within 50 feet receive 1 additional point of Natural armor and have all wounds Healed.
- 2) *Create Undead* (1/game/Undead type) When two or more Manoi come together, they have the option of creating a form of lesser Undead to do their bidding. The number of Manos using this power in conjunction determines the type of Undead. An individual Manos may only be responsible for summoning one of each type of Undead per battlegame. The cost for summoning an Undead is the loss of life credits, the Manoi decides who amongst them will take the death.

Two Manoi Skeleton Cost 0 lives

Three Manoi Zombie Cost 1 life

Six Manoi Ghoul Cost 2 lives

Using the above table, a group of six Manoi could summon three Skeletons, two Zombies, and a Ghoul. Of course, it would cost 6 of the Manoi lives to do such a thing, and could not be done all at once, as once the Undead is created, at least one of the Manos would have to go to Nirvana.

Vulnerabilities:

- 1) Though not truly Undead, the Hordes of Manos have such a strong connection to the Negative Plane that they have all the vulnerabilities of an Undead. Sever Spirit slays them instantly, Cure Disease causes them to fight as a 1st level Warrior for one life. Banish works against them as well.
- 2) While the hides of the Manos are thick, their life forces maintain a weak hold on this Plane. Once the Manos Natural armor has been removed, they are slain in one shot. (i.e.: wounds kill)

Garb: Blue and green headband, dark or green robes.

Description: The Hordes of Manos are a race of corrupt humanoid amphibians, bred in polluted swamps near ancient burial mounds. The frog-like



Manos have learned to co-exist with the evil Undead, to the point of discovering rituals to turn slain warriors into the living dead. The Manos are entirely without remorse and emotion, going through their miserable lives with only a dim understanding of the world around them.

Lives: 3

Levels:

1st As above

2nd As above

3rd May use javelins or a small shield

4th If a Manos of this level is present with a group of 8 or more of its kin, then they may create a Specter, at a cost of 3 lives.

5th One additional life (total 4)

6th One additional point Natural armor (total 2)

WILL-O-THE-WISP

(EH: On-Line)

Q/M: 2/1

Armor: 1 point Natural Invulnerable

Attacks: Spells only.

Abilities:

- 1) *Immune* to all non-magical attacks and death magic.
- 2) Leg shots do not count.
- 3) *Yield* (as Wizard, 1/life).
- 4) *Circle of Protection, Fireball, Teleport, and Lightning Bolt* (as Wizard, unlimited).

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

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

Lives: 3

Levels:

1st As above

2nd *Yield 2/life, Teleport* (Wizard, 2/game)

3rd *Circle of Protection* (Wizard, unlimited)

4th *Fireball* (Wizard, 1 bolt/unlimited)

5th Armor becomes 2 points Natural Invulnerability

6th *Teleport* (unlimited)

THE LOST WORLD

LAND OF THE LOST

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

Okay, so I watched way too much "World of Sid and Marty Kroff" as a kid, but still, it makes an interesting quest arc, don't it? Your intrepid explorers, trapped in a lost world of dinosaurs, lizard men and Neanderthals, fighting for survival in a place both terrifyingly alien and frighteningly familiar. Heck, throw in a few cone-shaped teleporters and some haunted techno-caves and you're in for a great afternoon of battlegaming. Do the heroes make it home again, or do they perish in the attempt? Stay tuned for scenes from next week's show!

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

CONAN VS. THE VOLCANO

We all played "Hot Lava" as children, so this is a natural cross-over for our type of adventure role-playing. Mark off the "Hot Lava" with red ribbon, or just say "everything outside of this area is Hot Lava." The rules are simple: fall in, step in, touch it, whatever ... and you're toast. *Protection* and *Immunity to Flame* withstanding, there is no way to survive or be *Resurrected* once you step in. Have bridge battles over Lava or place important game items in such areas, guarded by flame-dwelling Monsters. I mean, what good is a hazard that's not ... well ... HAZARDOUS? Another idea might be to have a timed game, where the adventurers have to complete a sacrificial quest to appease the Fire Gods. Have them bobbing and weaving through all kinds of obstacles and critters with a flame theme to complete the goal before their "island home" is incinerated. Come to think of it, wasn't this an episode of *Gilligan's Isle*?

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

GILLIGAN'S ISLE

Talk about too much TV! Still, put all the laugh-tracks and goofy dialogue to the side and Gilligan and his friends had it pretty rough. Giant insects, quicksand, savage cannibals and the always-present threat of volcanic activity were just a few of the terrors our brave sailing man confronted on a weekly basis. So, set up the quest with a few Questors and everyone else roaming around "the island." One of the characters (the "Professor") has plans to rebuild the ship-wrecked Minnow, but he needs pieces from all over the island. Now it's up to the castaways to undertake a series of daring adventures in search of the eclectic ingredients to the Professor's crazy contraption. The Headhunters have the giant cauldron, the rare bird feathers are in the Giant Spider Cave and a mysterious, intoxicating flower grows atop the lava-dripping volcano ... and so on. Top it all off with a cross-country search for 100 "coconut" tokens (scattered and hidden all over the island as well ... gotta have coconuts, this is Gilligan's Isle after all ...) and before you know it, the day is over and everyone had fun with another dorky quest based on a dorky television show.

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

COMON AND SAFARI WITH ME

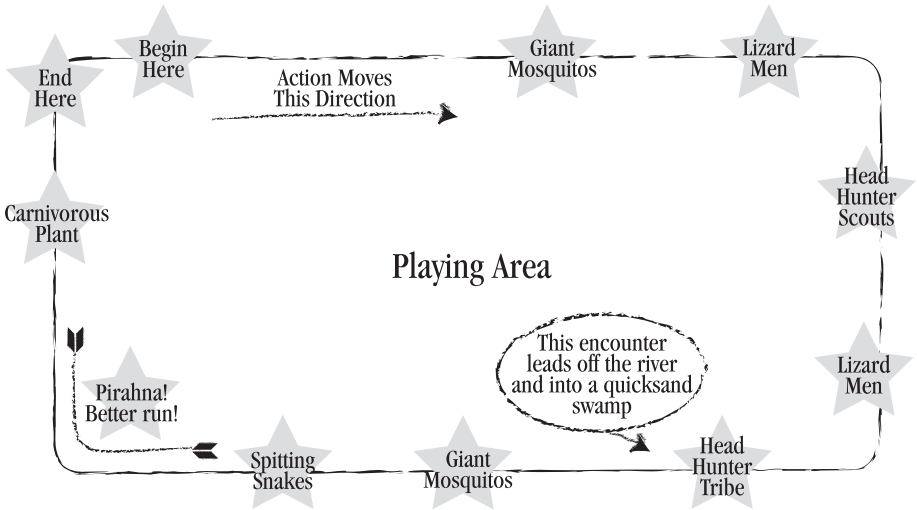
Quests don't always have to be filled with Dragons and Vampires. Some of the best gaming comes from low-powered encounters with few extra rules to argue over. The Safari is one of those types of games where the Monsters don't have many additional or flashy abilities because they are basically just normal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

Suggested Monsters: Great Bird (Vulture), Great Cat (Lion, Cheetah, Panther, Tiger), Mammoth (Elephant), Rhinoceros, Giant Warthog, Wolf (Jackal, Hyena), Giant Crocodile

THE LOST WORLD

THE RIVER WILD

Mark out a clear section of trail with arrow markers to represent the flow of a mighty river. Once the game begins, questors may not go backward to previous encounters, as the flow of the river leads them inexorably toward the end. Players may exit and enter the river as appropriate, but may not back-track, thus setting up a perfect chance for a linear-style quest. Each encounter leads to the next, some encounters may be helpful, though most will involve battle or other dangers. Keep the theme throughout all the encounters, and have a storyline to go along with why the heroes are venturing down this river to being with. Suggested types of Monsters include giant insects, cannibal tribes, lizard men, amphiboids and spitting snakes. Mundane hazards might include pirahna-infested waters or a side-trip through a quicksand-filled bog. An example is included below, but be creative and innovate!



STOP! CONGO TIME!

Oh, I'm am so getting sued! Now let's rip off the world of movies and literature. Mr. Crichton, please dont bate me!

A band of intelligent, Man-Eating Gorillas has kidnapped a nobleman on safari! Now, a crack team of adventurers is going in to the deepest jungle to get him back out! Lots of mad, screaming Gorillas, lots of hardcore, running combat. Set up a "temple ruins" area so questors can rest, explore and/or defend against an invasion of violent monkey-love! Don't forget to rescue the prince and his lovely assistant from the clutches of certain distaster! The Gorilla's don't have to go it alone, either. They can build their nest near a Carnivorous Plant or even hide their hostages in the braches of one, causing even more strife for the players. Or maybe they've "recruited" a few Mooshi to add a little poo-flinging frenzy to the mix. Whatever the choices, this is a quest fraught with peril!

OTHER JUNGLE MONSTERS

Below is a list of a few other Monsters which may be suitable for the jungle environment. Of course, with a little creativity just about any critter can find a reason to dwell in your world's tropical rain forests. The most important part is the *story*, afterall.

Basilisk	Ghoul
Catperson	Goblin
Corrosion Beast	Orc
Deadly Slime	Scalor
Entangling Mass	Hill Giant
Giant Spider	Skeleton
Hydra	Wraith
Medusa	Zombie
Sable Dragon	Skirit (BNTD)
Troll	Flail Snail (SD)
Troglodyte	Bats (WLB)

Wyvern

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:

Sir Luke Wyngarde

luke_stargazer@hotmail.com



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