

DOR UN AVATHAR

Version XI

The Dor Un Avathar XI is a playtest document. Updates are to be released every three months until the next annual summer meeting. Afterwards, the Dor will be updated regularly to align with the Rules of Play. Find the feedback form at amtgard.com/documents.

Foreword to the Dor Un Avathar XI

This project is meant to update the Dor Un Avathar to more fully align with the V8 Rules of Play, and to incorporate some of the knowledge and design principles that our community has cultivated over the decade since the Dor Un Avathar X was released. This edition was a collaborative effort by Rules Representatives from across Amtgard, as well as the current RRO and Rulebook Editor.

Amtgard has no shortage of experts in monster design, and there are many excellent ways to put together a Monster supplement - our committee has pored over many monster books from across the ages to spot common trends, seek inspiration, and discuss what works or does not work well for the scenarios we know and love. You'll find that we've attempted to follow certain design tenets while writing this draft. We may not succeed fully on this draft, and our design tenets may change as our theories meet reality - this is expected and normal, and we greatly appreciate your input on this project.

Design Tenets:

Align the Dor Un Avathar with the Rules of Play to reduce conflicting information between the two.

Note - we are developing a process to ensure that the Dor Un Avathar remains in step with the Rules of Play going forward, which will be implemented beginning in July 2026. See Dor Un Avathar Update Process for details.

Make Monsters more generally interactive with players, their equipment, and their Enchanments.

- Reduce the number of built-in Immunities held by most monsters.
- Ensure that major mechanics such as Dispel, State removal, etc feature amongst some Monsters.

Maintain the spirit of most of the existing Monsters that players commonly 'main', where possible.

Draw better distinctions between monsters meant for regular battlegames and those meant for scenarios and quests.

Reduce the number of "monster-only" mechanics that may cause confusion on the field, and streamline them where they remain.

- Maintain the interesting and complex aspects of certain monsters that some players love, typically by utilizing existing abilities in novel ways or introducing complexities that only the monster player must know to function.

Clean up garb requirements for monsters somewhat to differentiate between similar monsters more easily.

Provide guidance and examples for customizing and creating new monsters and scenarios.

Draft 3 Notes

New updates will be published quarterly at Amtgard.com/documents. Expect the next one in January 2026!

There have been changes made (large and small) to over two dozen monsters.

Changes in this update have mostly focused on balance and/or making certain monsters more balanced, interesting, or effective in a battlegaming environment. After removing trait-based immunities from most monsters, we were sometimes a bit overly conservative with the power level of the replacement abilities. Please let us know what you think!

A full changelog of changes from Draft 2b can be found at the end of this document!

Our next update will focus on Tier 3 monsters and the auxiliary chapters such as monster creation guidelines, quest examples, magic items, as well as a few DIY document templates for creating your own monsters and resources.

Additionally, the next update will feature an editorial pass for flavor text, monster descriptions, and the like. If you have suggestions for how a monster should be described, we could use your help!

Stay tuned over the coming months for opportunities to contribute art to the new edition of the Dor Un Avathar XI.



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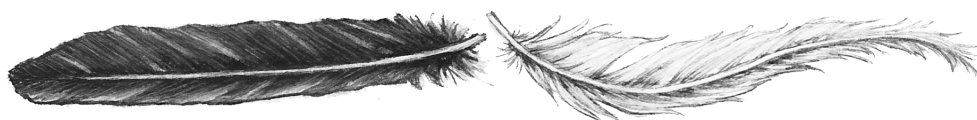
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Credits

This latest edition of the Dor Un Avathar would not have been possible without the input of more Amtgarders than can be recounted here. Many monsters were based upon those featured in prior editions of this supplement, especially the Dor Un Avathar X. Primary contributors to this update included Abraxos, Artorius Dragonwrit, Avarice, Dagger, Faven, Hangman, Heron Lamana, Kimjin, and Oso Bearington, then Rules Representatives of their kingdoms.

The artwork in this book was provided by Dame Casca Eruoy, Denah, and Runestone Lillywinks. Design, layout, and temporary art by Heron Lamana. Editing and formatting by Kodiak Rubus.

This supplement is compatible with the Amtgard Rules of Play Version 8.7. For the latest version of this supplement, the Rules of Play, or for more information about Amtgard, go to: www.Amtgard.com



MONSTERS IN AMTGARD

ABOUT THIS BOOK

This book is not intended to be a standalone set of rules. It must be used in conjunction with the Amtgard Rules of Play Version 8, and it assumes a basic familiarity with those rules. The Amtgard Rules of Play supersedes all Monster supplements and handbooks in case of disputes.

THE MONSTER CLASS

There are four broad classifications of monster, suitable for different circumstances. To play a Monster of a given type in a Class Battlegame, a certain number of levels are required, in addition to permission from the game designer.

Monster Tier	Level
Standard Monsters (Tier 1)	Level 1+
Advanced Monsters (Tier 2)	Level 4+
Scenario Monsters (Tier 3)	Level 6+
Legendary Monsters (Tier 4)	Level 6+

Standard Monsters are meant to approximately align with the power level of a 1st, 2nd, or 3rd level player of another class, while Advanced Monsters are designed to be an approximate match for a 6th level player. Scenario and Legendary Monsters are designed primarily for scenarios, and may not be appropriate for all class battlegames. A player may play any monster at the discretion of the game runner or scenario organizer.

A player playing a Monster in a class battlegame should wear two Eye Class Symbols. Players playing Advanced or Scenario monsters should make their abilities known to the rest of the players, and explain any Monster abilities, if necessary. A Monster player should keep a list of their abilities on them at all times in a battlegame.

MONSTER FORMAT

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

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

Garb: Garb that is suggested to denote playing the monster. While this is a strong suggestion, alternative garb is allowable as long as it is clear which monster a player is portraying.

Armor: This indicates the maximum amount of armor the monster may wear in each location, or amount of Magic Armor.

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

Weapons: This lists the specific categories of weapons the monster may use. If a number of weapons is specified, the monster may only carry up to that many at a time. For example, a monster with Light Thrown (4) may only carry four Light Thrown at a time.

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

Note: This may contain reminders about unusual interactions, or limitations placed upon the Monster.

Homebrew Note: These tips and guidelines describe how a monster entry could be altered to suit different scenarios or represent a similar monster. These represent suggestions - feel free to be creative!

MONSTER MECHANICS

Along with the abilities found in the Rules of Play, these abilities provide the building blocks for the monsters in this rulebook.

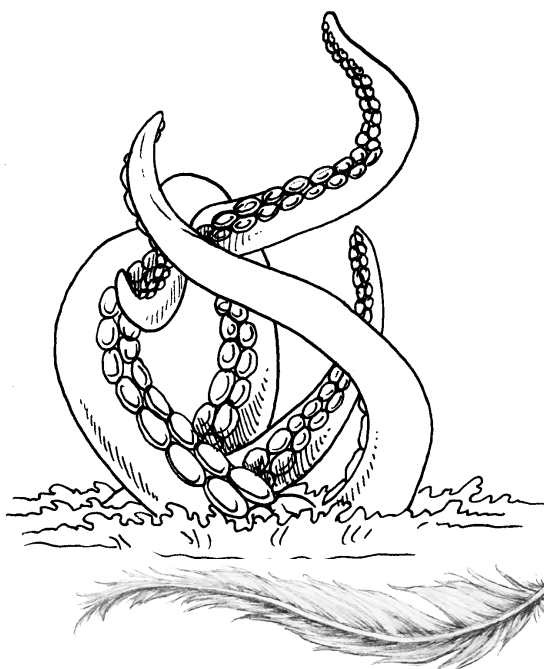
MONSTER ARMOR

Some monsters have built-in Magic Armor, which is granted as a Trait. A monster that has four points of Monster armor will have 4pt (Magic) written into their Armor line. Monster Armor:

1. Behaves identically to magic armor.
2. Cannot be combined with other types of armor.

INHERENT ENCHANTMENTS

These Enchantments are automatically cast upon a monster when they start a scenario, respawn, or cast Sheer Numbers. For example, a monster may be written as having Gift of Air (i). Inherent enchantments differ from Traits in that they can be Dispelled or removed and should be announced upon engagement with other players. If a player is already at their Enchantment limit when an Inherent enchantment would be applied, they may choose which Enchantment(s) to lose to meet their Enchantment limit.



MONSTER ABILITIES

AMORPHOUS

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player has only one hit location, comprising all of their limbs and their torso. Player is unaffected by the Wounding spell.
L: Player may not use Worn armor.

AQUATIC

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player ignores the effects of Water Terrain and similar Terrain indicated by the reeve or game designer.

FLYING

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player ignores the effects of all Terrain, unless otherwise indicated by the reeve or game designer.

HARD TO KILL

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player dies to wounds only after taking wounds on all limbs or one wound to the torso.
N: Wounds Kill effects will kill the player as normal. Wounds delivered by Phasing weapons or effects do not bypass Hard to Kill.

INHERENT WEAPONS

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player's wielded melee weapons cannot be destroyed.
L: Phasing abilities ignore this Trait as normal.

INSTANT

- T:** Meta-Magic **S:** Neutral **R:** Self
I: "Instant"
E: The name of an ability can be used in place of its Incantation.
L: May not be used on the Charge incantation.

MAGIC USER (CLASS, LEVEL)

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player may purchase five points of magic from each level from the class listed, up to the level indicated. Unused points from higher levels can be rolled down to lower levels. A list of all magic purchased must be carried at all times. If a monster has this ability for multiple classes, each spell list must be tracked separately.

MIGHTY

- T:** Granted as Trait **S:** Neutral **R:** Self
E: All weapons wielded in melee are Armor Destroying and Shield Destroying.

MONSTEROUS RESISTANCE (#)

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player may choose to ignore the indicated number of effects or wounds during each life. When this ability is activated, player must announce "Resist". Monstrous Resistance is never bypassed by Phasing abilities or Sacred Blades.

NATURAL ARMOR

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Effects that heal wounds may instead repair player's Magic Armor as per Mend.

NIMBLE

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Bearer does not take Wounds to limbs from projectile weapons or ammunition.

PASS WITHOUT TRACE

- T:** Verbal **S:** Neutral **R:** Self
I: "I pass without trace"
E: Player is affected as per Lost. Pass Without Trace may be cast while moving.

SHEER NUMBERS

- T:** Verbal **S:** Spirit **R:** Self
I: "Avenge me!" immediately after dying
E: Player returns to life. All enchantments are removed, and all carried equipment is fully repaired. Player becomes Insubstantial. While Insubstantial in this way, player can move directly to base, or can move as they wish as long as they remain within 50' from their starting point.
L: Caster may not end State within 10' of a living enemy. May not be affected by Empower, Restoration, or similar Magic and Abilities.
N: Inherent Enchantments are reapplied to the player upon using Sheer Numbers as if they had just respawned.

SLOW

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player shall move at a slow walking pace, except while Insubstantial or Invulnerable.

STRONG

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player's melee attacks are Armor Breaking and Shield Crushing.

THICK SKIN

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player's Magic Armor is unaffected by Armor Breaking and Armor Destroying. The armor loses one point of value in the location struck.

UNENCHANTABLE

- T:** Granted as Trait **S:** Neutral **R:** Self
E: Player may not be enchanted by other players.



STANDARD MONSTERS

Standard monsters are meant to provide a consistent option for players who want to play Monster in regular battlegames. They adhere closely to the existing framework of abilities and mechanics in the Rules of Play, and are designed to fit into standard battlegames with no adjustment necessary by the game runner. Each is designed to be easy to understand by those unfamiliar with the vast array of possible Monster abilities, and tend to be weaker than the standard classes, though not all are equally powerful.

1. Standard monsters are suggested to be allowed in typical Full-Class Battlegames.
2. Homebrew Monsters may not be designated as a Standard Monster. Any alteration to a Standard Monster results in an Advanced Monster.

BEASTFOLK

DESCRIPTION: While Beastfolk are commonly referred to collectively, they represent a wide variety of humanoid. No matter their origin, they share keen senses and a knack for survival.

GARB: Furry ears and tail

ARMOR: 2pt (Worn)

SHIELDS: Medium

WEAPONS: Dagger, Short, Long, Bow

ABILITIES:

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

Blink 2/Life Charge x10 (ex) (Ambulant)

Song of Survival Unlimited (ex)



CORROSION BEAST

DESCRIPTION: Ever hungry for the taste of metal, Corrosion Beasts will follow those who have it to the ends of the earth if need be, retreating only if severely beaten.

GARB: Rust-colored garb and metallic fabrics

ARMOR: 1pt (Magic)

SHIELDS: None

WEAPONS: Dagger

ABILITIES:

Strong (T)

Corrosive Mist (Self) 1/Life (i) (m)

Force Bolt 2 Balls/Unlimited (m)

Shatter Weapon 2/Life Charge x3 (m)



ENTHRALLED ONE

DESCRIPTION: Whether infected by an astral parasite or willingly given over to eldritch influence, these strange beings possess an affinity for dark powers from the void.

GARB: Prominently featured tentacle(s)

ARMOR: 3pt (Worn)

SHIELDS: Small

WEAPONS: Dagger, Short, Hinged, Magic Staff

ABILITIES:

Dimensional Rift 2/Life Charge x5 (m)

Shadow Step 1/Life Charge x3 (ex)

Phase Bolt 1 Ball/Unlimited (m)

Suppression Bolt 2 Balls/Unlimited (m)



FAIRY

DESCRIPTION: Fairies are woodland spirits who live in the deepest sylvan forests. Fairies are generally fun-loving pranksters, and their natural abilities make them excellent spies.

GARB: Fairy wings and bright garb

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Light Thrown (4)

ABILITIES:

Ambulant 2/Life Charge x3 (m)

Circle of Protection 1/Life (m)

Heal 2/Life Charge x3 (m)

Release 2/Life Charge x3 (m)

Song of Power (Self) Unlimited (m)

GOBLIN

DESCRIPTION: Goblins are small, primitive descendants of Orcs. As their most famous trait is physical frailty, they tend to move in groups for protection. Some goblins manage to scrounge together the rough makings of armor. However, jealousy often makes them less popular amongst their kin, making them less likely to come to their aid.

GARB: Green pointy ears

ARMOR: None

SHIELDS: Small

WEAPONS: Short (1), Bow

ABILITIES:

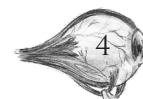
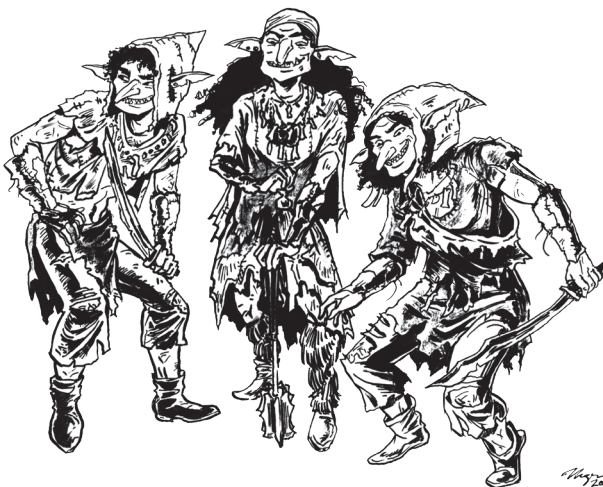
Fragile (T)

Sheer Numbers 1/Life (ex)

Pick one:

Armor becomes 1pt

Sheer Numbers becomes 2/Life (ex)





SKELETON

DESCRIPTION: Skeletons are the animated bones of a corpse. They are mindless and follow the directions of their creators without fear or question.

GARB: Skull mask, face paint, or helm, skeletal themes

ARMOR: 4pt (Worn)

SHIELDS: Large

WEAPONS: All Melee, Javelins

ABILITIES:

True Grit 3/Life (ex)

Protection from Projectiles (Self) 1/Life (i) (m)

UNICORN

DESCRIPTION: A Unicorn resembles a great white horse with a golden horn springing from its head. They are kindhearted and will help those in need. They often shy away from violence.

GARB: White cloak or garb, unicorn horn

ARMOR: None

SHIELDS: None

WEAPONS: Long (1)

ABILITIES:

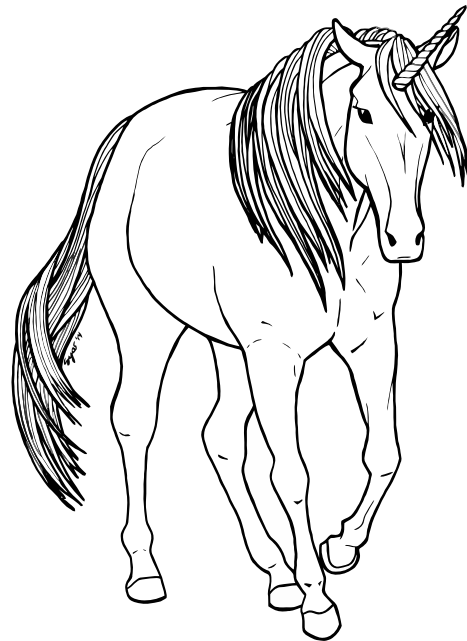
Martyr 2/Life Charge x3 (ex)

Mass Healing (Self) 1/Life (i) (m)

Resurrect 1/Life Charge x5 (m)

Sever Spirit 1/Life Charge x5 (m)

Blessed Aura (Other) 2/Life (ex)



WYVERN

DESCRIPTION: Smaller and less cunning cousins to the true dragons, these beasts are always hungry, ill-tempered and dangerous. Their stony hides prohibit them from taking to the skies.

GARB: Draconic scales

ARMOR: None

SHIELDS: None

WEAPONS: Long (1), Heavy Thrown

ABILITIES:

Stoneskin (Self) 1/Life (i) (ex)

Brutal Strike 1/Life Charge x3 (ex) (Ambulant)

Momentum Unlimited (ex) (Ambulant)



ADVANCED MONSTERS (TIER 2)

These are monsters that can be used in regular battlegames, but only with the express permission of the game runner. They may incorporate unusual mechanics or abilities not described in the Rules of Play. Advanced Monsters are designed to be approximately balanced for standard Battlegame play, but the power of each will vary.



AUTOMATON

DESCRIPTION: Automatons are humanoid metal constructs permanently animated by powerful rituals. Scholars are unsure whether they are truly sentient, or if their cunning is simply a testament to the skill of their creator.

GARB: Metallic garb and/or armor to give the appearance of a metal body.

ARMOR: 4pt (Worn)

SHIELDS: Medium

WEAPONS: Dagger, Short, Hinged, Long

ABILITIES:

- Golem (Self) 1/Life Charge x10 (i) (ex)
- Lightning Bolt 2 Balls/Life Charge x10 (m)
- Mend 2/Life (ex)
- Momentum Unlimited (ex) (Ambulant)
- Shake It Off 1/Life (ex)

NOTE: Automaton does not gain the benefit of an alternative base or respawn point from their inherent Golem enchantment.

BEAST

DESCRIPTION: The realms of Amtgard contain a great many wild beasts. These creatures at times pose a grave danger to those who trespass upon their territory, or those they see as their next meal.

GARB: A furry tabard and appropriate beastly ears.

ARMOR: 1pt (Magic)

SHIELDS: None

WEAPONS: Dagger, Short

ABILITIES:

- Natural Armor (T)
- Strong (T)
- Inherent Weapons (T)
- Pick one:

Bear: Armor becomes 2pt, Thick Skin (T)

Boar: Rage 2/Life (ex) (Ambulant)

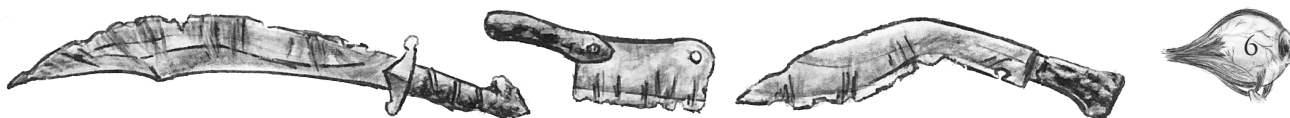
Big Cat: Nimble (T), Shadow Step 2/Life (ex)

Wolf: Tracking 2/Life (ex) (Ambulant)

HOME BREW NOTE: If your scenario requires beasts not listed here, consider using the closest option thematically to what you're looking for, or using these as a springboard for further modifications. For example, a Rhino might be a Bear with more armor points, and a Dire Wolf might be a Wolf with access to larger weapons.



DOR UN AVATHAR XI - ADVANCED MONSTERS



DRYAD

DESCRIPTION: These woodland spirits are steadfast defenders of nature. Little is known about them except that they command powerful magic and always demand a high price for their benevolence.

GARB: Leaf-patterned garb

ARMOR: 4pt (worn)

SHIELDS: None

WEAPONS: All Melee

ABILITIES:

Sacred Blades (Self) 1/Life (i) (ex)

Heal Unlimited (m)

Barkskin (Touch) 1/Life (m)

Lightning Bolt 2 Balls/Unlimited (m)



DWARF BATTLESMITH

DESCRIPTION: Short and powerfully built, Dwarves have a reputation that defies their small size. They possess a grim determination and an amazing constitution against threats both magical and mundane.

GARB: A blocky looking helmet and/or beard (real or fake).

Preferred: a mace, axe, or hammer.

ARMOR: 4pt (Worn)

SHIELDS: Large

WEAPONS: Dagger, Short, Long, Heavy Thrown

ABILITIES:

Greater Harden (T)

Mend 2/Life Charge x3 (ex)

Harden (Other) 1/Refresh Charge x10 (m)

Pick one each life:

- Imbue Armor (Self) 1/Life (i) (ex)

- Imbue Weapon (Self) 1/Life (i) (m)

- Imbue Shield (Self) 1/Life (i) (m)



ELEMENTAL, AIR

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

GARB: A prominent yellow crystal

ARMOR: None

SHIELDS: None

WEAPONS: None

ABILITIES:

Gift of Air (Self) 1/Life Charge x10 (i) (ex)

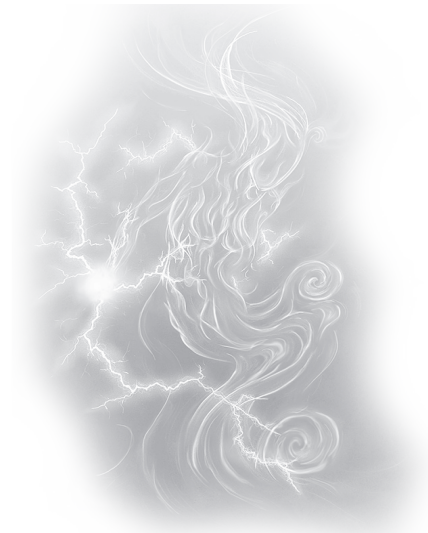
Lightning Bolt 3 Balls/Unlimited (m)

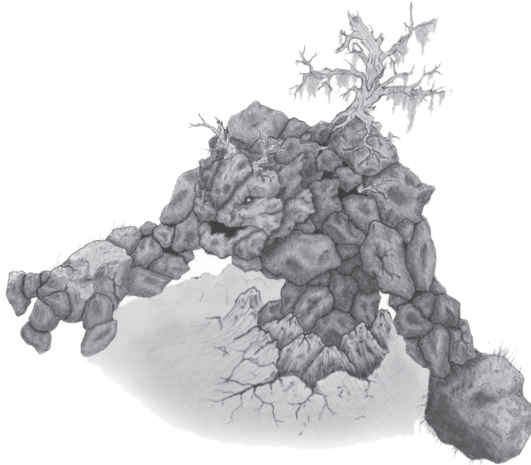
Shove 2/Life (m)

Throw 1/Refresh Charge x3 (m)

GREATER AIR ELEMENTAL: For a more dangerous foe, double the uses of each verbal and add Flying (T).

PRIMAL AIR ELEMENTAL: For a very powerful enemy, also add Call Lightning 1/Refresh Charge x10 (m).





ELEMENTAL, EARTH

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

GARB: A prominent green crystal

ARMOR: 3pt (Magic)

SHIELDS: Large

WEAPONS: All Melee, Rocks

ABILITIES:

Strong (T)

Thick Skin (T)

Slow (T)

Harden (Self) 1/Life (i) (ex)

Stoneform 2/Life (ex)

GREATER EARTH ELEMENTAL: For a more dangerous foe, remove the Slow Trait and add Charge x5 to Stoneform.

PRIMAL EARTH ELEMENTAL: For a very powerful enemy, also add Entangle 2 Balls/Unlimited (m) and gain Inherent Weapons (T).

ELEMENTAL, FIRE

DESCRIPTION: These Elementals are brought forth from the Plane of Fire. They appear as majestic humanoids carrying weapons made of pure, living flame.

GARB: A prominent red crystal

ARMOR: None

SHIELDS: Small

WEAPONS: Dagger, Short, Long

ABILITIES:

Choose one:

Flame Blade (Self) 1/Life Charge x5 (i) (ex)

Gift of Fire (Self) 1/Life Charge x3 (i) (ex)

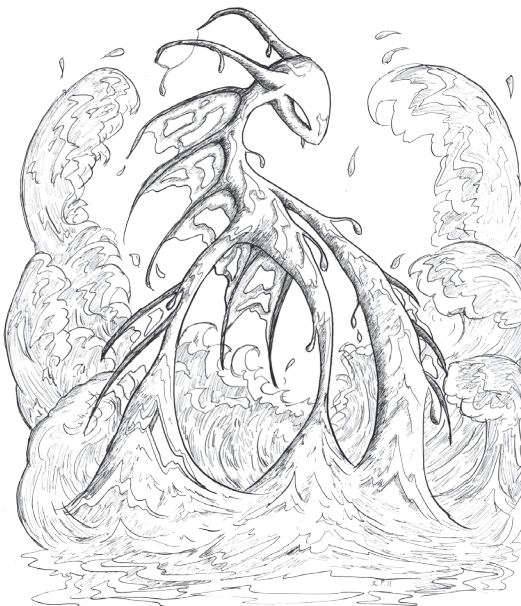
Ironskin (Self) 1/Life Charge x10 (i) (ex)

Fireball 2 Balls/Unlimited (m)

Adrenaline Unlimited (ex) (Ambulant)

GREATER FIRE ELEMENTAL: For a more dangerous foe, choose two Inherent enchantments.

PRIMAL FIRE ELEMENTAL: For a very powerful enemy, gain all three Inherent enchantments and add Pyrotechnics 3/Life (m).



ELEMENTAL, WATER

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

GARB: A prominent blue crystal

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Hinged

ABILITIES:

Natural Armor (T)

Aquatic (T)

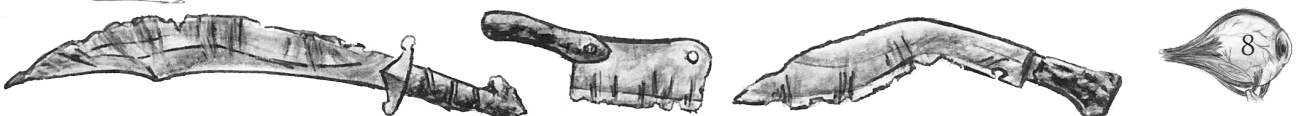
Gift of Water (Self) 1/Life Charge x10 (i) (ex)

Heal (Self) Unlimited (m)

Iceball 1 Ball/Unlimited (m)

GREATER WATER ELEMENTAL: For a more dangerous foe, double the number of Iceballs.

PRIMAL WATER ELEMENTAL: For a very powerful enemy, also replace Gift of Water with 4pts of Magic Armor and Regeneration (Self) 1/Life (i) (ex).





ELF RANGER

DESCRIPTION: Elves are graceful, seemingly immortal beings. Their thin limbs and beautiful features cause many to underestimate them – much to the dismay of their enemies.

GARB: Pointed ears, natural colors, fine clothing

ARMOR: 2pt (Worn)

SHIELDS: Small

WEAPONS: Dagger, Short, Long, Bow, Magic Staff

ABILITIES:

Magic User (Druid 2)

Avatar of Nature (A)

Tracking 1/Life Charge x5 (ex) (Ambulant)

Shadow Step 1/Life (ex)

Pass Without Trace 1/Life (ex)

HOME BREW NOTE: There are Elves of all types all across the world, each with their own traditions. Consider a Dark Elf Ranger who might use Poison or a Poison Arrow instead of Tracking to fell their foes, and may use Wizardly magic instead of Druidic.

ENTANGLING MASS

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

ARMOR: 5pt (Magic)

SHIELDS: None

WEAPONS: Dagger, Short, Hinged

ABILITIES:

Amorphous (T)

Entangle 2 Balls/Unlimited (m)

Hold Person 1/Life Charge x3 (m)

Planar Grounding 1/Refresh Charge x5 (m)

Pick one:

Shamblehedge: Slow (T) and may wield Medium Shields

Quickvine: May wield Small Shields





GHOST

DESCRIPTION: Hopelessly wandering the earth, these creatures are the life force of a restless, dead being. Some Ghosts are occasionally tied to a specific area, but many are free-roaming apparitions.

GARB: Wispy tattered fabric in grey or white, and/or ghostly mask.

ARMOR: None

SHIELDS: None

WEAPONS: None

ABILITIES:

Blink Unlimited (ex) (Ambulant)

Innate 4/Life (ex)

Shove 2/Life Charge x5 (m)

Terror 1/Life Charge x5 (m)

HOME BREW NOTE: There are many kinds of spirits that haunt the realms of Amtgard. A Poltergeist might have access to Heavy Thrown and Rocks, and may be more appropriate for a scenario where the Ghost must be able to physically contest an objective. As a Scenario Monster, a Banshee might make use of Finger of Death instead of Terror to represent their lethal screams.

GHOUL

DESCRIPTION: Ghouls are undead creatures that roam graveyards for carrion and unlucky travelers. Their horrifying powers allow them to transform one meal into a tool to hunt down the next.

GARB: Ragged green and red tabard and a rotting appearance.

ARMOR: None

SHIELDS: Medium

WEAPONS: Dagger, Short, Long (1)

ABILITIES:

Regeneration (Self) 1/Life (i) (m)

Poison (Touch) 1/Life Charge x5 (ex)

Stun 1/Life Charge x10 (m)

Undead Minion (Other) Unlimited (m)

NOTE: Despite the listed frequency, remember that the enchantment itself allows only three active Undead Minions at a time.



GIANT

DESCRIPTION: Standing ten to fifteen feet tall, Giants are ponderous and intimidating brutes. Some Giants are attuned closely to the elements.

GARB: Furs, leathers, and bones. For the elemental giants, a tabard prominently featuring your element.

ARMOR: 3pt (Worn)

SHIELDS: Large

WEAPONS: All Melee, Rocks

ABILITIES:

Strong (T)

Pick one:

Hill Giant: Armor becomes 4pts (Worn) and gain Scavenge Unlimited (ex) and Shove 2/Life (m)

Frost Giant: Gain Iceball 1/Ball Unlimited (m) and Shatter 1/Life Charge x10 (m)

Fire Giant: Replace worn armor with Ironskin (Self) 1/Life (i) (m), and gain Fireball 3/Balls Unlimited (m)

Storm Giant: Gain Lightning Bolt 3/Balls Unlimited (m) and Call Lightning 3/Refresh (m)

NOTE: Giants may only use Magic Balls at least 10" in diameter.

HOME BREW NOTE: A Hill Giant could be easily adapted into an Ogre, perhaps by removing Scavenge and replacing Shove with Throw 4/Life Charge x5 (m) to represent the Ogre's extreme strength. For a quest, a game designer might allow a Giant to use normal-sized Magic Balls if no giant-scale Magic Balls can be sourced.



GIANT SPIDER

DESCRIPTION: Much larger and far more intelligent than their household counterparts, Giant Spiders are cunning, ruthless blood drinkers often found as the guardians of powerful Vampires or other evil Undead.

GARB: Spider legs and eyes

ARMOR: 1pt (Magic)

SHIELDS: None

WEAPONS: Dagger, Short, Long

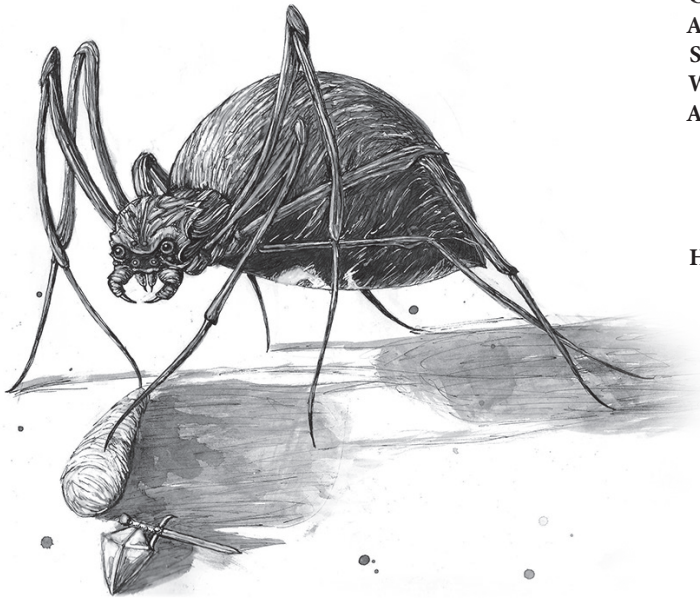
ABILITIES:

Vampirism (Self) 1/Life (i) (ex)

Entangle 4 Balls/Unlimited (m) (Ambulant)

Song of Determination Unlimited (ex)

HOME BREW NOTE: In a scenario, you might include areas of webs where the Giant Spiders are allowed to use Shadow Step a few times each life - perhaps unless the webs are burned away.





GNOME TINKERER

DESCRIPTION: Gnomes are a race of diminutive beings known as tinkerers and inventors that have mastered the construction and repair of gadgets and gizmos. They live and toil in their cluttered underground workshops. Occasionally they emerge, eager to show off their latest invention.

GARB: Leather workman's apron and gloves

ARMOR: 1pt (Worn)

SHIELDS: Small

WEAPONS: Dagger, Short, Heavy Thrown, Bows

ABILITIES:

Mend 1/Life Charge x3 (ex)

Greater Mend 1/Life Charge x5 (ex)

Word of Mending 1/Refresh Charge x10 (ex)

HOME BREW NOTE: A Gnome Alchemist might replace access to Word of Mending with three Potions of their choosing.

GORGON

DESCRIPTION: An evil combination of human and snake, Gorgons are creatures so horrific in aspect that their mere visage is enough to turn a man to stone. Instead of hair, snakes writhe upon their head, and their lower bodies are often that of a giant serpent.

GARB: Elegant garb with snakes added to hair

ARMOR: 2pt (Worn)

SHIELDS: None

WEAPONS: Dagger, Short (1), Bow

ABILITIES:

Poison Arrow Unlimited Arrow / Unlimited (ex)

Snaring Vines (Self) 2/Life (ex)

HOME BREW NOTE: In a scenario, a more powerful Gorgon might be given Icy Blast 2/Life Charge x5 (m). For a Legendary challenge, consider further adding uses of Instant to replicate Medusa's gaze, which could petrify at a glance.



GREMLIN

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

GARB: White fur and spiked hair.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger (1) or Short (1)

ABILITIES:

Astral Intervention 2/Life (m) (Ambulant)

Break Concentration 2/Life Charge x5 (m) (Ambulant)

Dispel Magic 2/Life Charge x10 (m)

Heat Weapon 2/Life Charge x5 (m)

Insult 2/Life Charge x5 (m) (Ambulant)



HALFLING ADVENTURER

DESCRIPTION: Halflings are about the size of a human child. They are mirthful wanderers always interested in making new friends. They are well known for finding their way out of even the most dire of situations unharmed.

GARB: Hairy feet, including prosthetics

ARMOR: 2pt (Worn)

SHIELDS: Medium

WEAPONS: Dagger, Short, Bows

ABILITIES:

Monstrous Resistance (1) (T)

Pass Without Trace 1/Life Charge x5 (ex)

NOTE: It can be fun for a Halfling player to explain how they avoided a particular spell - the more preposterous the explanation, the better!



HELLHOUND

DESCRIPTION: Hellhounds are lumbering, toothy canines of demonic visage and ruthless temperament. Most Hellhounds serve a dark master of some kind, but tales of free-range packs of these evil monstrosities abound.

GARB: Red or black fur, tail and dog ears.

ARMOR: 2pt (Worn)

SHIELDS: None

WEAPONS: Dagger, Short, Long

ABILITIES:

Flame Blade (Self) 1/Life (i) (m)

Dispel Magic 1/Life Charge x3 (m) (Ambulant)

Assassinate 2/Life (ex) (Ambulant)

Planar Grounding 2/Life (m)

IMP

DESCRIPTION: The term Imp describes a variety of minor beings of the lower planes. These creatures are often found in the company of power-hungry mages, bound to them as familiars. Not so threatening on their own, they are opportunists with a knack for destruction.

GARB: Small pointed horns.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Short, Hinged, Bow

ABILITIES:

Assassinate Unlimited

Dimensional Rift 2/Life (m)

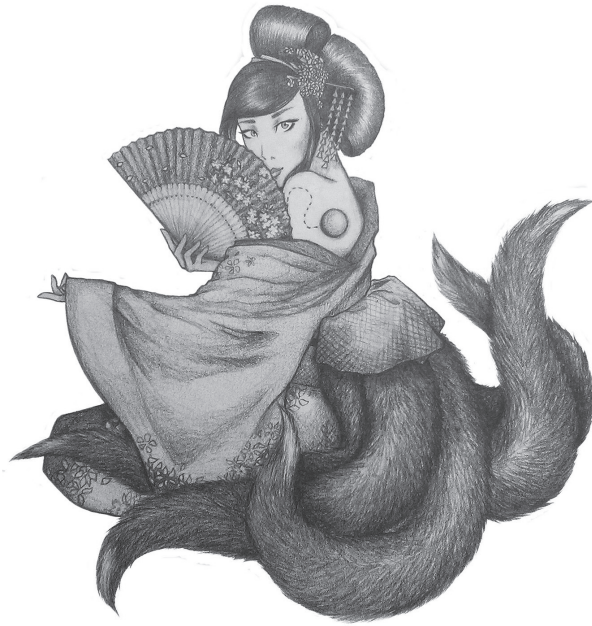
Dragged Below 2/Life (m)

Shatter 2/Life (m)

Teleport (Self) 2/Life (m)

NOTE: Choose one ability each life to add Charge x3 for the duration of that life.





KITSUNE

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

GARB: Fox ears and at least 2 tails. Suggested: carry a small white ball.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Short, Magic Staff

ABILITIES:

Magic User (Wizard 2)

Dervish (A)

Swift Unlimited (m)

Ward Self (Self) 1/Life (m)

HOME BREW NOTE: Many Kitsune carry a favored possession such as a white or gold ball. Consider a scenario where a Kitsune may desire its return, or avenge its theft.

LIZARDFOLK SHAMAN

DESCRIPTION: Lizardfolk are humanoid lizards that are found everywhere, from deserts to swamps. Amongst them are capable shamans who specialize in binding and unbinding.

GARB: Lizard tail

ARMOR: 3pt (Worn)

SHIELDS: Small

WEAPONS: Dagger, Short, Hinged, Magic Staff, Javelins

ABILITIES:

Regeneration (Self) 1/Life (i) (m)

Abeyance 1 Ball/Unlimited (m)

Entangle 2 Balls/Unlimited (m)

Force Bolt 2 Balls/Unlimited (m)

Heal 1/Life Charge x3 (m) (Swift)

Greater Release 1/Life Charge x5 (m)



MILITIA

DESCRIPTION: Guards, soldiers, mercenaries, and even bandits who lack an aptitude for the mystical abilities of the realm of Amtgard can be represented with any combination of mundane equipment - what little help it may offer these poor souls.

GARB: A tabard - especially one that matches other Militia monsters in the game or scenario.

ARMOR: 6pt (Worn)

SHIELDS: Large

WEAPONS: All

ABILITIES:

Unenchantable (T)

HOME BREW NOTE: Depending on the needs of a quest scenario, you might consider limiting your militia forces to a lower amount of armor, limiting them to melee weapons, or other restrictions.



MINOTAUR

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

GARB: Bull-like mask, or (safe to wear) horns.

ARMOR: 2pt (Magic)

SHIELDS: Medium

WEAPONS: All Melee, Javelins

ABILITIES:

Berserk (T)

Adrenaline 1/Life (ex)

Momentum 2/Life (ex) (Ambulant)

Lost 3/Life Charge x10 (m)

Pass Without Trace 1/Life (ex)

HOME BREW NOTE: In a scenario with a Minotaur as the centerpiece, consider changing the frequency of Adrenaline and Momentum to Unlimited and increasing its Magic Armor somewhat to give the monster some longevity.



ORC BATTLERAGER

DESCRIPTION: Orcs are heavily built with thick hides, short legs and long arms. They have grotesque, fanged faces and random hair growth. In battle they are fearless, and rarely run from a fight.

GARB: Greenish gray face paint or mask, furs on garb or armor.

ARMOR: 4pt (Worn)

SHIELDS: Large

WEAPONS: All Melee, Heavy Thrown, Rocks

ABILITIES:

Adrenaline 3/Life (ex)

Insult 3/Life (m)

Rage 3/Life (ex) (Ambulant)

Scavenge 3/Life (ex)



RAPTOR

DESCRIPTION: In wild places, ancient creatures still roam. These vicious carnivores resemble the dinosaurs of old. Their predatory instincts have sustained them for eons.

GARB: A scaled tabard and reptilian crest.

ARMOR: 1pt (Magic)

SHIELDS: None

WEAPONS: Dagger, Short, Hinged (1)

ABILITIES:

Inherent Weapons (T)

Natural Armor (T)

Strong (T)

Adaptive Blessing (Self) 2/Life (ex)

Shadow Step 1/Life (ex)



SATYR PIPER

DESCRIPTION: These hearty creatures have a human torso and the lower legs of a goat. Their love of parties and revelry is legendary.

GARB: Goat horns, furry leggings, pan flutes

ARMOR: 2pt (Worn)

SHIELDS: None

WEAPONS: Dagger (1), Magic Staff

ABILITIES:

Song of Power (Touch) 2/Life (m)

Song of Visit (Touch) Unlimited (m)

Confidence 2/Life Charge x5 (ex) (Ambulant)

Restoration 2/Life (ex) (Ambulant)

NOTE: The target of a Song must begin the chant to continue its effects.

SHROOMKIN MULCHTENDER

DESCRIPTION: Woodland denizens that cultivate a variety of natural remedies and toxins to aid some and harm others. They are adept composters.

GARB: A mushroom hat

ARMOR: 1pt (worn)

SHIELDS: Small

WEAPONS: Dagger, Short (1), Magic Staff

ABILITIES:

Entangle 2 Balls/Unlimited (m)

Summon Dead 2/Life (m)

Steal Life Essence 2/Life (m)

Battlefield Triage (Touch) 2/Refresh Charge x30 (m)

Poison Glands (Touch) 2/Refresh Charge x30 (m)

Snaring Vines (Touch) 2/Refresh Charge x30 (m)



WEREWOLF/LYCANTHROPE

DESCRIPTION: Feared creatures of legend who change form from human to beast. Lycanthropes enjoy the primal nature of the hunt and pursuing humans as the tastiest meal of all.

GARB: Garb with shredded holes or open seams with fur poking from beneath.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Short, Long

ABILITIES:

Lycanthropy (Self) 2/Life Charge x10 (i) (ex)

Tracking 2/Life Charge x3 (ex) (Ambulant)

Terror 2/Life (m)

Pass Without Trace 1/Life Charge x3 (ex)

HOME BREW NOTE: In a quest scenario, a werewolf might disguise as a peasant or militia fighter in regular garb, only revealing themselves at the opportune moment. In some scenarios, the scenario designer may opt to have a Werewolf enchant others with Lycanthropy. Lycanthropes are known to come in a variety of predatory animal forms. Amongst the most common are wolves, rats, bears, tigers, and boars. This entry represents werewolves and similar creatures. Other Lycanthropes might trade away their keen Tracking senses for other abilities - see the Beast monster for inspiration.



ZOMBIE

DESCRIPTION: Foul and unfortunate creatures that are doomed to ever roam in search of brains to eat.

GARB: Ragged green and grey tabard and a rotting appearance.

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Short

ABILITIES:

Hard to Kill (T)

Slow (T)

Sheer Numbers 1/Refresh Charge x30 (ex)

Steal Life Essence (ex) Unlimited

NOTE: A Zombie begins each life with zero uses of Sheer Numbers.

HOME BREW NOTE: Zombies come in a wide variety.

Depending on your scenario, you might try removing the Slow trait to make them a more mobile threat or giving them a bit of armor to encourage players to avoid them rather than engage.



SCENARIO MONSTERS

When a quest or special scenario is organized, the scenario organizer will often have a need for very powerful, thematic, or unusual monsters. These are referred to as Scenario Monsters. These monsters may be much more powerful than a standard player class, or use many Monster Abilities. Scenario designers may modify or create monsters as necessary, and should not feel limited by anything but their own imagination and game requirements.

BASILISK

DESCRIPTION: Basilisks are fierce lizards with the heads of roosters that can paralyze their prey with a look. They are foul-tempered, always hungry, and relentless in battle.

GARB: Rooster crest and a serpentine tail

ARMOR: None

SHIELDS: Small

WEAPONS: Dagger, Short, Hinged

ABILITIES:

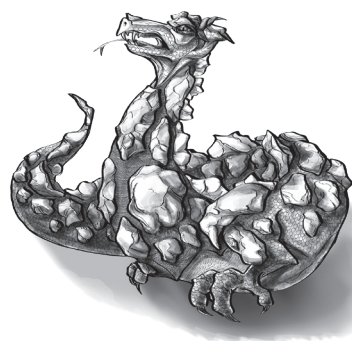
Blessing Against Harm (Self) 3/Life (m)

Stoneskin (Self) 1/Life (i) (ex)

Abeyance 2/Balls Unlimited (m)

Snaring Vines (Self) 2/Life (m)

Poison (Self) Unlimited (ex)



CELESTIAL AVENGER

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

GARB: White garb and white feathered wings

ARMOR: 4pt (Worn)

SHIELDS: Large

WEAPONS: Dagger, Short, Long

ABILITIES:

Flying (T)

Sacred Blades (Self) 1/Life (i) (ex)

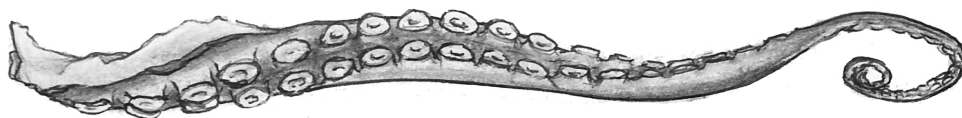
Awe 2/Life (m)

Dispel Magic 1/Refresh Charge x10 (m)

Greater Heal Unlimited (m)

Blessed Aura 3/Life (m)

HOME BREW NOTE: In some scenarios, you might consider replacing Awe with the Ankh of Ran from the Rules of Play, which grants unlimited Terror, but only against targets bearing the Undead Minion, Vampirism, or Void Touched enchantments. (Which will work regardless of the target's immunities.)





CENTAUR

DESCRIPTION: A curious combination of human and horse, Centaurs tend to be brave denizens of the wilderland. Their mastery over their chosen domain is rivaled only by their mastery of archery.

GARB: Equine hind legs

ARMOR: 2pt (Worn)

SHIELDS: None

WEAPONS: Dagger, Short, Long, Bow

ABILITIES:

Sleight of Mind (Self) 1/Life (i) (m)

Attuned (Self) 1/Life (i) (m)

Greater Release 2/Life Charge x5 (m)

Pick eight:

Poison Arrow 1 Arrow / Unlimited (ex)

Destruction Arrow 1 Arrow / Unlimited (ex)

Pinning Arrow 1 Arrow / Unlimited (ex)

Phase Arrow 1 Arrow / Unlimited (ex)

Suppression Arrow 1 / Arrow Unlimited (ex)

NOTE: May choose options multiple times.

DEADLY SLIME

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

GARB: Blobby and ooze-like garb

ARMOR: 10pt (Magic)

SHIELDS: None

WEAPONS: Dagger, Hinged

ABILITIES:

Amorphous (T)

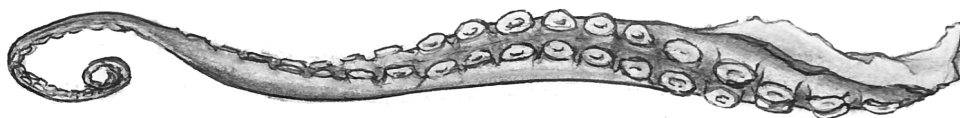
Aquatic (T)

Inherent Weapons (T)

Slow (T)

Hold Person 1/Life Charge x10 (m)

HOME BREW NOTE: If you need to make this monster more threatening, you might consider giving it Entangle balls to use to keep its prey nearby, or give it uses of Extension to use on Hold Person.



FIEND

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

GARB: Red garb and black feathered wings

ARMOR: 4pt (Worn)

SHIELDS: Large

WEAPONS: Dagger, Short, Long, Hinged

ABILITIES:

Flying (T)

Dispel Magic 1/Refresh Charge x10 (m)

Flame Blade (Self) 1/Life (i) (ex)

Terror 2/Life (m)

Steal Life Essence Unlimited (m)

Raise Dead 3/Life (m)



GARGOYLE

DESCRIPTION: Gargoyles are fearsome, winged guardians and tireless foes in battle. Their stony hides advantage them against their fleshy foes.

GARB: Stone-like appearance and wings

ARMOR: None

SHIELDS: None

WEAPONS: Dagger, Short, Rocks

ABILITIES:

Flying (T)

Strong (T)

Stoneskin (Self) 1/Life (i) (m)

Banish 1/Life Charge x5 (m)

Stoneform 2/Life Charge x3 (ex)

HARPY

DESCRIPTION: Harpies are humanoid avians of the worst temperament. They will gleefully eat anything that they can catch, or feast upon carrion. While they may attack ferociously, they are quick to flee from determined resistance.

GARB: Avian mask or beak

ARMOR: 1pt (Magic)

SHIELDS: None

WEAPONS: Dagger, Short, Javelins, Heavy Thrown, Bow

ABILITIES:

Flying (T)

Nimble (T)

Brutal Strike 3/Life (ex) (Ambulant)

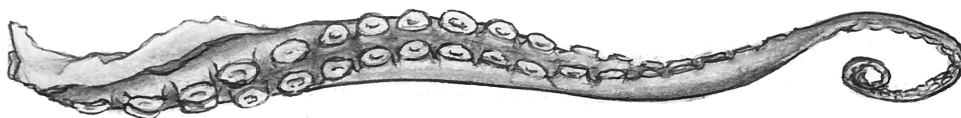
Shove 3/Life (m)

Pick One:

Hold Person 1/Life Charge x5 (m)

Pinning Arrow 1/Arrow Unlimited (ex)

HOME BREW NOTE: This monster entry can be modified to represent any number of flying pests in a quest scenario. Consider removing everything but the traits and Short weapons to represent simple birds or bats, for example.



SCALOR

DESCRIPTION: Scalors are hardy fish-people that live along coasts. They raid for whatever they happen to need or want. They prefer to trap their prey with nets and then swarm them.

GARB: Fish mask and shiny scales

ARMOR: 3pt (Worn)

SHIELDS: Small

WEAPONS: Javelins

ABILITIES:

Aquatic (T)

Entangle 2 Balls/Unlimited (m)

Sheer Numbers 2/Life (ex)

HOME BREW NOTE: This monster can very easily be adapted into merfolk or other sapient aquatic creatures. Consider merfolk that may use Great weapons shaped like tridents, or Sirens who can cast Hold Person a few times each life.



TREANT

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

GARB: Bark textures, especially upon shields and the legs

ARMOR: 2pt (Magic)

SHIELDS: Large

WEAPONS: All Melee, Rocks

ABILITIES:

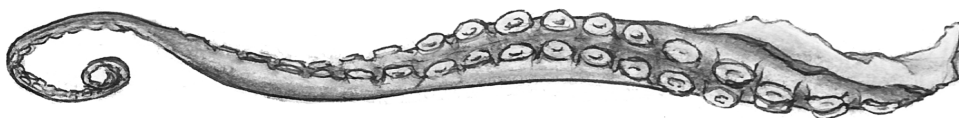
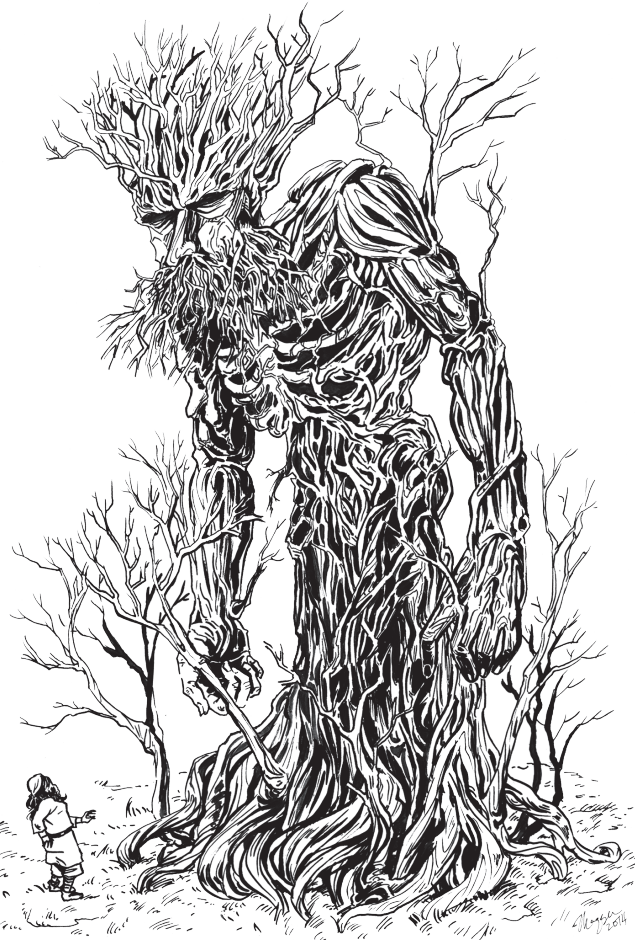
Strong (T)

Golem (Self) 1/Life (i) (ex)

Snaring Vines (Self) 2/Life (ex)

Stoneform 2/Life Charge x10 (ex)

NOTE: When the game begins, choose a tree to treat as the "caster" of Golem. It will count as an additional base and respawn point for you.



TROLL

DESCRIPTION: Slumped, ugly, and lanky, with gray or greenish hide and matted, stringy hair, trolls are as mean as they are persistent. Stories tell of angry trolls pursuing adventurers for days on end.

GARB: Green or gray face paint with tusks

ARMOR: 4pt (Magic)

SHIELDS: Large

WEAPONS: Long, Great, Rocks

ABILITIES:

Troll Blood (Self) 1/Life (i) (ex)

Natural Armor (T)

Hard to Kill (T)

Terror 2/Life (m)



VAMPIRE

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

GARB: Fangs and a black and red cloak

ARMOR: 3pt (Worn)

SHIELDS: Medium

WEAPONS: Dagger, Short, Long

ABILITIES:

Vampirism (Self) 1/Life Charge x30 (i) (ex)

Awe 3/Life Charge x10 (m)

Lost 3/Life Charge x10 (m)

Pass Without Trace 3/Life (ex)

Steal Life Essence 3/Life (ex)



WRAITH

DESCRIPTION: Wraiths are a sort of poltergeist that harness malevolent energy to wield against their foes. Some seek revenge against an individual, while others lash out against any and all living creatures.

GARB: Black shroud, mesh, or obscured face and ragged black garb

ARMOR: None

SHIELDS: None

WEAPONS: None

ABILITIES:

Trickery (T)

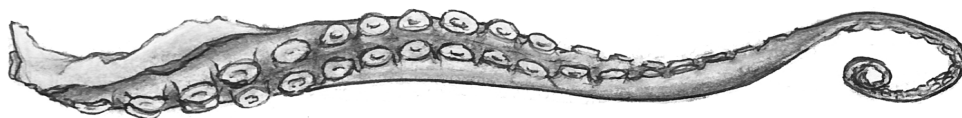
Gift of Air (Self) 1/Life (i) (m)

Blink 4/Life Charge x3 (ex) (Ambulant)

Ravage 2/Life Charge x5 (m)

Phase Bolt 2 Balls/Unlimited (m)

NOTE: For the purpose of Trickery, the bearer is not the cause of the Insubstantial state if they are forced into the Insubstantial state due to Gift of Air.



LEGENDARY MONSTERS

These are monsters that are so powerful that they warp the scenario around themselves. They may require multiple players to play, have extremely powerful abilities, or even be impossible to defeat without first accomplishing some task. Each example of a Legendary Monster in this book is paired with a sample scenario, though you need not provide one for your own homebrewed Legendary Monsters.

DRAGON

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

GARB: Garb or armor with the suggestion of scales, draconic wings

ARMOR: 6pt (Magic)

SHIELDS: None

WEAPONS: All Melee, Rocks

ABILITIES:

Flying (T)

Mighty (T)

Inherent Weapons (T)

Thick Skin (T)

Monstrous Resistance (3) (T)

Elemental Barrage 1/Life Charge x10 (m)

Fireball 10 Balls / Unlimited (m)

Steal Life Essence 3/Life (ex)

Throw 2/Life Charge x10 (m) (Instant)

HOME BREW NOTE: Dragons come in all shapes, colors, and temperaments. Consider a dragon that breathes lightning, or perhaps an underwater dragon that swims rather than flies.



GREAT WYRM

DESCRIPTION: This Dragon is a simpler (but no less potent) threat than typical. It is a powerful melee combatant that can avoid being swarmed by rapidly Shoving and Throwing foes away - it'll take teamwork to overcome it.

GARB: Garb or armor with the suggestion of scales, draconic wings

ARMOR: 6pt (Magic)

SHIELDS: None

WEAPONS: All Melee, Rocks

ABILITIES:

Flying (T)

Mighty (T)

Inherent Weapons (T)

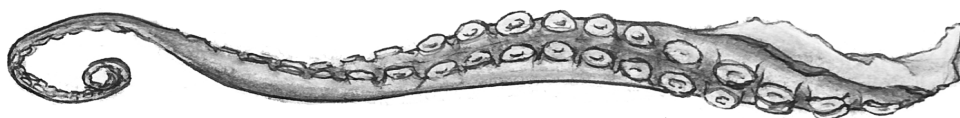
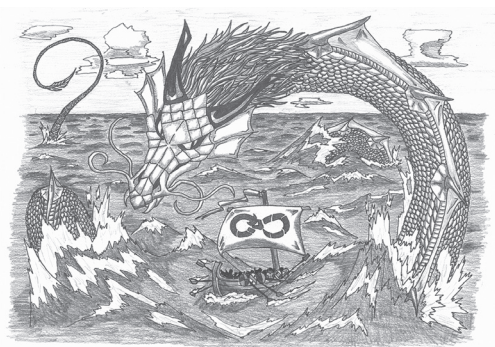
Thick Skin (T)

Monstrous Resistance (3) (T)

Teleport 2/Life (m)

Shove 8/Life Charge x3 (m) (Instant)

Throw 2/Life Charge x5 (m) (Instant)



MYSTICAL DRAGON

DESCRIPTION: This Dragon is fairly complex, but has access to a variety of useful spells that can make it a complex foe or helpful ally in a scenario. The game designer should give the Dragon player some guidance as to their objective in the scenario and what their spell lists should look like.

GARB: Garb or armor with the suggestion of scales, draconic wings

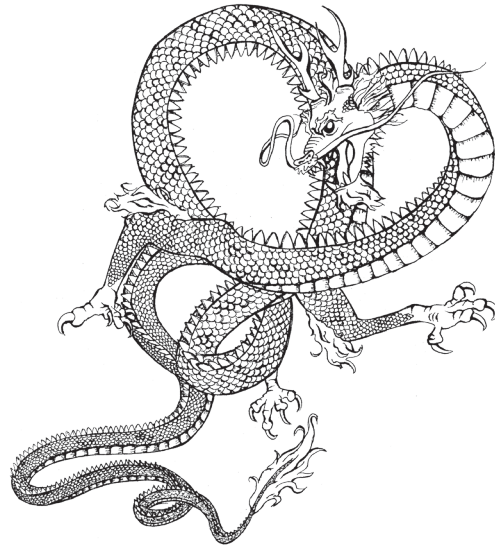
ARMOR: 6pt (Magic)

SHIELDS: None

WEAPONS: All Melee, Rocks

ABILITIES:

Flying (T)
Mighty (T)
Inherent Weapons (T)
Thick Skin (T)
Monstrous Resistance (3) (T)
Magic User (Bard 2)
Magic User (Druid 2)
Magic User (Healer 2)
Magic User (Wizard 2)



HYDRA TAIL

DESCRIPTION: It's a tail, or tentacles, for whacking.

GARB: Grey scales and a large tail

ARMOR: 3pt (Magic)

SHIELDS: None

WEAPONS: Great, Hinged

ABILITIES:

Monstrous Resistance (1)
Thick Skin (T)
Mighty (T)

HYDRA/KRAKEN

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

GARB: Grey scales

ARMOR: 3pt (Magic)

SHIELDS: Large

WEAPONS: Short, Long

ABILITIES:

Slow (T)
Thick Skin (T)
Monstrous Resistance (2) (T)
Protection from Magic (Self) 1/Life (i) (ex)
Greater Resurrect 1/Life Charge x5 (m)
Heal 1/Life Charge x5 (m)
Instant 3/Life (m)

NOTE: When the Hydra Body is killed, its Heads may no longer use Sheer Numbers.

HOME BREW NOTE: This monster can be adapted into a Kraken for aquatic adventures - simply consider the tail and heads to be tentacles, and give all parts the Aquatic trait.

HYDRA HEAD

DESCRIPTION: It's the head of the hydra. You can't make it go away on it's own.

GARB: Grey scales and a reptilian mask or hat.

ARMOR: 1pt (Magic)

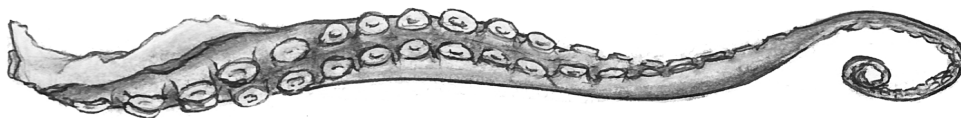
SHIELDS: Small

WEAPONS: All Melee

ABILITIES:

Strong (T)
Poison 1/Life (Self) (i) (ex)
Sheer Numbers Unlimited (ex) (Ambulant)

NOTE: When the Hydra Body is killed, its Heads may no longer use Sheer Numbers.



LICH

DESCRIPTION: Liches are mages who have used their magical skill to prolong their existence by becoming undead. Their long lives offer them ample time to learn the true depths of Death magic, and they are rarely without minions.

GARB: A skull mask and robes or other “undead” looking garb and makeup

ARMOR: 1pt (Magic)

SHIELDS: None

WEAPONS: Dagger, Magic Staff

ABILITIES:

Magic User (Wizard 5)

Magic User (Healer 5)

Warlock (A)

Necromancer (A)

Monstrous Resistance (3) (T)

Terror 2/Life Charge x3 (m)

HOME BREW NOTE: A common theme for Liches is that they have hidden, stored, or magically altered their soul in such a way that they cannot die through normal means. If they’ve placed it into an object, that object might have to be destroyed before they can truly be defeated.



PHOENIX

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

GARB: Feathered wings and/or a beak. Garb of red, orange and yellow with flame patterns.

ARMOR: 6pt (Magic)

SHIELDS: None

WEAPONS: Dagger, Short, Magic Staff

ABILITIES:

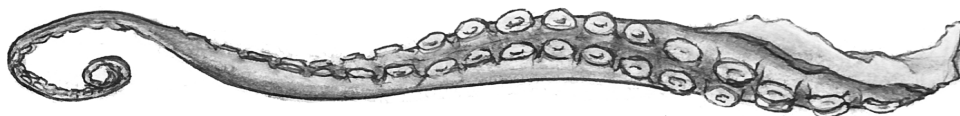
Flying (T)

Phoenix Tears (Self) 1/Life (i) (ex)

Mass Healing (Self) 1/Life (i) (ex)

Heal Unlimited (m)

Resurrect Unlimited (m)



MONSTER TEMPLATES

While some of the monsters in this book might represent a typical Elf ranger, Dwarf battlesmith, and so forth, many players seek to incorporate fantastical flavor into their persona as they play a standard class. You can use one of these templates to augment or alter your usual abilities, with permission from your local game runner.

In order to use any of these templates, you must meet the garb requirements for the associated monster and also wear the appropriate class sash for the class you are playing as well as two Eye Class Symbols.

All benefits from Templates replace the Look the Part bonus that you'd typically receive from your class. Additionally, Monster Templates may not be paired with Archetypes.

Beastfolk

Song of Survival (Self) 2/Refresh (ex)

Celestial

Greater Heal 2/Refresh (m)

Dwarf

Greater Harden (Self) 2/Refresh (ex)

Dragon

Throw 2/Refresh (m)

Dryad

Barkskin (Other) 2/Refresh (m)

Elf

Pass Without Trace 2/Refresh (ex)

Fiend

Raise Dead 2/Refresh (m)

Goblin

Fragile (T), Sheer Numbers 2/Refresh (ex)

Note: One cannot utilize the Goblin template while wearing more than 1pt of worn armor.

Orc

Rage 1/Refresh (ex) (Ambulant)

Skeleton

True Grit 2/Refresh (ex)

Vampire

Steal Life Essence 2/Refresh (ex)

Monster Template abilities are tracked separately from Class abilities and may not be modified or affected by abilities from a player's class, such as Meta-Magics or Experienced.



DOR UN AVATHAR XI - MONSTER TEMPLATES



DESIGN GUIDELINES

Designing a monster is as simple as writing down their allowed equipment, a list of abilities, and the garb that represents it. This section is intended to give you some direction as you bring your own creations to life.

KEEP IT SIMPLE

The vast majority of players are mostly familiar with the abilities and classes found in the Rules of Play. While many Monster abilities are straightforward to explain, introducing too many unfamiliar abilities to a scenario can confuse people, especially in full class battlegames where monsters are less common.

A monster designed for battlegames should use mostly standard mechanics, or only one or two easy-to-explain Monster Abilities. On the other hand, if you are running a scenario where players will receive an explanation of the encounter before entering, you can more readily use unusual abilities such as Instant or Monstrous Resistance, or even completely custom effects.

KEEP IT INTERACTIVE

While monsters may require some creativity to defeat, avoid placing entirely impossible obstacles in front of your players. A group of spellcasters may struggle with a monster with Enlightened Soul and Ancestral Armor, but they may win out in the end through creative use of abilities to wear that monster down. On the other hand, they may never defeat a monster that is totally unaffected by Magic.

If your players aren't able to defeat a monster, you may need to provide them an alternate means to progress in the scenario - even if the solution is to just run from the monster as fast as they can!

KEEP IT BALANCED

A custom monster should be given a designation: Advanced, Scenario, or Legendary. (Tier 2, Tier 3, or Tier 4.) This will give other people an indication of the power level of the Monster and its intended use.

Advanced Monsters:

Class battlegames are usually balanced by splitting equal numbers of players into teams. A monster meant for class battlegames should therefore be approximately equal in power to a player of a standard class. Game designers often design battlegames without consideration for abilities like Flying, Aquatic, or Amphibious. Depending on the scenario, a monster with these abilities might not be accepted.

Scenario Monsters:

When designing a quest or scenario, one often needs powerful monsters to challenge the players. Strong monsters sometimes have to be able to engage several players at a time without being overwhelmed. They might have a lot of armor, resistances, or abilities that allow them to escape and re-engage again without being surrounded.

Other situations call for weaker monsters to keep the players engaged and on their toes without necessarily posing a mortal threat. Some monsters are meant to die a lot, and that's okay! Weaker monsters with Sheer Numbers or a quick Respawn can be a very useful tool.

Legendary Monsters:

These powerful creatures are often the focus of the entire scenario or quest, so it's important to make sure that the people portraying them know and understand the monster. It can be tempting to give them a long list of abilities to emphasize their power, but this can be daunting for some volunteers. A monster that is very good at a few things will often be more effective than a monster that can do a little bit of everything. To further avoid these monsters being totally overwhelmed by a larger number of enemies, you may need to give them some allies or break the encounter into "stages" where the monsters have a chance to compose themselves before facing the players again.



TERRAIN TYPES

Terrain types refer to areas in a scenario that are typically marked off and have some sort of effect on players or monsters who enter them. This is a small sampling of what is possible - a scenario designer is free to alter or supplement these with whatever the scenario requires.

ANTI-MAGIC ZONE

Enchantments on players that enter this area are instantly removed. Players are Suppressed while within the zone. Magic Items cease to function within the zone, except as their non-magical equivalent. (The Shield of the Chosen would still function as a shield, for example, but it could be destroyed.)

CURSED GROUND

These zones of negative energy cause players to gain the Cursed state when they enter. This is not removed when the player leaves the area.

FORTIFICATIONS

When physical props are not available, sometimes they are abstracted with terrain. For example:

Waist-High Walls - Players in this terrain are unaffected by weapons, ammunition, or magic balls that strike their legs from outside of the terrain.

Towers - Players in towers are completely unaffected by projectiles, ammunition, and magic balls that strike them from outside of the terrain.

LAVA

Players that enter this area instantly die unless they are immune to Flame. All carried equipment is similarly destroyed unless it is itself immune to Flame (Such as by the Flame Blade enchantment). Also consider Fire Wire - lines of flagging tape, twine, or similar that will impart the effect of Lava on anyone who touches them.

STENCH

Players must use one hand to cover their nose and mouth at all times. Players who remove their hand in the area are affected as per Lost.

ROUGH TERRAIN

This might represent thick brush, poor footing, or otherwise difficult terrain. Players in rough terrain are Slow.

WATER

As one of the most common terrain types, there are many different variations of the Water terrain that are used in different scenarios.

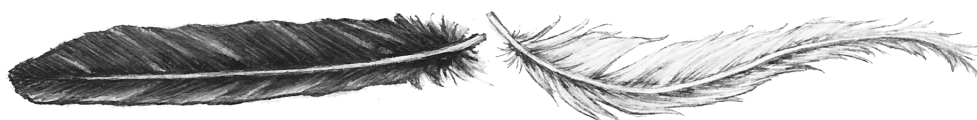
Deep Water - Players in deep water are Slow, and wounded players immediately die.

Swampy Water - Players in swampy water are Slow.

Swift Water - Players in swift water are affected as per Lost. Sometimes, a scenario designer may have the player move towards the bank of the water rather than their base.

WEBS

Players who enter the marked area are Stopped for 10 seconds. Afterwards, they may continue at a walking pace until they leave the marked area. Consider marking threads of a web with string and having players only Stop if they brush one.



SCENARIO MECHANICS

Sometimes, quests or scenarios may introduce unique or unusual mechanics in order to challenge the players, or add a twist to a familiar game. This is a brief selection of widespread or well-known custom mechanics to help inspire your own creations.

CUSTOM STATES

These States might apply while a player is within an area, while they are touching a particular game item, or be imparted directly by a quest character for some duration.

VOLATILE

A Volatile player will die if they or any equipment they are carrying are struck by the Strike-Legal portion of a weapon or ammunition, or if they are struck by an active Magic Ball. All such hits against the player are Phasing, and the player may not use any on-death abilities such as True Grit or Sheer Numbers. Verbal abilities affect a Volatile player as normal.

NEGATED

A Negated player's enchantments are dormant for the duration of the effect and cease to function. They are not removed - they will affect the player again when they are no longer Negated, and still count toward the bearer's enchantment limit, if applicable.

GAME ITEMS

These are some common tools that scenario designers utilize in their games. This is not an exhaustive list, and your group might use something different from what's listed here.

CAPTURE POINT

A Capture Point is a location that different factions might be fighting for control of. This is often represented with a set of color-coded flags or cones. To gain control of a capture point, touch the point with an empty hand and count "Capturing 1", "Capturing 2", etc through "Capturing 10". A game designer might use a different capture count.

FLAG

A Flag is a simple game item that requires an empty hand to carry. A game designer may require that the bearer move as if Slow.

HEAVY OBJECT

A Heavy Object is a game item that requires a lot of effort to move. Most commonly, it requires a player to have two empty hands and move at a walking pace, as if Slow. A Very Heavy Object might require four or even more empty hands to move.

CUSTOM MAGIC BALLS

For a particular scenario, you might represent custom effects with a Magic Ball. Typically, this will need to be of a color not easily confused with those found in the Rules of Play, such as metallic gold or silver. For example, you might have a player standing at the top of a hill, trying to hit questers with silver "wind balls", an engulfing Magic Ball that affects the target as per Shove. Using a consistent material component for this effect helps participants understand the scenario mechanic.



MAGIC ITEMS

Magic Items are a frequent component of quests and scenarios, and come in immeasurable variety. The Rules of Play contain a number of examples of these, as well as rules governing their use. As a reminder, a player may only use Magic Items in a game or scenario with permission from the organizer.

TRINKETS

The most basic type of magic item, Trinkets typically confer only a minor boon, or are very limited in use. For single-use items, consider using Potions for Self-range spells, and Scrolls for spells that can be cast at Touch or Other range. Here are a few examples of other types of Trinket:

WEREWOLF FANG

USE: 1/Refresh **R:** Self

I: "By this fang" + the Lycanthropy Incantation

M: An oversized wolf tooth on a cord or chain.

E: Player casts Lycanthropy (m). During the week of the full moon, the Range changes to Touch, and the item may be used an additional time each Refresh.

SPOOKY DOLL

USE: 1/Refresh **R:** Self

I: "By this doll" + the Terror Incantation

M: A raggedy doll

E: Target player is affected as per Terror as if the doll were the caster. After casting, the doll may be thrown and moved.

TALISMANS

These items of middling power will have an impact on any game they are in, but should be acceptable for use in most battlegames featuring at least a dozen players or so. They might have constant effects. There may be quite a few Talismans on a given field, so it's important to make sure that they're relatively easy to explain.

FORGE MITTENS

USE: Always on while worn on the hands **R:** Self

M: A pair of brown or red leather gauntlets or padded mitts.

E: Player may wield weapons that are affected by Heat Weapon. While doing so, their wielded melee weapons have the Shield Crushing and Armor Breaking special effects.

THE ACCURSED BLADE

USE: Always on while carried **R:** Self

M: A Long weapon with a black cover and green decorations. Must have a red Enchantment strip tied to it.

E: Player gains Brutal Strike 1/Life Charge x5 (ex) (Ambulant)

ARTIFACTS

Particularly powerful relics are known as Artifacts. They are often the subject of quests, and there might only be a handful active in a kingdom at any given time. Artifacts tend to have powerful abilities that must be accounted for while balancing teams. Because there are fewer of them, it can be somewhat easier to incorporate and explain more advanced or complex mechanics - but it's certainly possible to overdo it!

RING OF POWER

USE: Always on while carried **R:** Self

M: A ring bearing arcane script or runes.

E: Player is Resistant to the first Wound they would suffer from each other player during each life.

HORN OF RESURRECTION

USE: 1/Refresh **R:** Self

I: Sounding the horn

M: A horn that can make a noise audible to 20'

E: All dead allies within 20' may return to their base and immediately Respawn upon arrival.

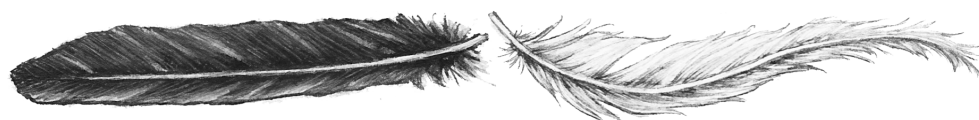
DAGGER OF INFINITE PENETRATION

USE: Always on **R:** Self

M: A Heavy Thrown weapon shaped like a Dagger

E: This Thrown Weapon is Shield Destroying, Phasing, and ignores Armor.

N: While most projectiles that impart Special Effects do not require announcement of their Special Effects, the bearer of the Dagger of Infinite Penetration should announce "Shield Destroying", "Phasing", or "ignores armor" as appropriate.



SCENARIOS

HYDRA HUNT

A mythical cursed sword is guarded by the Scalors who live near a river inhabited by a dangerous Hydra. A wise sage has proposed a plan to remove the threat of the Hydra using that very blade, and will pay well for your cooperation.

Objective: Slay all parts of the Hydra and retrieve the sword.

Roleplaying Notes: The Scalor want to keep their magic sword (properties listed below), and will do everything they can to return it to its starting position. The Hydra simply wishes to eat everyone who comes near, potentially including the Scalor forces as well.

Magic Item: The Accursed Blade

Field Layout: The Hydra begins in the river, and will return there unless provoked. The water here is Swampy Water, which makes players Slow.

The Scalors begin on one shore, where they will Respawn. The Accursed Blade begins amongst them, though they dare not use it.

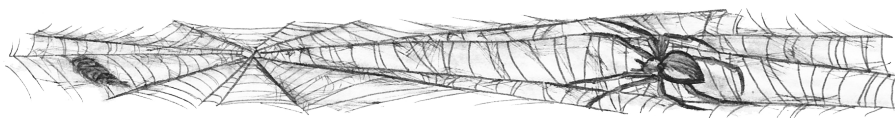
The Questers will begin and respawn on another shore, marked here by a blue square.

Death Counts:

60 seconds (Questers, Scalor, Hydra Head, and Hydra Tail)
Cannot Respawn (Hydra Body)

Monsters and Non-Player Characters Required:

- Hydra Body x1
- Hydra Tail x1
- Hydra Head x2+
- Scalor x2+



SLAY THE DRAGON

From time to time, Dragons kidnap princesses, burn down cottages, or otherwise mark themselves as a menace to local society. When that time comes, it falls to noble heroes to exact vengeance upon the beast. Dragons love to lurk within their lairs in their downtime - the more dramatic and inaccessible, the better.

Objective: Small parties of adventurers attempt to retrieve the princess from the Dragon's lair - and survive. Several small teams may make the attempt, with the fastest team to retrieve the Princess being deemed the winner.

Roleplaying Notes: While slaying the Dragon may be an appealing challenge, it is not necessary to complete the mission. The party may be able to fool the Dragon, negotiate, or otherwise bypass the combat encounter.

Field Layout: The Dragon's lair is on a steep mountainside. The mountain is made up of Rough Terrain, which forces players to walk. The mountainside also contains a great many walls, which block movement and line of sight. The Dragon's Flight ability will make it very dangerous here!

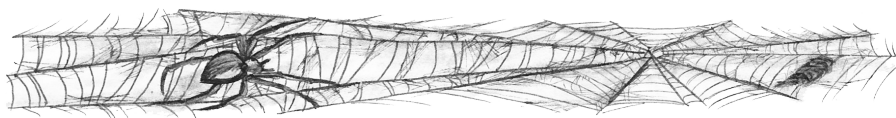
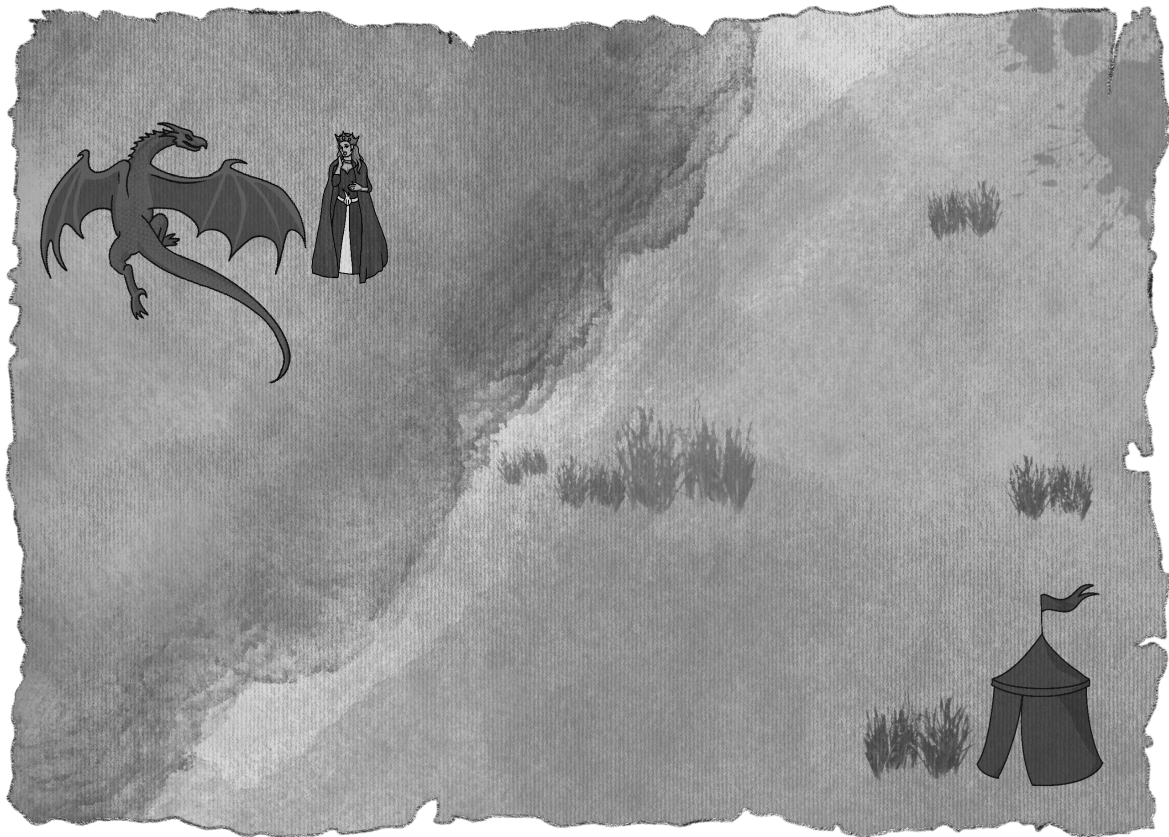
The questing party will begin at the base of the mountain, marked here by a square. The Dragon begins atop the mountain. For this scenario, each player and monster has a single life, and will not respawn. If the party fails in their quest, consider giving them another shot at it after other parties take their turn.

Monsters and Non-Player Characters Required:

- Dragon x1
- Princess x1

The Princess

- Moves at a walking pace if the coast is clear.
- Will run for cover if the Dragon approaches - usually back uphill and behind a wall if possible.
- The Dragon doesn't especially want to kill her.



PHOENIX ESCORT

With the changing of the seasons, the local Phoenix must migrate to more temperate climes. Their destination... the other end of a path through hostile woodland! During the migration, the typical ability for Amtgarders to return to life is suppressed somewhat, and the Phoenix must sustain them directly. Keep it safe!

Objective: Escort the Phoenix to the other end of the trail.

Field Layout: The players will begin their quest at the start of the trail, which will serve as their Base.

The monsters will gather in a group a ways down the trail and fight the players when they approach. When all of them are defeated, they'll regroup further down the trail and then give a signal that they're ready for the Phoenix to proceed.

The Deadly Slime will join the fight by surprise by approaching from behind when the players engage the Treants.

Death Counts:

Players: None

Monsters: None, but see Costume Change for details

Monsters and Non-Player Characters Required:

- Phoenix x1
- Slime, Deadly x1
- 3x Volunteers who will each play these monsters in turn:
 - Entangling Mass
 - Dryad
 - Treant

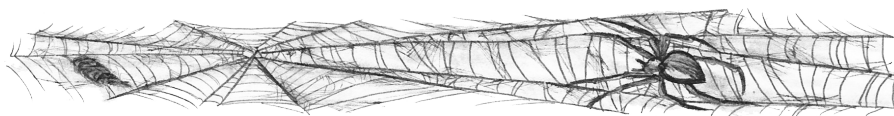
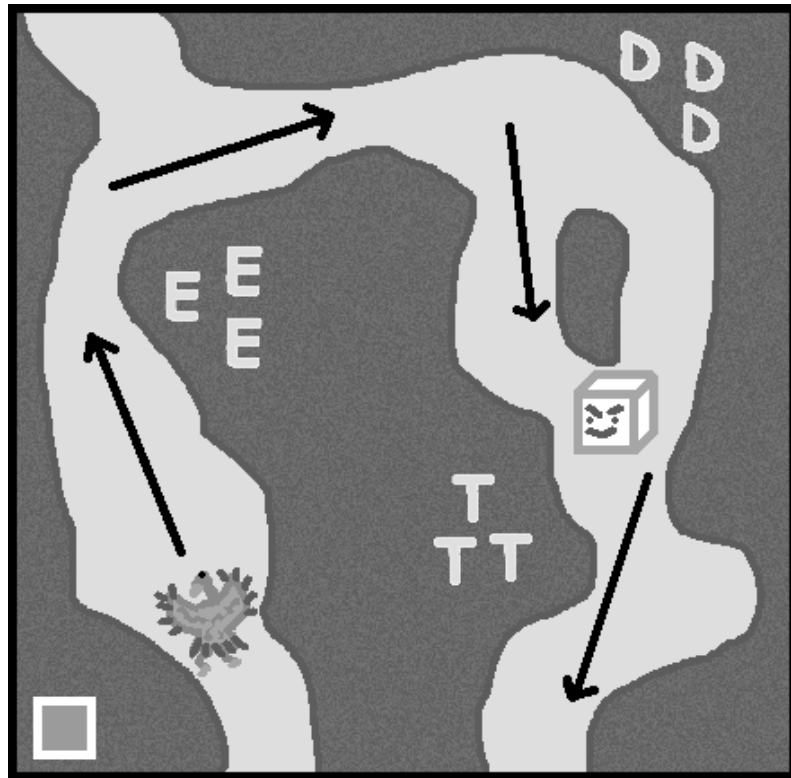
Costume Change: Sometimes, you only have a couple volunteers for a scenario, but want to incorporate a variety of monsters. A good way to do this on a budget is to use monsters that are very similar thematically. Each of your 'bad guy' volunteers can wear a green tabard to mark them as one of the nature monsters.

Between encounters, minor costume changes can do a lot of work to indicate to the players that they're facing something new. You might have Entangling Masses begin with flails, then pick up Great weapons to play Dryads, and finally use shields when they play Treants.

Breaking the Quest: In a scenario like this, you may have players ask questions, such as "Why doesn't the Phoenix just fly over the woods?", or "Can we just Teleport the Phoenix to where it's going?"

These are very reasonable solutions to the stated objective of the quest, but will probably result in a very short encounter. You might explain that the skies are patrolled by a dangerous dragon - maybe you'll take care of that next week - or that the Fey in the woods like to play tricks on the Phoenix and would interfere with the Teleportation.

On the other hand, you might just allow the questers to use their clever solution, adjust for next time, and have a good laugh about the situation. The goal is to have fun!



UNDEAD INCURSION

A powerful lich has taken up residence in the local forest, and their tower serves as a gathering point for undead beings of every description. To ensure the populace's safe travels through the woodland, the Lich must be defeated.

Objective: Defeat the Lich.

The Soul Puzzle

For this mechanic, you will need a 3-Dimensional brain teaser puzzle with multiple pieces to hand out to certain NPCs.

Before the Lich can be defeated, the puzzle pieces containing its soul must be reunited and assembled into a complete whole. Until the questing party assembles the puzzle and shows it to the Lich player, the Lich cannot be wounded or killed.

Distribute the pieces amongst your monsters, and have them give the pieces to questers after the third time they are killed.

Field Layout: The Lich and Skeleton Warrior set up in a defensible lair, and rarely leave it. (The players should know where to find them.)

The other monsters are distributed throughout the forest, tending to stay in packs. (Moreso if the players all form a single force.)

The Banshee uses its unlimited Blink to evade the questers unless provoked.

Death Counts:

Players: 60 seconds on the edge of the forest.

Monsters: 30 seconds, respawning at least 20ft from living players.

Monsters and Non-Player Characters Required:

- Lich x1
- Skeleton Warrior x1
- Ghoul x1
- Banshee x1
- Skeletons
- Zombies

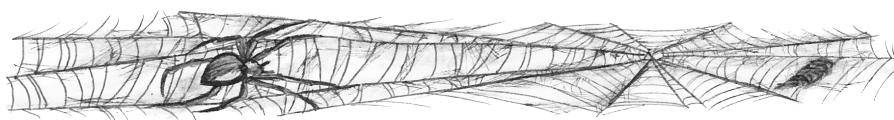
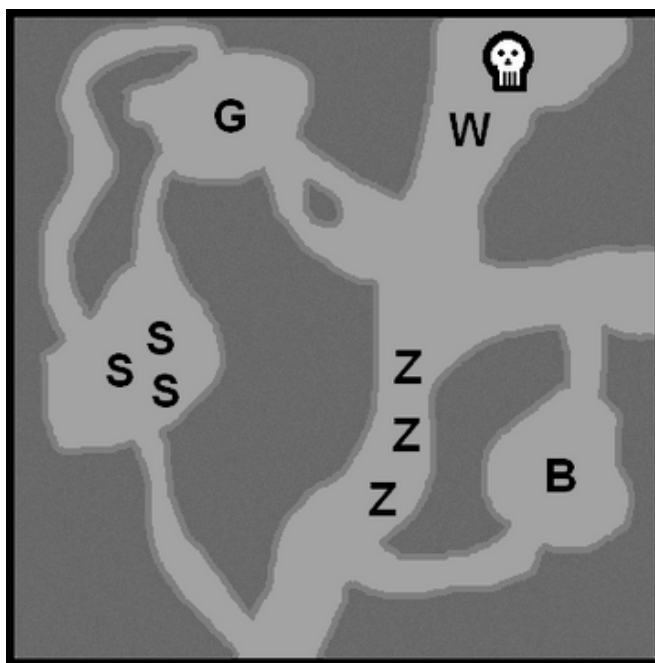
The Banshee's Magic Circlet

The Banshee is a Ghost that additionally has Finger of Death 1/Life. They begin the quest in possession of a magical circlet. In life, they were attended by a loyal squire - the Skeleton Warrior. They must be convinced to hand over the Circlet willingly.

The Skeleton Warrior

The Skeleton Warrior is a bodyguard of the Lich. It functions as a regular Skeleton monster with the addition of unlimited Mend (ex) that should only be used on its own equipment. If there are no players with worn armor available, consider adding a few points of Magic Armor to this monster.

If a player approaches while wearing the magic circlet, the Skeleton Warrior will obey their commands. If the Skeleton Warrior is given the circlet, they will die permanently. (Then join the Monster forces as an unmodified Skeleton.)

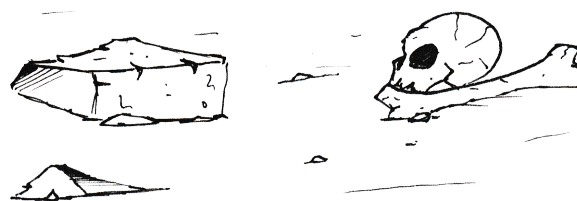


INDEX AND ART CREDITS

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Automaton	2	6	William Close
Basilisk	3	18	Renna
Beast	2	6	Julian Greystroke (bear and wolf), Esselia (boar), Eisle Darkjester (cat),
Beastfolk	1	3	Lucia Dragoneye
Celestial Avenger	3	18	William Close
Centaur	3	19	Reynen
Corrosion Beast	1	3	Matthew
Deadly Slime	3	19	Eisle Darkjester
Dragon	4	23	Hawks
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DOR UN AVATHAR UPDATE PROCESS

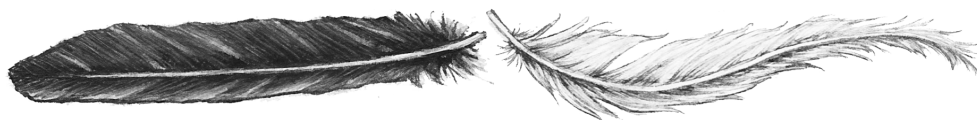
The initial Dor Un Avathar committee will be formed from the authors of the Dor Un Avathar XI. This committee will be headed by the current Rules Revision Organizer (Heron), who will serve as DUAM until the appointment of a new DUAM by the AICOM in July 2026.

This process will take full effect in July of 2026, pending COM approval. Until then, the team is committed to approximately quarterly updates to the Dor XI to polish it before its final release.

- I. In even years, the Amtgard International Circle of Monarchs (AICOM) will appoint a Dor Un Avathar Manager (DUAM) to lead the Dor Un Avathar Committee. The DUAM may be removed from their position by the AICOM at any meeting by a simple majority vote; at which time the AICOM may install a pro-tem DUAM for the remainder of the current term, also by simple majority vote. The responsibilities of the DUAM are as follows:
 - a. To collaborate with the Rules Revision Organizer (RRO) to ensure that the Dor Un Avathar remains in step with the current Rules of Play, relevant playtest rules, and current Clarifications made by the RRO.
 - b. To coordinate revisions to the Dor Un Avathar.
 - c. To advise the RRO and the AICOM regarding the impact on the Dor Un Avathar for any current Rules Change Proposals or Playtest items.
 - d. To collaborate with the Rulebook Editor to ensure appropriate editing and publishing of the Dor Un Avathar to incorporate any changes approved by the AICOM.
- II. The Dor Un Avathar Committee should consist of at least five members, no two of which may be members of the same kingdom.
 - a. Committee members serve indefinitely unless removed by the DUAM, or unless they are removed by the AICOM via a simple majority vote.
 - b. New appointments to the Committee must be ratified by the AICOM at their next quarterly meeting by simple majority vote. If a candidate is not ratified, the DUAM will appoint another candidate at the next quarterly meeting.

III. Revisions to the Dor Un Avathar are to be submitted by the DUAM to the AICOM for approval at any of their quarterly meetings.

- a. The DUAM should provide the AICOM with a summary of changes and the reasons that they are being proposed.
- b. The DUAM may present the changes collectively or as distinct items to be voted on and implemented separately at their discretion.
- c. Changes to the Dor Un Avathar require a simple majority vote.



DRAFT 2B TO DRAFT 3 CHANGELOG

General Changes

- Layout adjusted to describe each Tier of monster at the beginning of the chapter containing them.
- Several monsters, abilities of monsters, and monster abilities have been re-ordered to be alphabetical. (Amongst other minor typographical changes.)
- Updated Eye Class Symbol rules to more closely match the Rules of Play language. (They are required for Monsters in standard battlegames, though not necessarily quests and other scenarios.)

Monster Ability Changes

- Hard to Kill: Edited the Note to indicate that it is not bypassed by Phasing weapons and effects, and that Wounds Kill effects will still kill the player. Adjusted wording to clarify that it will not prevent death from non-wound sources (eg Finger of Death).
- Monstrous Resistance: Updated the Note to specify that it is also not bypassed by Sacred Blades.
- Pass Without Trace: Now always usable while moving. (Entries updated to no longer mark it as Ambulant.)
- Sheer Numbers: Now has a note reminding players that Inherent Enchantments will be reapplied upon use.

Monster Changes

- Automaton: updated to make Momentum Ambulant, as it is on all Rules of Play classes. Added Shake It Off 1/Life (ex). Updated the Note to clarify that they can still fully benefit from Golem from other sources.
- Bird of Prey: replaced with Harpy and added access to Brutal Strike and Poison 3/Life, as well as either Pinning Arrow or Hold Person Charge x5, similar to Scouts. (The homebrew note now covers basic birds and bats.)
- Celestial: Now once more known as Celestial Avenger.
- Centaur: at long last, we have capitalized (Worn) in Centaur's armor entry.
- Dryad: Lightning Bolt is now properly marked as (m).
- Elemental: The Elementals have been moved to Tier 2, with Tier 3 and Tier 4 examples listed below. (Rather than putting them in Tier 3 with Tier 2 and Tier 4 examples.) The Greater and Primal elemental entries have been reworked somewhat to account for this.
- Elemental: The Elementals have gained Charge values on their various Inherent enchantments.
 - Air: Gift of Air x10
 - Water: Gift of Water x10
 - Fire: Gift of Fire x3, Flame Blade x5, Ironskin x10
- Enthralled One: New Tier 1 monster to replace Lizardfolk. (Lizardfolk's garb was found to be very similar to Wyvern, whereas tentacles are fairly unused.)
- Fairy: Gained Circle of Protection 1/Life
- Ghost: Updated the Poltergeist Homebrew note to recommend it for scenarios where combat is essential.
- Giant:
 - Giants are now restricted to Magic Balls with a 10" diameter or larger - though as always a game designer has the option to waive this restriction at their discretion. (Please give it a whirl and let us know what you think, though!) Accordingly increased the number of Fireballs and Lightning Bolts allowed to Fire and Storm Giants from 1 to 3.
 - Frost Giant's Shatter improved from 1/Refresh to 1/Life.
 - Hill Giant has gained Shove 2/Life (m)
 - Updated the Homebrew Note for Ogres.

- Gnome Tinkerer: May now use Bows. Added a Homebrew Note for Gnome Alchemist.
- Gremlin: Astral Intervention is now properly marked as (m). Break Concentration is now Charge x5 instead of Charge x3, and both Break Concentration and Insult have been made Ambulant.
- Halfling Adventurer: May now use Bows.
- Kitsune: Now has Swift (Unlimited) instead of Silver Tongue (i) and has gained Ward Self 1/Life.
- Lizardfolk: Renamed to Lizardfolk Shaman, moved to Tier 2 and added Regeneration (Self) 1/Life (i) (ex), Heal 1/Life Charge x3 (m) (Swift), Force Bolt 2 Balls/Unlimited (m), Greater Release 1/Life Charge x5 (m), and access to Javelins. Simplified the garb requirement to just a lizard tail.
- Minotaur: Updated to make Momentum Ambulant, as it is on all Rules of Play classes. Added access to Javelins
- Orc Battlerager: Updated to make Rage Ambulant, as it is on Barbarian.
- Raptor: Shadow Step is no longer listed as Ambulant. (Shadow Step can always be used while moving, so this is just a formatting change.)
- Satyr: Reworded garb requirement to specify goat horns. Renamed to Satyr Piper.
- Scolor: There are now 50% more fishpeople in the world. (Sheer Numbers increased from 1/Life to 2/Life) Sheer Numbers is now properly marked as (ex).
- Shroomkin: No longer also referred to as Mycon. Perhaps they are cousins? They now also have a job, similar to Elf Rangers or Orc Battleragers - they are Mulchtenders.
- Werewolf: Increased Lycanthropy Charge value to x10 from x5. Updated the Homebrew Note to discuss scenarios where a werewolf might infect others with lycanthropy
- Wraith: Phase Bolt is now properly marked as (m).
- Wyvern: Garb requirement altered to not require wings. Now has Momentum Unlimited (We'll be looking for feedback on whether this frequency needs to be lowered to a certain number per-life.)

Monster Template Changes

Added a requirement for Monster Templates to also wear two Eye class symbols.

Updated the Dragon Monster Template to only allow for Throw, rather than offering an alternate choice of Elemental Barrage.

Magic Item Changes

Removed the listed maximums for number of Magic Items in a scenario - the Rules of Play contained a similar rule for battlegame use, but applying it to all scenarios seemed overly limiting for certain scenario structures.)

The Dagger of Infinite Penetration has gained a reminder to tell people what it does when you throw it at them!

