

A7/EX5

CELESTIAL CODEX

THE ETERNAL WAR ON AMTGARDIA



A PRODUCT OF THE
AMTGARD SEVEN EXPANSION GROUP
EDITED AND COMPILED BY LUKE WYNGARDE



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THANKS, INTRODUCTION & CREDITS



THANKS

To the usual suspects at the *Amtgard Seven Expansion Group*. Another one bites the dust.

To *Denah of the Wetlands*. Can I ever say “thank you” enough?

To *Nawguthion Craftyslinger*, for once again saving me about a hundred hours of typing!

To *Hexloc and Varas*, for their initial interest and assistance in getting this project in the limelight.

To *Sir Cabal and Bleaux of the Emerald Hills*, for leaving a copy of *IN NOMINE* where I could find it.

To open minds and hopeful souls everywhere ...

INTRODUCTION

Welcome to the fifth Amtgard Seven Expansion Set, *Celestial Codex: The War of Souls Across Amtgardia*. Following in the wake of *THE BOOK OF ENGOKU*, this tome follows the precedent of forging a new, common storyline or campaign arc in which to set an unimaginable number of role-playing scenarios, Monster-ridden quests and plain ol’ battlegames. The premise is as simple as it is eternal: *There is a war going on, a war that most humans never know exists. The war is fought every day, around the world and throughout time. The rewards are the immortal souls of the living and the warriors are the very agents of Darkness and Light, Good and Evil ... The Heavens and the Hells.*

This central theme takes place in no particular location, with no explicit beginning or ending implied. Questmasters can lead their players into and through an extended series of interconnected games that highlight the struggle between Good and Evil, or a simple day’s foray into hardcore demon-hunting.

While a great many of the Monsters found herein are tied directly or obliquely from the religions and mythologies of the world, some of which are still in practice today, it is not our intent to offend or demean anyone’s personal belief system. Thus, we have endeavored to present everything in as non-denominational a way as possible, without the trappings of organized religion. With that in mind, we hope you enjoy this latest expansion. Happy battlegaming!

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ART CREDITS & DISCLAIMER

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

And, of course, big love to Denah of the Wetlands for her continued assistance and contributions and to Goomus for the incredible cover art!

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

IN THE BEGINNING, there was Void and the Universe was without form. It has been surmised that amid the formless Chaos of the Beginning, a Word was uttered, though there were none to hear it. The Word became what we will call The Supreme Being, He Who Was First and Will Be Last, the Alpha and Omega, the Beginning of Everything and Its Ultimate End. To call this Being a god would be nearly blasphemous, for His Power cannot be measured or gauged by neither the brains of mere mortals nor the minds of even the highest forms of existence. He simply Is, Was and Always Will Be.

The Supreme Being sought to create other things, for in order to survive the Void, one must have a pattern to make sense of the nothingness. His First Word was His Opposite and Equal, a partner and companion to share this new dominion. It is easiest to think of Her as the Feminine to His Masculine, Wife for a Husband, for again the mortal mind cannot hope to fathom the depths and intricacies of even the most basic celestial, much less the awesome relationships between the mightiest immortal beings to have ever been. Suffice to say, They were One and Separate, Two Who Made Whole, and the Heavens shook with their love and passion for being.

So They created other Words and the beings who would speak those words, and while They had the chance, created the opposites of those first Words, so that a pattern might emerge from the Void. After a time of creating Words and the beings to speak them, the Supreme Beings would pause to thoughtfully examine what they had made and what more they might create. And so did Darkness and Light first enter the world, as did Fire and Water, Earth and Sky, and other words of eternal importance. With that out of the way, the Supreme Beings retreated again for a time, but whether to contemplate further what They had created or decide Their next creations, none can say. So it was that the first Divine Entities were roused from the slumber of the Void and set out to explore this strange new place called Existence.

Existence, it turns out, is remarkably huge, but equally empty for the most part. Thus, while the Supreme Ones turned inward, the First Beings spread out and began their own attempts at Creation. Darkness begat Shadow, Light begat Heat and so forth, until the cosmos veritably resounded with a chorus of new words and concepts heretofore unknown. Naturally, the First Ones were justifiably proud of their works and set about sharing their creations with one another, which led to the inevitable exchange of ideas and cross-pollinating of concepts. So it was that Earth, Sky, Fire and Water got together to create the very first material planes of existence. It was not long (cosmologically speaking) until the First Ones had given birth to a plethora of dimensions, worlds, elemental planes and spheres of chronicity, including without a doubt, the realm of Amtgardia, a sort of semi-realized place located near the nexus of dozens of worlds and times.

Upon these new worlds Life began, quite accidentally and without the nudging of any particular being. Life, it turns out, had plans of its own, and would have very little to do with divine beings at first. Life, being a natural and random function of existence, had more in common with the Supreme Beings than with the Firstborn. Life followed the example of the Supreme Beings by building for a while, then retreating to decide what should happen next. After a particularly long rest period between the ice ages, evolutionary leaps and continental drifts, Life discovered something completely bizarre: some mortal creatures had developed the ability to create, or rather procreate, themselves. Never before had one being sought to replicate itself, and this was greeted with mixed feelings by many higher

entities, who thought that only they, the Chosen of the Heavens, should be allowed to experience the joys of creating (for Emotion had only recently been born and spread like wildfire, allowing Beings to have opinions for the first time!).

AND SO THE FIRST CONFLICT in history divided the Host of the Heavens along the lines of those who supported mortals in their endeavors and those who sought to keep the universe free of the ravages of Time. For, as the theory goes, Time cannot exist without something mortal to measure it, thus by filling Creation with mortal creatures, the Divine Beings would be forced to obey a new set of laws governing Time as well as Space. Gone would be the freewheeling Eternal Present of the Beginning, and their ability to travel across vast reaches of the Void on a whim. To many, this was an acceptable loss, since mortals proved to be quite interesting and entertaining, able to occupy the attentions of a divine being for eons of evolutionary time. To others this was the ultimate insult, pale and weak creatures of the flesh imposing actual rules upon the very beings that saw to their creation. With such an outpouring of otherworldly attention on both sides of the issue, it is scarce wonder what happened next.

While those that would soon be known as Angels and Demons waged a verbal war of words against one another, some mortals made another remarkable discovery. Apparently mortal will, fuelled by the proper sacrifices, emotions and/or desires, could not only summon lower-level entities to their presence, but could actually force an immortal into a type of temporary servitude! Once bound to a summoner, the entity could be made to perform tasks ranging from menial labor to earth-shattering acts of destruction. The rift between those who encouraged the development of ephemeral life and those who sought the unfettered freedom the Eternal Present began its slow crawl toward epic proportions. Few would admit to being surprised when a particularly belligerent celestial finally took offense at some random mortal whim and through its own direct action deliberately took the life of its summoner.

IT WAS CALLED MURDER, this new sin, and none can recall what the Entity was known as before that moment. Through a singular act of betrayal, Murder caused a chorus of dissonant new words to form; from the Void emerged a motley collection of Treachery, Fear, Defiance and, worst of all, He who would one day become The Adversary. At first, Free Will seemed a blessing amid the cacophony of freshly born words screaming across the ever-expanding Heavens. The chance to choose one's course of action, as opposed to forced servitude or preconceived notions of behavior was so radical, so innovative, that it was the first concept since Creation Itself to effect every single celestial, regardless of affiliation, motivation, form or function. All Existence echoed with a world-shattering refrain of rapturous exaltation accompanied by an overwhelming crescendo of bickering and squabbling from the divided Host.

Yet, still another word crept quietly into Reality, barely noticed above the roar of Free Will, though ultimately no less powerful. For Murder had beget another Dark Son – a Son who immediately outshone in Father in importance to the Great Plan. Yes, very soon afterward did Murder recognize a new master, one whom many, if not all, beings would call thus: Death.

An eerie silence filled Creation; almost as quickly as the noise began did it seem to fade away into a hushed, conspiratorial whisper. In every place where Mortal and Immortal came together did this shadow fall, for Fear had begun its dreadful work. The brave souls who sought solace in, or wished to comfort, their divine attendants did so now with trepidation and



an unspoken apprehension. For those who sought to exploit the Otherworldly soon learned the folly of such abuses and so were made harsh examples of for all to heed. Luckily, the mortals soon discovered which entities they could trust and which were prone to taking offense to their entreaties.

Existence spread at a phenomenal pace, and while many eons passed in the now-limited lives of mortals, the celestials registered this as an Age Unheralded – an era all could witness and none could say had begun or when it might end. Between their own divine experience and the continued interaction with mortals across the multiverse, Creation had expanded at an almost alarming rate. The Void had been forced to collapse and buckle back unto itself, jeopardizing the very fabric of reality – the very flesh of the Supreme Ones.

ALL TREMBLED BEFORE THE WAKING STORM as the First Amongst First Aroused from Their distant slumber. A single utterance from He Who Was First And Will Be Last caused a cataclysmic reverberation across Existence; a syllable from His Companion and all the Physical Universe froze into an Eternal Instant. As the Father gained His Children's attention, the Mother called Her Offspring to task. During that Perpetual Moment, every celestial was brought together in the first – and last – Great Assemblage. In a clear and resolute tone, the Supreme Beings decried the Angelic Wars as an abomination unto Their Eyes and the further spread of reality a hazard to Creation Itself. They explained that the Void is akin to a limitless gulf and the whole of Existence a mere bubble in a sea of Nothingness. Should Creation grow too large, too unmanageable even for the vast powers of such deific beings as the celestials, then the fabric of the bubble is sure to burst, spilling the contents of countless experiences in the Void, lost forever.

The Stewardship of the Universe was to be shared by all of the Heavenly Host, so spake the Supreme Ones. For without the watchful guardianship of the celestials, Creation was surely doomed. From that point forward all members of the Host would be held to a higher standard, and each charged with strong-holding Existence against further strife and the potential ravages of the Void. To facilitate the Stewardship, the Supreme Ones promised to separate the Host from most mortal activities, and create for them a perfect place of heavenly significance, a place free from the constraints of Time and Space. The newly refocused celestials would pursue more ethereal endeavors, free of any undue harassment from untoward conjurers and less-than-altruistic intentions.

SO DID THE HEAVENS AND EARTH DIVIDE IN TWIN and so did an Exodus of celestials ascend to the Gates Everlasting. As the Supreme Ones opened the Gates, did They invite all who would, the chance the join Them in Their Holy Home. And They did allow all who chose to serve the Great Plan into the Heavens, for was this not the most perfect chance to make All Things Right?

And, with a singular phrase, did the face of Existence change forevermore.

No! Free Will spake aloud, for His Voice was mighty and swollen with newfound power, giving pause to the Ascending Host and attracting the attentions of the Supreme Beings. They spake as One, but somehow Their Voice had changed tone, as though the Two were more than Two, but at once greater and lesser for it.

So, this is the Bringer of Light, spake the Supreme Ones, this is the Great Uniter and Ultimate Divider? You think Your Choice a matter of Free

Will, though We call You now by a different name. You shall be The Adversary; You shall be The Despoiler of Creation. Mortals shall look to Your Graces and find only Damnation, for Yours is a Palace of Betrayal.

AND SO THE ADVERSARY, newly renamed, found His Voice stronger still, and a throng of His Allies drew near to lend Their Voices to His. Two-thirds of the Host had chosen to Ascend, the remaining third rallied to a new banner, the cause of The Adversary. And so did the Supreme Ones again divide the Heavens, only instead of a glorious place both apart from and a part of the Universe, this new place was both beneath and within the same: the Palace of Betrayal, called the Pit, called the Inferno, called the Underworld, the Netherworld, Stygia . . . referred to affectionately by the occupants as Hell.

Thus end the Angelic Wars and the Eternal War begins. The forces of Heaven and Hell rally their supporters across the dimensions, sending help where needed and countering the plans of the enemy at every opportunity. With the separation of Heaven, Hell and the physical Universe out of the way, the Supreme Ones have vanished again, for how long, none can estimate. Various godlings, demigods and archangels lead the forces of Good against a bewildering array of demons, devils, fiends and minions of Evil in a seemingly endless series of sorties, raids and maneuvers – rarely gaining ground in one location before shifting resources to the next pressing mission.

And so it goes.

THE PHOENIX OF AMTGARD

At the crossroads of a thousand worlds and whens, the realm of Amtgard is protected by the revitalizing energies of the celestial known as the Phoenix. Through the power of the Phoenix, the doors to Amtgardia remain open and fluid, allowing species and individuals from unrelated dimensions to enter and intermingle in new and often unexpected ways. It is the Flame of the Phoenix that keeps the sun burning, fuels the white light of healing, and grants the gifts of fire and magic to all intelligent races that seek them.

Another noteworthy effect of the Phoenix are the boons of Resurrection, Reanimation and Reincarnation. The Phoenix is the symbol of life returned from the ashes of death and so allows the inhabitants of Amtgardia to return from the Great Beyond with miraculous regularity. Indeed, few are those who have not experienced first hand the wonder of a slain companion returned to life by a Healer's simple prayer. Likewise, many have witnessed the terror of the Walking Dead brought forth from the grave in shuffling droves. Both of these spectacles draw on the same principal power, that of the dual-natured Phoenix - as do the abilities of the self-proclaimed Guardians of the Realm: righteous Paladins and their sinister counterparts. So strong is the link between Paladins and the Phoenix that even the dark Anti-Paladins bear the thunderbird's symbol as a sign of honor. For truly, without darkness, without death, life and light would have little meaning.

And much like it's guardian, the Amtgardian dimension cycles through life-death-rebirth phases fairly regularly. During such climactic times, the very laws of nature and magic have been known change, leaving a much different world behind whenever the upheaval ends and a semblance of normalcy is restored.

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

HISTORICAL DATA

A few notes about the origins of the Monster in question including historical, fictional and mythological references.

AMTGARD DESCRIPTION

Herein lies a narrative regarding the Monster as it related to Amtgard battlegames. This may include physical descriptions and societal behaviors. Role-playing tips are also included in this section.

GARB

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

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

SUMMONED BY

This will list the class, abilities, lives, spells and/or number of magic points needed to bring the creature into the game.

"Summoning" refers to the act of bringing any Monster into the game through spell or sacrifice of lives or abilities, though

"Summoned Monsters" strictly refers to those brought into play by the Transform or Reanimate magics. "Conjuring" and "Conjured Monsters" refers to those Monsters brought into play through any other means.

SUMMONED LIFE (SL) RATIO

This is the number of lives a player has to give up to play this Monster for one life. Players cannot give up lives they do not have. Monsters who are killed cannot be *Reanimated*. If *Resurrected*, or given a life by a Monk, they return as their normal class, not as the Monster. Monsters summoned through sacrificing spellpoints or abilities (like Angelicals) may buy additional lives as the Monster at the listed Summoned Life Ratio exchange rate, once the summoner has expended the requisite spellpoints or abilities and the initial life has been purchased. (i.e.: A Warrior with six lives elects to be a summoned Avenger with a Q/M of 3/1. Once the summoner spends the required spellpoints, the Warrior sacrifices three lives to be an Avenger with one life. Once slain, the player may now choose to give up his remaining three lives for one final life as an Avenger, or he may change garb and play out his last three lives as a Warrior.)

TYPE

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

- **Animations:** The term given to any Monster brought to life through magical means other than the standard creatures summoned through Transform and Reincarnate spells. These creatures are immune to Control, Subdual, and Death schools, as well as Poison and Disease. If Dispel Magic is cast on them, they act as if under the effects of an Iceball (except they are not freed by *Fireball*, *Release* or other magical means). If placed in an *Anti-Magic* field, Animations are *Petrified* until removed from the field, in which case they act as if just Healed from the Petrify. Animations cannot carry enchantments. In the context of this volume, the Animation type refers to low-powered Angelicals and Infernals who have been brought to life through the prayers of their conjurers. In this regard, these creatures are animated from the holy light or unholy gloom of the netherworld, as opposed to physical substances like Elementals and Golems.

- **Beast:** These are non-humanoid creatures, most often with more than two legs. Beasts cannot carry enchantments and all weapons are considered Natural.

- **Extra-Planar:** These creatures are not from this dimension but another, alien plane of existence. They include Angelicals, Demons, and Elementals. Extra-Planar creatures are immune to Death and Poison. They cannot carry enchantments except for the one used to summon them, if such is the case.

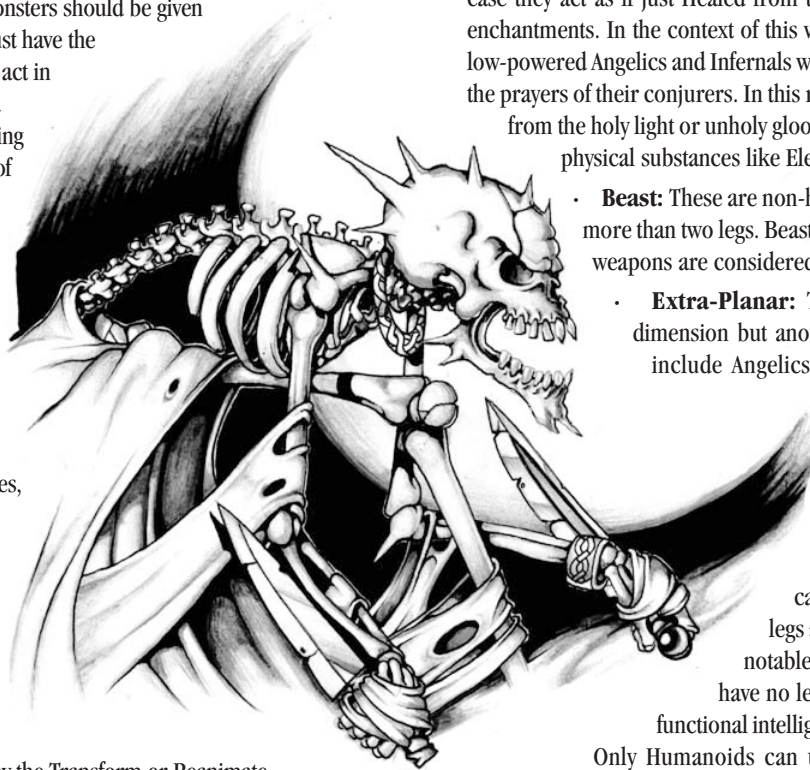
- **Humanoid:** Creatures in this category generally have two arms, two legs and walk upright, although there are notable exceptions (Merfolk, for example, have no legs but all the fine manipulation and functional intelligence common to this classification).

Only Humanoids can use normal weapons and shields, creatures without this designation can only use Natural weapons unless detailed otherwise in their description. Humanoids may carry enchantments just like a regular class, unless otherwise stated in their description or limited by their Type.

- **Mystical:** Creatures with this distinction have an innately magical nature. Mystical Creatures hit with *Dispel Magic* lose all their Magic-Like Abilities and Innate Magical Abilities for the remainder of that life. They may not use their Magical or Innate Abilities while in an *Anti-Magic* zone.

Q/M RATIO

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

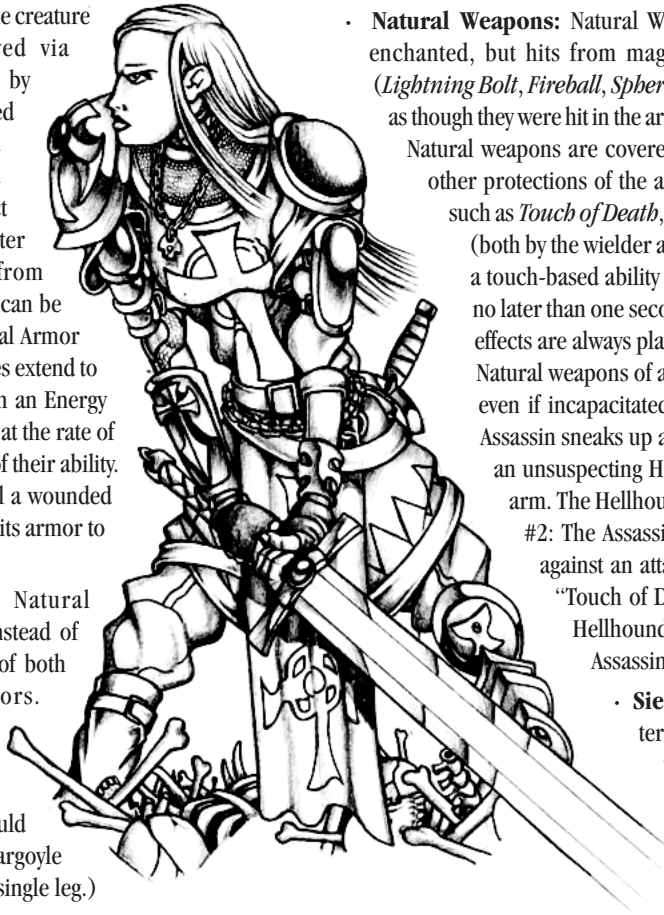




ARMOR

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

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



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

WEAPONS

Here is where you can find which specific and/or types of weapons may be used by the individual Monster. Unless the Monster holds the Humanoid descriptor, assume the weapons are Natural (see below). These categories represent general types of weapons, and each may be modified with one or more Qualifiers that effect the overall performance of the weapon in question. See Qualifiers section for more details.

- **Magical:** Weapons with this descriptor are treated as enchanted, even if they provide no other benefits.
- **Natural Weapons:** Natural Weapons: Cannot be *Heated*, *Warped*, or enchanted, but hits from magics that destroy everything they touch (*Lightning Bolt*, *Fireball*, *Sphere of Annihilation*) will affect the monster as though they were hit in the arm. Although unaffected by combat damage, Natural weapons are covered by the Natural armor, immunities, and other protections of the arm wielding them. Touch-based abilities, such as *Touch of Death*, can be extended through Natural weapons (both by the wielder and by those attacking it). A creature using a touch-based ability through its weapon must denote its effect no later than one second after the weapon hits the victim. Ability effects are always played out before melee effects, although the Natural weapons of an actively attacking monster deal damage even if incapacitated or slain by a touch attack. (Ex. #1: an Assassin sneaks up and uses *Touch of Death* on the "claw" of an unsuspecting Hellhound who is regenerating a wounded arm. The Hellhound dies and the Assassin is unharmed. Ex. #2: The Assassin instead uses *Touch of Death* to defend against an attacking Hellhound. The Assassin calls out "Touch of Death!" and sacrifices an arm to grab the Hellhound's claw. The Hellhound is slain, and the Assassin loses the limb.)
- **Siege Weapons:** Some weapons are termed Black, Instant-Kill or Siege weapons. These weapons will kill a person through his shield and/or normal armor in a single blow. Only Invulnerable Armor and Invulnerability can protect against these weapons.

IMMUNITIES

A listing of any Schools of Magic, terrain effects, Qualifier or specific spells or abilities to which the creature enjoys complete resistance. Immunities function as listed, unless otherwise detailed in the Monster entry. See the Qualifier section for more details.

NATURAL LIVES

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

MONSTER TRAIT AND ABILITY FORMAT KEY

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

TRAITS (T)

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

AERIAL SUPERIORITY

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

AMORPHOUS

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

AURA OF AWE/TERROR

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

DREAM WARRIOR

The monster treats targets under the effect of *Sleep* or *Mass Sleep* as though the target were *Stunned* instead.

ENHANCED ARMOR

All armor worn is considered Invulnerable in the location it covers. This armor may be mended normally.

ENERGY HEAL (QUALIFIER)

Any effect or attack listed will effect the creature as though it were a Heal spell, removing one wound or restoring a single point of Natural armor. If the qualifier listed describes an area, as in a Terrain effect or Fixed Enchantment, the creature gains the benefits of Regeneration as long as it remains there. The creature is Immune to any detrimental effects of the listed Qualifier. Monsters with this Trait that also possess an ability that could activate the Trait (Ex: a monster with Energy Heal (Flame) and the ability to cast *Fireball*) may not use their own abilities to Heal themselves.

INCORPOREAL

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

LAIR

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

MAGIC-CASTER

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

MANY-LEGGED

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

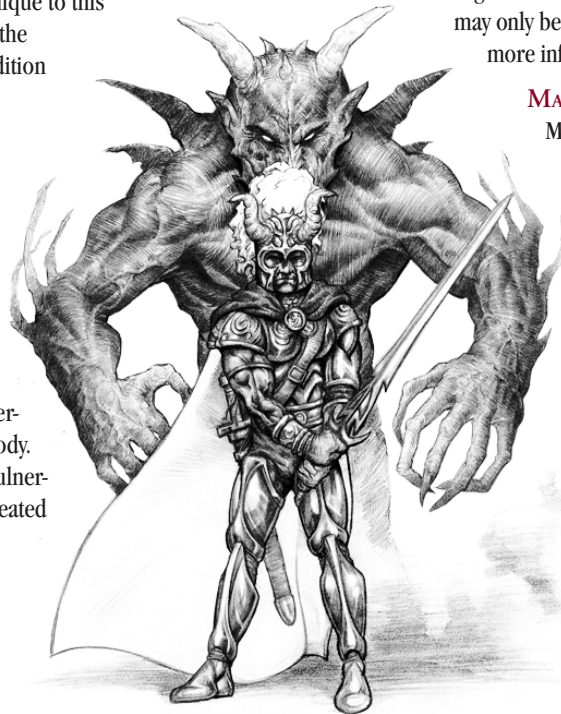
MOUNT

Some creatures can carry others, and share all movement based powers and effects (beneficial and harmful). If a mount is Shoved or

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

MULTI-PLANAR EXISTENCE

Such Monsters may attack players using *Blend*, *Camouflage*, *Circle of Protection*, *Commune*, *Incorporeal*, *Sanctuary*, *Sneak* and *Teleport*. Players so attacked may defend themselves normally, but the Monster must declare its ability before engaging in combat. (It's not cool to jump people who think they are safe without warning them.) This trait affords no additional protection or abilities other than those listed.





NATURAL FLIGHT

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

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

L: To take off and land, the creature must stand still. Unless noted otherwise in the description, a Monster with this Trait may use it an unlimited number of times.

REGENERATION

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

REGENERATION, GREATER

This power functions exactly like the Regeneration ability, except limbs grow back in a 25 count, and the death count is only 25. Natural armors are restored at the rate of one point per location every 25 count. Armor begins regenerating after all wounds are healed. Player chooses the order in which armor is healed. Armor and limbs lost to magical attacks are restored after regenerating from any death caused by non-magical means.

SERIAL IMMORTALITY

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

SPELL MASTERY

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

STRONG

Melee weapons (even Natural weapons) become Red. Weapons that are already Red do +1 point of damage to armor (total 3)

TOUGH

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

VERY STRONG

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

MONSTER ABILITIES

Exceptional Abilities are natural functions of the Monster (like a poisonous bite or breath weapons) and Magic-Like Abilities are just like spells which have to be activated by the Monster (like the Dreamstalker’s magical arsenal). Some particular special abilities, such a breath weapon, may fall into both categories: being innate, but magical, and will be noted in the text.

EXCEPTIONAL ABILITIES (EX)

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

MAGIC-LIKE ABILITIES (M)

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

ABILITIES DEFINED

CREATE MINION

M: Copies of the Minion Monster.

E: The dreaded ability to slay a victim and have them rise forevermore as a creature under the killer’s control.

The Monster description will detail what kind of Minion is created.

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

LUCK POINT

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

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

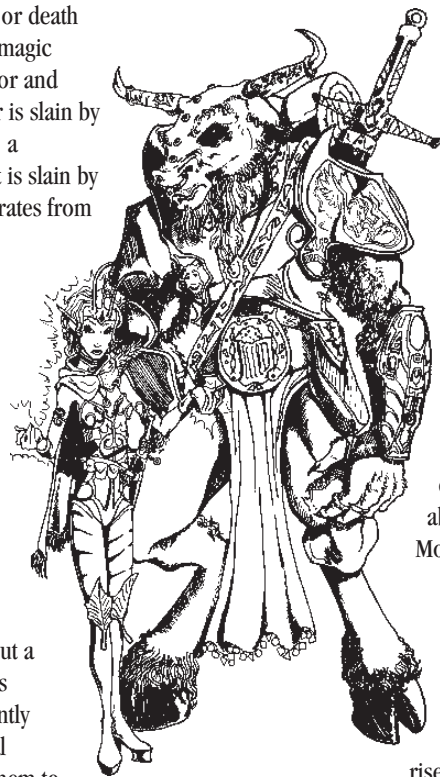
N: Does not work against any form of verbal spell, Relic, or siege weapon.

POSSESSION

I: Repeat x3 “I dominate your will”

R: 20 feet

E: Possessed players must serve the casting creature to the fullest extent of their abilities, until either the caster or victim is slain.



L: Casters must remain within 50 feet of their victim at all times or the Possession is ended. Victims may not attempt to exceed the range on purpose, though they may be lured away by Yield spells or similar magic. The effect is dispelled if the possessing Monster is slain.

N: If the possessing Monster has the Incorporeal Trait, the Monster is assumed to be “inside” the victim. Also, such a creature using this ability may still use the full range of its own abilities, though it may not engage or be affected by melee and is immune to all non-magical attacks during possession. Killing the victim does not kill the Monster, but does “eject” it within 10 feet of where the victim died..

SNEAK

I: “Sneak” x 5 to activate, chant “Sneak” every 5 seconds to continue

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

STINKBALL

M: Padded tan “stink ball” with dark green streamers

I: x5 “Stinkball”

E: Target’s struck by a Stinkball may not approach, nor be approached by, any other player within 50 feet for a 150 count.

L: Monsters possessing this ability are immune to the effect of all Stinkballs, as are any Monsters deemed suitably foul enough to be immune to Eternal Stench.

STINKING CLOUD

M: 50 foot strip of green cloth tied into a circle

E: Players may not enter the cloud. Missile combat may still take place through the cloud. Multiple creatures with this ability can combine their strips together to make a larger zone.

N: Monsters are immune to their own clouds and the clouds of creatures of the same race.

TRANSFER ABILITY

I: “Share my power” x5, announce ability to be transferred aloud.

R: Touch

E: This ability allows a summoner to “lend” one or more of their own abilities to one of their own summoned monsters. Which abilities may be transferred are detailed in the individual monster description. The summoner forfeits the use of the ability until it is expended by the monster, and the ability must be used during the monster’s current life. The summoner cannot lend an ability already active or expended (such as a charged Touch of Death). The monster must perform any incantation required and are bound by all the normal rules for the ability. Regardless of the ability’s original type, it is always considered magical when used by the creature.

TOUCH OF THE PLAGUE

I: “Touch of the Plague” x5

R: Touch

E: Any player touched dies from the plague in a 100 count unless protected from disease, immune to disease or Cure Disease is cast on them. Removes one point of invulnerability or Invulnerable armor per strike but bypasses normal armor.

VULNERABILITIES

Vulnerabilities are special magical or environmental effects that are exceptions to the rules, usually to the detriment of the creature involved. They take precedence over immunities and are meant to act as a flaw to be exploited by the Monster’s enemies. For example, Dreamstalkers are

immune to Control magic, but have Confidence listed as a Vulnerability. As such, these demons are affected by the spell as described in their descriptive text. Common Vulnerabilities are listed below:

- **Altered Effect:** A general category for spells, effects or abilities that function in an irregular and generally harmful manner against a particular Monster. See entries for complete details.

- **Aversion:** The creature will not approach within 20 feet of the listed object of its aversion. Affected creatures will not attack, nor attempt to provoke attack, from any such aversion, though they may defend themselves if necessary. See entries for more details.

- **Beneficent:** Monsters with this vulnerability may not attack unless provoked. This generally means an opponent must attempt to strike first. Provoked does not mean using lame excuses to join combat. Because of this vulnerability, playing such a monster may get boring in terms of combat (all the more reason to role-play). In the context

of this volume, Beneficent Angelicals and Celestials may launch attacks against Demonic or Infernal enemies without any provocation being needed. The Heavenly Host offers nor expects any quarter from their eternal foes. Anti-Paladins, Darklords, Undead and other obviously evil players are included in the “kill ‘em all” category for Beneficent beings.

- **Bloodlust:** Monsters with this vulnerability lose all control once engaged in combat and are unable to retreat until all enemies are dead or it is slain in battle. Some creatures have a more limited version of this vulnerability, and are only forced to continue fighting against particular types of enemy. See the individual descriptions for further information.

- **Bound :** Every life, Bound individuals must choose a large, stationary object and must remain within 50 feet of that object for an entire life. Denote the chosen object to a reeve. This item cannot be one that is moveable, but should be a large rock, tree, body of water or something similar. If a



FORMAT DEFINITIONS



description appears in parenthesis, it signifies the particular area to which is the creature is Bound. Some monsters are Bound to a particular person, and must travel with their charge and remain within 50 feet of that person at all times.

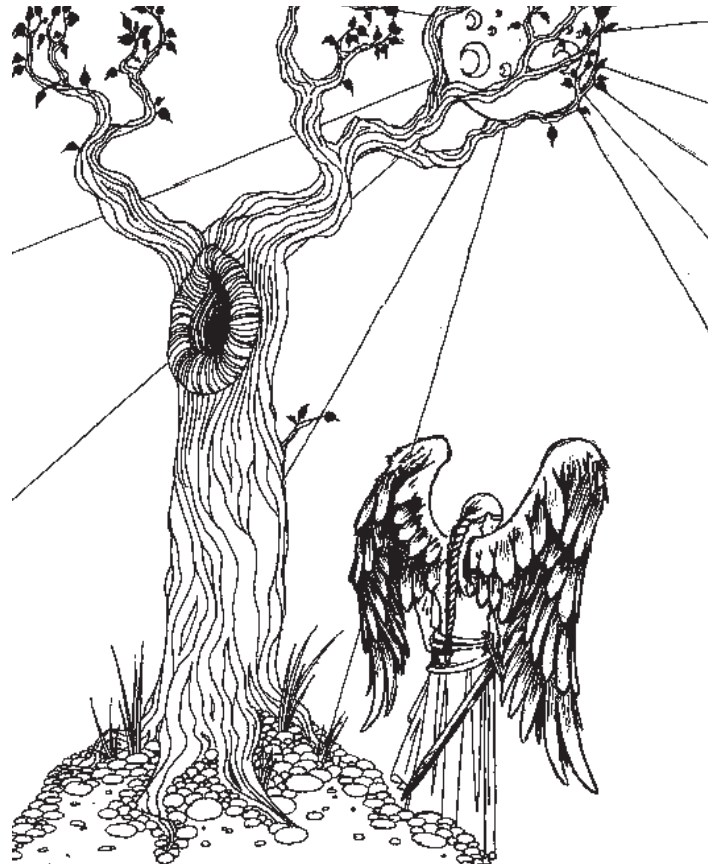
- **Spell Weakness:** A general category for spells or abilities that have unusually powerful effects against a particular Monster. See entries for details, but any spell or effect listed in this vulnerability bypasses all remaining armor and normal immunities to effect the target, leaving the armor intact.
- **Weak :** These sad critters are either so pathetic or so fragile as to die after receiving a wound to any limb.

QUALIFIERS

Listed following a Weapon type, Immunity, or as a descriptor for certain abilities, a Qualifier is used to modify such with a specific effect or general type of effect. Qualifiers are cumulative. Those Qualifiers used in this tome are detailed below:

- **Armor-Piercing:** Attacks that destroy normal and Natural armor to wound or slay the target as appropriate.
- **Flameblade:** Weapons used are considered to have a *Flameblade* enchantment. This may not be dispelled but may be subject to Anti-Magic areas. Certain weapons may be excluded, check creature entries for details.
- **Holy:** Weapon is considered Red, magical, indestructible and may be used to break even Improved, Hardened and Imbued shields.
- **Improved:** These weapons do +1 point of damage against normal armor. Throwing weapons with this Qualifier also gain this benefit.
- **Life-Draining:** Any player slain by a Life Draining attack is instantly affected by *Sever Spirit*.
- **Magical:** Considered Magical. Abilities considered Magical are denoted (M). Any weapon effected by an enchantment other than Stun Weapon is considered Magic, as are the effects of any weapon enchantment other than increased damage.
- **Normal:** Any weapons doing only one point of damage that do not have any special qualifiers, effects, or enchantments (other than *Stun Weapon*) are Normal, even if this qualifier is not listed.
- **Powerful:** Weapons, attacks, or Abilities considered non-magical but still effect creatures only effected by magical weapons

- **Poison:** Poison contacting a portion of a player without worn armor will cause death after a 100 count.
- **Red:** When swung (not used to thrust), a weapon considered Red does 2 points of damage to Armor and will destroy a shield in three hits.
- **Siege:** Any attack that follows the same rules for damaging opponents as Melee Siege Weapons as described in the rules of play. Such attacks are Engulfing and kill even on a limb shot, regardless of Armor or other protection other than Invulnerability and Invulnerable Armor.
- **Stench:** Effects and abilities with the word Stench, Stink, Stinking, Putrid, or Foul in the name. Also, the natural and innate attacks of any creature described as stink or putrescence based.



ARCHETYPES

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

ARCHETYPE FORMAT

Name of Concept (ex: Holy Warrior, Cultist, etc.)

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

Description: A brief narrative on the basic premise.

Garb: How to look like your chosen concept.

- **Essential Spells/Abilities:** Spells or abilities every player of this type should have. These are the spells or abilities which best fit the specialist type. This section also offers suggestions on how certain primary abilities should be used to maintain the archetypes integrity.
- **Suggested Spells/Abilities:** Some spells and abilities not entirely out of line with the concept. Spend leftover magic points here, if appropriate. This section also offers suggestions on how certain secondary abilities should be used to maintain the archetype’s integrity.

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

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

CALLING UPON THE HEAVENLY HOST

Historical Data: An angel is a supernatural being found in many religions. In Christianity, Judaism and Islam, they typically act as messengers from God. In the Hebrew Bible, angels often appear to people in the shape of humans of extraordinary beauty, and often are not immediately recognized as angels. Some fly through the air, some become invisible, sacrifices touched by some are consumed by fire, and some may disappear in sacrificial fire. They are described as pure and bright as Heaven; consequently, they are said to be formed of fire, and encompassed by light. Some verses in the Apocrypha/Deuterocanon depict angels wearing blue or red robes but no such reference occurs in the Protestant books. They are commonly depicted with an accompanying aura or nimbus of light called a halo. Though superhuman, angels can assume human form.

Amtgard Description: In times of great need, a healer of good or neutral disposition may call upon the servants of their deities. If the right rituals are made, and the gods in favor of the mortal, Angels will come to the service of their Summoner. Once conjured these beings will fight for the Powers of Light, and protect their wards until such a time that they must return home. To effectively conjure an Angel, a Healer of the listed level must sacrifice the number of magic points next to the angel entry, from every ten points available, just as if buying a weapon. The term "Angelical" is applied to conjured angels like Guardians, while "Celestial" is the appropriate term for free-roaming agents of Good such as the Elohites and Seraphim (although their are certainly Avengers, Messengers and the like who exist without a summoner to call them forth, servants of a higher power).

AVENGER

(Father Guido / Art: Siri H Sjöqvist, Elfwood)

Historical Data: Avenging angels are mentioned in the Old Testament, such as the one in *II Samuel*, who annihilates thousands. It would seem that the pestilence was personified, and that the "evil angels" mentioned in *Psalms* are to be regarded as personifications of this kind. "Evil" is here to be taken in the causative sense, as "producing evil"; for when their duties are not punitive, angels - even the avenging variety - are beneficent to man.

Amtgard Description: The most powerful Angelical that a mortal can harness, the Avenging Angel is a mighty warrior and fierce combatant. Avengers manifest as beautiful humanoid forms bathed in a corona of white light and clad in little more than simple white robes or togas. Their singular weapons are shining blades of harsh purity, known to cut through evil spells and evil flesh with amazing ability.

Garb: White robe or toga, white feathered wings.

Summoned By: Healer (6th), for 6 magic points

SL Ratio: 3/1

Type: Extra-Planar Mystical Animation

Q/M Ratio: 3/1

Armor: 4 points Natural Invulnerable

Weapons: Single Short or single Long (Flameblade, Holy)

Immunities: Control, Death, Disease, Flame, Poison

Natural Lives: 3

Abilities & Traits

- **Dispel Magic** (M) (2/life)
- **Heal** (M) (unlimited)
- **Natural Flight** (T)
- **Regeneration** (T)

Vulnerabilities

- **Beneficent**

Levels: None



BEACON

(Father Guido)



Historical Data: Heaven is often referred to as a place of holy light, called empyrean. Empyrean comes from the Medieval Latin *empyreus*, an adaptation of the Ancient Greek, "in or on the fire (pyr)." Empyrean is also a word for the highest heaven, occupied by the element of fire. It was thus used as a name for the firmament, notably the *Divine Comedy*, for the dwelling-place of God and the blessed, and as the source of light.

Amtgard Description: Beacons, sometimes called Lanterns or Holy Lights, are the most basic manifestation of Angelical power. Appearing as nothing more than a vibrant, spinning burst of pure light, Beacons are frequently summoned to assist Healers with ministering the wounds of their teammates.

Garb: Bright yellow tabard or tunic with sunburst symbol, yellow headband.

Summoned By: Healer: 3 magic points (1st-3rd) or 1 magic point (4th-6th)

SL Ratio: 1/1

Type: Extra-Planar Mystical Animation

Q/M Ratio: 0.5/1

Armor: None

Weapons: Single Dagger (Magical)

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

Natural Lives: 3

Abilities & Traits

- **Circle of Protection** (M) (unlimited)
- **Heal** (M) (4/life)
- **Incorporeal** (T)
- **Mend** (M) (2/life)

Vulnerabilities

- **Aversion (Unholy Ground and Anti-Paladins):** Will defend itself against attacks from Anti-Paladins but will not initiate combat against one.
- **Beneficent**
- **Weak**

Levels: None.



ELOHITE

(EH Online / Art: Alexey S. Lipatov, Elfwood)



Historical Data: Elohim is a Hebrew word which expresses concepts of divinity. It is apparently related to the Hebrew word *El*. Elohim is the third word in the Hebrew text of Genesis and occurs frequently throughout the Hebrew Bible. Its exact significance is often disputed. In some cases, it acts as a singular noun in Hebrew grammar, and is then generally understood to denote the single God of Israel. In still other cases, the meaning is not clear from the text, but may refer to powerful beings or rulers. In most English translations of the Bible

(e.g. the King James Version), the letter G in "god" is capitalized in cases where Elohim refers to the God of Israel, but there is no distinction between upper and lower cases in Hebrew texts.

Amtgard Description: The Elohite, referred to in some texts as High Angels or The Friends of Man, are charged with leading the Holy Host in combat against the forces of Darkness. They take the form of massive winged humans of grim demeanor, though they are no more capable of impure thought or deed than any other Celestial, and will not tolerate any display of cowardice, malignance or arrogance in its presence.

GLORY

(Father Guido / Art: Anonymous)



Historical Data: The Angels of Glory, mentioned in ancient Jewish texts and Ethiopian Orthodoxy, are a high-level group of angels often equated with the Angels of Sanctification. According to *3 Enoch* and the *Sefer Raziel*, Angels of Glory live in Arabot, the highest heaven. They "stand over against the throne of Glory and the divisions of flaming fire." According to the *Book of Jubilees*, they were created on the First Day, in order to observe the Sabbath with God in heaven and on earth.

Amtgard Description: Glories are Angelical foot soldiers in the War of Souls: mid-level combatants capable of defending a position or manning an assault with equal ability. Glories shun the use of conventional

weapons and armor, preferring divine protection and holy wrath when combating the forces of Evil.

Garb: Elegant navy blue robe under armor, feathered wings and yellow headband, red sash.

Type: Extra-Planar Mystical Humanoid
Q/M Ratio: 6/1
Armor: May wear up to 4 points (Enhanced)
Weapons: Short (Holy), Polearm (Holy)
Immunities: Control, Death, Disease, Flame, Poison
Natural Lives: 3

Abilities & Traits

- **Cure Disease** (M) (unlimited)
- **Enhanced Armor** (T)
- **Magic-Caster : Healer** (T) At same level as Elohite
- **Natural Flight** (T)
- **Regeneration** (T)

Vulnerabilities

- **Beneficent**

Levels:

2nd Gains **Banish** (M) (1/life)
 3rd Gains **Aerial Superiority** (T)
 4th May use a long bow, short bow or javelins
 5th Gains **Extend Immunities** (Ex) (unlimited)
 May wear up to 6 points of armor (Enhanced)
 6th Gains **Resurrect** (M) (2/life)

Garb: Red tabard with white starburst or halo symbol, red headband, feathered wings.

Summoned By: Healer (6), for 3 magic points
SL Ratio: 1/1
Type: Extra-Planar Mystical Animation
Q/M Ratio: 2/1
Armor: 2 points Natural Invulnerability
Weapons: Hinged (Magical, Natural), Throwing weapons (Improved, Magical)
Immunities: Control, Death, Disease, Poison, Subdual
Natural Lives: 3

Abilities & Traits

- **Aerial Superiority** (T)
- **Lightning Bolt** (M) (unlimited)
- **Natural Flight** (T)
- **Regeneration** (T) The Glory's Natural Invulnerability also regenerates at the normal rate of return.

Vulnerabilities

- **Beneficent**

Levels: None.

GUARDIAN

(Father Guido / Art: Marjorie Cooper, Elfwood)

Historical Data: A guardian angel is a spirit who is believed to protect and to guide a particular person. The concept of tutelary angels (that is, angels who watch over a particular place, person or nation) and their hierarchy was extensively developed in Christianity in the 5th century by Pseudo-Dionysius the Areopagite. The theology of angels, and tutelary spirits, has undergone many refinements since the 400's, and contemporary orthodox belief in both the Eastern and Western churches is that guardian angels protect the body and present prayers to God, protecting whichever person God assigns them to.

Amtgard Description: Guardian Angels represent the primal, protective forces of the White Light, and take the form of winged hunting animals like bears, snakes or great cats. These powerful Angelicals are never summoned without great need, for the death of such a being is rumored to shake all of creation to its very foundations. Guardians are generally humorless and emotionless, performing their ministrations with a seemingly automated precision that makes them both painfully efficient and woefully unfriendly. Add in their bestial appearances and distaste for evil or destructive acts of any kind - and were it not for the wings and shining nimbus of holy light, many Guardian Angels could be easily mistaken for a less-than-beneficent creature.

Garb: Animal garb, feathered wings



Summoned By: Healer (6th), for 4 magic points

SL Ratio: 3/1

Type: Extra-Planar Mystical Animation

Q/M Ratio: 3/1

Armor: 2 points Natural Invulnerable

Weapons: Single Short (Magical) or Long (Magical)

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

Natural Lives: 3

Abilities & Traits

- **Circle of Protection** (M) (unlimited)
- **Extend Immunities** (T) Only with summoner.
- **Heal** (M) (unlimited)
- **Mount** (T) For summoner only
- **Multi-Planar Existence** (T)

- **Natural Flight** (T)
- **Protect** (M) (2/game) Only on summoner
- **Regeneration** (T)

Vulnerabilities

- **Beneficent**
- **Bound (Summoner)**

Levels: None.

MESSENGER

(EH Online / Art: Anonymous)



Historical Data: Not surprisingly, the English word angel comes from the Latin word *angelus*, which comes directly from the Greek word *ángelos*, meaning "Messenger." In the New Testament, angels appear frequently as the messengers of God and the agents of revelation to Joseph, Mary, Jesus and Peter (in the *Gospels of Matthew and Mark* and the *Acts of the Apostles*); and Jesus speaks of angels as fulfilling such functions in the *Gospel of Mark*.

Amtgard Description: The Messenger Angel serves a dual role as both scout and warrior in the War of Souls. These angels appear as beautiful winged humanoids swathed in white cloth and radiant light. Messengers are quick-witted, highly intelligent, and often let conversation get the better of time. Messengers perform

their function with an unflagging zeal and hopeful enthusiasm seen in few Angelicals. In fact, most angels of higher powers view Messengers as flighty, overtalkative and scarcely worthy of being called angels at all. Mortals, on the other hand, find Messengers quiet pleasant and have been known to while away hours in simple visitation.

Garb: Feathered wings, white robe or tabard, white headband

Summoned By: Healer (3rd), for 2 magic points

SL Ratio: 2/1

Type: Extra-Planar Mystical Animation

Q/M Ratio: 2/1

Armor: None

Weapons: Short (Holy), Long (Holy)

Immunities: Death, Disease, Poison

Natural Lives: 3

Abilities & Traits

- **Heal** (M) (2/life)
- **Luck Point** (Ex) (1/life)
- **Messenger** (Ex) (unlimited) The summoner may choose to have the Angelical use this power for the benefit of his teammates, as well as for carrying his own messages.
- **Natural Flight** (T)
- **Visit** (M) (1/life) This ability begins to function immediately instead of the customary wait after declaring.

Vulnerabilities

- **Beneficent**

Levels: None



OFANITE

(EH Online / Art: Anonymous)

Historical Data: An ophan (plural Ophanin, Ophanin or Ophanim) is one of a class of celestial beings described in the *Book of Enoch* with the Cherubim and Seraphim as never sleeping, but watching (or guarding) the throne of God. The word *ophan* means "wheel" in Hebrew so the Ophanin have been associated with the description in Ezekiel 1:15-21 and possibly again in the Daniel 7:9 of the four, eye-covered wheels (each composed of two intersecting wheels), that move next to the winged Cherubim, beneath the throne of God. The four wheels move with the Cherubim because the spirit of the Cherubim is in them. These are also referred to as the "many-eyed ones" in the *Second Book of Enoch*. It has been suggested that the Ophanim are the same classification of angel known as Thrones.

Amtgard Description: Shining with divine glory, the Ofanites, or Solar Angels are stunningly beautiful and their powers are reminiscent of the sun itself. These breath-taking members of the Host are charged with protecting the connection between Amtgardia and the White Light itself.

Garb: Fiery-red tabard with sunburst or halo symbol, red sash, white headband, feathered or fiery wings.



Type: Extra-Planar Mystical Humanoid
Q/M Ratio: 3/1
Armor: 4 points Natural Invulnerable
Weapons: Short (Magical)
Immunities: Death, Disease, Flame, Poison
Natural Lives: 3

Abilities & Traits

- **Heat Weapon** (m) (unlimited)
- **Lightning Bolt** (m) (1 bolt/U)
- **Natural Flight** (T)
- **Regeneration** (T)
- **Teleport** (Ex) (4/life)

Vulnerabilities

- **Beneficent**

Levels:

- 2nd Weapons gain **Holy Qualifier**
- 3rd Gains **Pyrotechnics** (M) (2/life)
- 4th Weapons gain **Imbued Qualifier**
- 5th **Magic-Caster : Healer** (T)
As 3rd-level Healer
Gains **Spell Mastery** (T)
- 6th Gains **Attuned** (Ex) (1/game)

SERAPHITE

(EH Online / Art: Daniel-David Guertin, Elfwood)

Historical Data: A Seraph (plural Seraphim) is a class of celestial being mentioned in the Hebrew Bible in Isaiah. Later Jewish imagery perceived them as having human form, and in that way they passed into the ranks of Christian angels. In the Christian Hierarchy of angels, Seraphim represent the highest rank of angels. While there are no explicit references to Seraphim in the New Testament, in the *Book of Revelation* (4:8) is a description clearly drawn from the *Book of Isaiah*, detailing a six-winged creature with eyes all around, who continually sing the praises of the Lord's glory. The early medieval writer called Pseudo-Dionysius the Areopagite included Seraphim in his *Celestial Hierarchy*, which helped fix the fiery nature of seraphim in the medieval imagination. It is here that the Seraphim are described as being concerned with keeping Divinity in perfect order, and not limited to simple holy chanting. Taking his cue from writings in the Rabbinic tradition, the Areopagite gave an etymology for the Seraphim as "those who kindle or make hot".

Amtgard Description: Seraphites, also known as the Noble Angels, are amongst the greatest Celestial being in all creation. These divine beings eat and breathe life and positive energy, and their close connection to their deities makes them very difficult to kill in simple combat. Woe unto the dark of heart who crosses paths with a Seraphite on a mission!

Garb: Regal purple robe or cape, metallic armor, feathered wings, yellow headband, red sash

Type: Extra-Planar Mystical Humanoid
Q/M Ratio: 4/1
Armor: May wear up to 6 points (Enhanced)
Weapons: Any melee (Magical)
Immunities: Control, Death, Disease, Flame, Poison, Subdual
Natural Lives: 3

Abilities & Traits

- **Awe** (M) (2/life)
- **Enhanced Armor** (T)
- **Magic-Caster : Healer** (T) At same level as Seraphite
- **Natural Flight** (T)
- **Spell Mastery** (T)
- **Truth** (Ex) (unlimited)

Vulnerabilities

- **Beneficent**

Levels:

- 2nd Gains **Strong** (T)
- 3rd Gains **Banish** (m) (1/life)
- 4th Gains **Multi-Planar Existence** (T)
- 5th Gains **Mend** (m) (unlimited)
- 6th **Strong** becomes **Very Strong** (T)



ARCHANGEL

An Archangel is a being of immense power, one who has crossed beyond the boundaries of Existence and ascended to a higher perspective of the Cosmos. Each Archangel has an absolute hold on a piece of the Heavens; they use servants like Celestials and Angels to further consolidate their hold on reality. They embody concepts and ideas on a much larger scale than can be measured within the scope of the game. Some theories hold that above them are even more powerful beings to whom the Archangels are but the lowliest servants, though this gives the typical angel no satisfaction.

Most angels grow up and live in the Heaven of a specific Archangel, who rules that realm and provides for his subjects. A few angels, the most favored servants, work directly for their Archangels on Amtgardia instead of being directed through the nearly infinite hierarchy of go-betweens. Their masters grant them boons -- like favored treatment, extra powers and political clout -- in return for loyal service.

Angels who prove to be poor servants are punished, cast out of Heaven, at the master's whim. There is little more pathetic in all existence than a fallen Celestial, for the Pit is never far behind.

With an even deeper tie to the Heavens than the average angel, the Archangels' motivations may sometimes seem unfathomable, but they are not wholly inhuman. Archangels are proud and powerful, but just as susceptible to feelings of fear, doubt and guilt as any other living being, perhaps even more so.

TRAITS AND ABILITIES

As beings of nearly immeasurable power, there is no hard and fast list of abilities and skills that all possess, though the following Traits and Abilities are more or less universally known by all Archangels:

- **Aerial Superiority**
- **Aura of Awe** (Even works against those normally immune to Control)
- **Holy Weapon** (all attacks by these beings are Holy)
- **Natural Flight**
- **Teleport** (unlimited)
- **Tough** (see Immunity, below)
- Immunity to all forms of mortal and monstrous magic. Monsters possessing a Q/M Ratio of 8/1 or higher might be able to affect an Archangel, at the Reeve's option. When coupled with the *Tough* Trait, this makes the Archangel immune to most attacks a regular player can make. It is strongly suggested that any game featuring such a powerful being be designed so that either the Archangel is a non-combat role (*Beneficent* helps here!) or there is some means made available to the players to harm or otherwise *Banish* the angel back to the Heavens.

From there, each Archangel might possess a host of minor and major spells, Traits and Abilities that fall in line with their personal area of influence. A few prominent examples follow:

EXAMPLES

- **The Archangel of Justice** might get a *Flameblade*, unlimited *Truth* and unlimited *Honor Duels* in addition to *Enhanced Armor*. This Archangel loathes liars, thieves and swindlers, and seeks out Assassins, Anti-Paladins and other ne'er-do-wells in order to bring them to ... well, to Justice.
- **The Archangel of Healing** would get unlimited *Heals*, *Extended Heals*, *Swords to Plowshares* and *Resurrects*, *Greater Regeneration* and non-lethal spells like *Wounding*, *Entangle* and *Petrify*. This Archangel would never take the life of a mortal, but would be a tireless enemy of Undead and Demons alike.
- **The Archangel of the Home**, in addition to being a great host and brilliant conversationalist, has unlimited *Mend*, *Visit*, *Lore* and *Legend* abilities, and use of *Heal*. Plus, this Archangel always acts as a Nirvana, regardless of where she treads.

- **The Archangel of Emotion** would have access to spells like *Confidence*, *Feeblemind* and *Berserk*, and well as the ability to bestow or remove Immunity to Control from players.

ROLE-PLAYING AND REEVING

Keep in mind, these are beings of the highest planes of existence and are generally above the petty squabbles of mortals. They should be feared, and rightly so. Players of "Good" personas will be hard pressed to want to attack such a being, much less try to actually slay one.

Reeves should always try and find a suitable motivation for these powerful Monsters, as nothing will bring your game crashing to an unsatisfying conclusion faster than having bored immortals running around like loose cannons. Given the potentially game-destroying abilities of these characters, it is a good idea enlighten such players as to the finer points of your game, maybe even have them serve in some

minor reeveley fashion for the other players when archangelic otherworldly affairs have them engaged elsewhere (a plot device used to keep them out of trouble.)

GARB

Archangels come in a myriad of forms, from classical angelic humanoids to clouds of holy light to colossal animals to insubstantial wisps of the deepest emotion. Naturally this makes any hard and fast rules on garbing inappropriate. Suffice to say, anyone undertaking the role of such a magnificent being should look the part. Garb should be bright, clean and of the finest quality. Pastel shades of yellow, pink and orange are all appropriate, as is any white robe, cape or tabard. Wear a matching headband to serve as your halo (very important, the halo!) Armor, if worn, should be shiny metal, accented with holy icons appropriate the Archangel's spheres of influence. All garbing aside, it's the role-playing that's going to make this encounter most memorable, so play it up!





HOLY WARRIOR

Monk, Warrior, Archer, Scout or Paladin Archetype (Art: Torsten Gunst, Elfwood)

Description: History abounds with examples of what might be considered a holy warrior, from the armies of the Crusades, to church sanctioned groups like the Knights Templar, to anyone who answers the call for Jihad. What truly marks a holy warrior as different from his secular counterparts is a profound faith in his god or gods, and the willingness to fight, and perhaps kill, to see his religion spread or to protect the temples and fellow believers. Often a holy warrior will pray silently for the sins they are about to commit in order to serve the greater good or for the souls of the heathens now laid low before his righteous blade. In a fantastic context, a holy warrior may fight at the forefront of a magnificent host of angels, or have been personally selected by his god for continued soldiering after death, like the warriors of Valhalla.

Garb: Wear white with golden ornamentation. Adorn yourself with the holy symbols of your faith. It is not uncommon to carry a holy book or prayer fetish, to renew one's faith between battles.

- **Essential/Suggested Abilities:** Any abilities granted to these fighters can be used to serve the will of the divine, although obviously supernatural ones like *Resurrection* and *Sanctuary* will always be attributed to the Holy Warrior's faith. Abilities that can be used to protect the flock or holy places are premium, as are those that can weed out unbelievers and the forces of evil.

Role-Playing Notes: Always be clear about the reasons you march to war - you are on a Mission

From Heaven, you are the Hammer of God, the Mallet of Providence. Most religions eschew the use of violence, so ensure that you and those around you understand the weight of choosing warfare to advance your cause. Always strive to uphold the virtues of your chosen religion - usually chastity, honor, valor, and above all, faith. Avoid the baser temptations battle brings such as taking of spoils, burning villages, attacking non-combatants, and taking pleasure in bloodshed. Always go for clean kills, keeping the suffering of one's enemies to a minimum and seek absolution for your sins afterward.

Weaponry: Weapons that cause a minimum of suffering and bloodshed (though no less lethal) are common - staves, maces and flails for example. Swords and other blades might also be used, but the blades will be as sharp as possible, to lessen the possibility that survivors will later succumb to disease and gangrene. Shields are also common, since they may be used to protect rather than harm.

ZEALOT

(Barbarian Archetype / Art: Julie Douglas, Elfwood)

Description: The world can be a terrifying place, and many men who would have otherwise surrendered to hopelessness, have found salvation in the words of wandering holy men. Having no possessions and little more than a tenuous grip on sanity, these self-proclaimed Zealots leave hearth and family behind to follow their saviors into battle against the forces of evil. Wild-eyed madmen, gaunt-faced urchins and crazed midwives can all be found in this rabble. They parade forth into combat, bellowing to their gods for strength and the final rest of blissful death.

Garb: In addition to your class sash, wear battered and torn robes of brown or gray material. Zealots generally eschew armor at all times, preferring to cloak themselves in the holy armor of their fury!

- **Essential Spells/Abilities:** *Berserk!*
- **Suggested Spells/Abilities:** Make sure if there is a Bard on your team, you get all the *Berserk* enchantments you can! In fact, a little good-natured prodding to that end wouldn't hurt ...

Role-Playing Notes: Act berserk even if you're not. Scream and howl your righteous anger to the Heavens. Leap into the fray against Anti-Paladins, evil priests, the Undead and any other icon of evil you can find - even better if you have little chance of survival. Show deference to good Healers, Paladins and Holy Warriors of the same cause by following them into battle and defending such players against the attacks of their enemies.

Weaponry: Great weapons are the implements of choice for Zealots, as they prefer to cleave the foes of goodness into chunks before sending them off to the netherworld. When not Berserk, chuck some javelins before closing for combat if you must, but your basic goal should be to burn through the boring lives...



FALLEN ANGELS

Sometimes a free-willed Celestial may be forced or tricked into performing an act anathema to the Higher Powers. For such heinous failures or transgressions, the angels superiors may choose to eject them from Heaven forever (or at least until such time as the being can Atone (see Battlegames). When an angel "loses his wings" several things (all mostly bad) happen. The angel loses all access to travel in the Void or to Ascend to the Heaven (see Terrain). He loses all Invulnerable and Natural armor, as well as any Weapon Qualifiers he might have had. *Natural Flight* is replaced with *Flight* (1/life), but any *Aerial Superiority*, *Strong*, *Very Strong*, *Regenerations*, *Lightning Bolt* and *Magic Caster* abilities or Traits are lost.

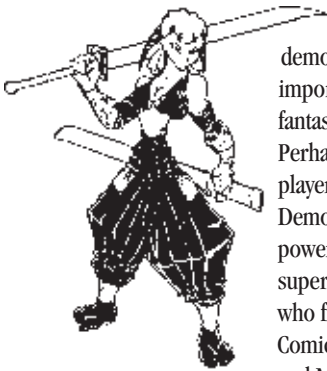
CALLING UPON THE INFERNAL LEGION

Historical Data: In religion, folklore, and mythology a demon (or daemon, dæmon, or even daimon) is a supernatural being that has generally been described as a malevolent spirit. Demons are frequently depicted as a force that may be conjured and insecurely controlled. As the Iranian Avestan and Vedic traditions as well as other branches of Indo-European mythologies show, the notion of 'demons' has existed for many millennia. Ancient Egyptians also believed in demonic monsters that might devour living souls while they traveled towards the afterlife, although demons *per se* did not exist in Ancient Egyptian belief. The supposed existence of demons is an important concept in many modern religions and occultist traditions. In some present-day cultures, demons are still feared in popular superstition, largely due to their alleged power to possess living creatures. For the purposes of this book, the term Demon or Infernal is used to describe any being of the Hells, a Diabolic is a conjured being bound to a summoner.

Amtgard Description: In order to better spread suffering and misery, a Healer or Wizard of evil disposition may call upon the minions of their dark deities. Should the blood oaths be fulfilled and the proper bargains made, Infernals will come to the service of their Summoner. Once conjured these beings will fight for the Forces of Darkness until dismissed or slain, and do their utmost to torment as many mortals as possible along the way. To effectively conjure an Infernal, a Healer of the listed level must sacrifice the number of magic points next to the demons entry, from every ten magic points available, just as if buying a weapon.

BLADE

(The Slayer / Art: Shad Brooks, Elfwood)



Historical Data: The concept of a demonic foot soldier is nothing new. Demons are important or principal adversaries in numerous fantasy and horror-themed computer games. Perhaps most famously, in the Doom series, the player must fight a colorful variety of demonic foes. Demon Warriors are used in comic books as powerful adversaries in horror, fantasy and superhero stories. There are a handful of demons who fight for Good for their own reasons like DC Comics' *The Demon*, Dark Horse Comics' *Hellboy* and Marvel Comics' *Ghost Rider*.

Amtgard Description: Blade Demons are the Infernal's foot soldiers and represent the destructive nature of evil incarnate. Through continuous bloody warfare, the Blades strive to bring glory to their Dark Masters. Blades are generally tall and muscular humanoid beasts bearing all manner of fangs, talons, horns, tails and vestigial bat wings. They define the phrase "lacking a sense of humor" to perfection.

Garb: Armor. Black or red face-paint, horns, tail or other symbols of evil.

Summoned By: Healer (6) or Wizard (6), for 5 magic points

SL Ratio: 3/1

Type: Extra-Planar Mystical Animation

Q/M Ratio: 3/1

Armor: Can wear up to 6 points, any shield

Weapons: Any melee weapons

Immunities: Disease, Magic, Poison

Natural Lives: 3

Abilities & Traits

- **Armor of Quality** (Ex) (1/life)
- **Fear** (M) (1/game)
- **Honor Duel** (M) (unlimited)
- **Improve Shield** (Ex) (1/game)
- **Strong** (T)

Levels: None

DREAMSTALKER

(The Slayer / Art: Brandon Casteel, Elfwood)

Historical Data: While there are several types of demons notorious for entering the dreams of sleeping mortals (see Nightmare, q.v.), the Dreamstalker is almost certainly inspired by the modern horror character Freddy Krueger, from director/writer Wes Craven's 1980's movie series, *The Nightmare on Elm Street*. Freddy is an undead serial child killer who haunts the dreams of the young men and women of Elm Street. Using his famous clawed gloves and a wide assortment of psychotic techniques, Freddy kills and maims his way through an entire generation of Elm Street teenagers before finally being put to rest by his own errant daughter, Kathryn. In his final death we learn that his powers are indeed infernally-spawned by "dream demons."

Amtgard Description: Dreamstalkers, often mistaken for Ghosts, are the demons of Fear In The Night. By infiltrating the minds of sleepers and subjecting them to torturous dreams, the Stalkers bring a little more suffering to the world.

Garb: Flowing robes of black, gray or blue. Clawed gloves and fedora optional

Summoned By: Healer (6) or Wizard (6), for 4 magic points

SL Ratio: 3/1

Type: Extra-Planar Mystical Animation

Q/M Ratio: 3/1

Armor: None

Weapons: Short (Magical, Natural)

Immunities: None

Natural Lives: 3

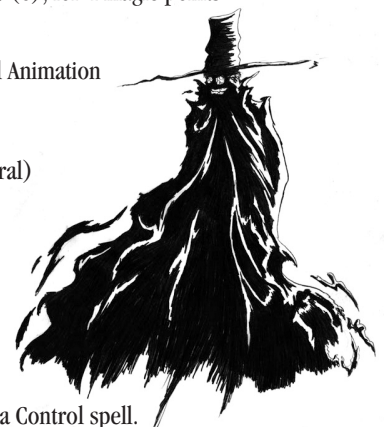
Abilities & Traits

- **Dream Warrior** (T)
- **Fear** (M) (1/life)
- **Incorporeal** (T)
- **Petrify** (M) (1 bolt/U) Treat this as a Control spell.
- **Possession** (M) (1/life) Only on *Sleeping* players.
- **Sleep** (M) (unlimited) Even players normally immune to *Sleep* are effected, unless they also possess the Animation, Fey, or Undead Type.

Vulnerabilities

- **Altered Effect** Anyone bearing *Confidence* is immune to this monster. Casting it on the creature will kill it outright. Consider the range to be 20' if used in this way.

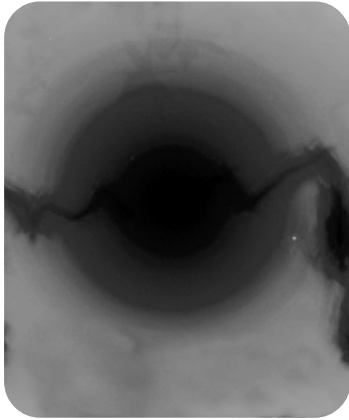
Levels: None





DONJON

(The Slayer)



Historical Data: The word donjon has been used to describe both the high central tower of a castle and the dungeon underneath. It originates from the Old French word meaning “a lord’s castle”. There is also a Donjon card within the Deck of Many Things, a popular magic item in the Dungeons & Dragons game.

Amtgard Description: The irksome Donjon represents the most basic aspects of troublesome evil. These tiny globes of bubbling

darkness bob about in seemingly random directions, causing no end of mayhem. While not exactly intelligent, they do obey their masters commands, but tend to get too wrapped up in breaking things to be much use.

Garb: Dark blue or purple tabard with black circle motif or pattern, black headband or face paint.

Summoned By: Healer or Wizard (1st - 3rd level pay 3 magic points; 4th - 6th level pay 1 magic point)

SL Ratio: 1/1

Type: Extra-Planar Mystical Animation

Q/M Ratio: 0.5/1

Armor: None

Weapons: Single Dagger (Magical, Natural)

Immunities: Death, Disease, Poison, Projectiles, Subdual

Natural Lives: 3

Abilities & Traits

- **Circle of Protection (M)** (unlimited)
- **Heat Weapon (M)** (unlimited)
- **Incorporeal (T)**
- **Lost (M)** (2/life)
- **Warp Wood (M)** (unlimited)

Vulnerabilities

- **Aversion** (Holy Ground and Paladins) Will defend itself against attacks from Paladins but will not initiate combat against one.
- **Weak**

Levels: None

HELLHOUND

(Various / Art: Angela Butt, Elfwood)

Historical Data: In mythology, a hellhound or barghest is a demonic dog of Hell, referring especially to Cerberus, the hound of Hades from Greek mythology. They also appear in the mythology of the British Isles as part of the Wild Hunt. The myth is common across the UK, and many names are given to the apparitions: Black Shuck of East Anglia, Moddey Dhoo of the Isle of Man, Gwylgi of Wales, and so on. Hellhounds are a common monstrous creature in fantasy fiction, such as the titular creatures of Arthur Conan Doyle's *The Hound of the Baskervilles* and Frank Belknap Long's Cthulhu Mythos-related *The Hounds of Tindalos*.

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

Garb: Red or black garb, tails and dog ears. Spiked leather collar.

Summoned By: Anti-Paladin (6), must sacrifice 5th level abilities to conjure one Hellhound, may sacrifice 6th level abilities to conjure an additional Hellhound. Powerful Undead such as Vampires or Nosferatu may be given one (or more) as a companion at the reeve's option.

SL Ratio: 2/1

Type: Extra-Planar Mystical Beast

Q/M Ratio: 2/1

Armor: 2 point Natural Invulnerability

Weapons: Dagger (Flameblade, Natural), Short (Flameblade, Natural)



Immunities: Control, Death, Flame, Subdual

Natural Lives: 4

Abilities & Traits

- **Energy Heal (Flame)** (T)
- **Fireball** (M) (1 bolt/U)
- **Many-Legged** (T)

Vulnerabilities

- **Spell Weakness** *Banish* kills a Hellhound instantly.

Levels: None

IMP

(RW: Matthias Fleewinter / Art: Doug Strudwick, Elfwood)

Historical Data: An imp is a mythological being frequently described in folklore and superstition as mischievous more than seriously threatening.



They are usually described as lively and having small stature. While mischievous and somewhat destructive, Imps are the least evil of all demons. The trickery ascribed to them is generally confined to missing, misplaced, or moved articles

(socks, keys, etc.) and stubbed toes. Imps were the common name given to familiar spirits that served witches in the middle ages. Imps were usually kept inside artifacts such as gemstone pieces or vials and summoned for service by mages. An example of such an imp is one that was supposedly under the service of the Alchemist Paracelsus, who supposedly kept one locked inside a crystal in the pommel of his sword.

Amtgard Description: Amateur wizards and diabolists occasionally try to conjure and enslave beings of the lower planes to do their bidding. Few are lucky enough to only catch fiends as powerful as these scaled weaklings. Imps are cowardly, greedy little beggars who delight in mischief of all kinds, from harmless pranks to deadly games of chance. Imps maintain a strong bond with their summoners and many have been trained as spies, thieves or assassins by their erstwhile masters.

Garb: Brown scales, short horns, sharp teeth, and a tail.

Summoned By: Healer 6, Wizard 6, for 2 magic points per level

SL Ratio: 1/1

Type: Extra-Planar Animation

Q/M Ratio: 1/1

Armor: None

Weapons: Short (Natural, Poisoned)

Immunities: Disease, Poison, Projectiles

Natural Lives: 3

Abilities & Traits

- **Luck Point** (Ex) (1/life)
- **Messenger** (M) (unlimited)
- **Sneak** (Ex) (unlimited) May only last for a 100 count at a time. Must wait for another 100 count before activating again.
- Contrary to the usual rules for Animations, an Imp may wear one enchantment per life. This enchantment must come from its summoner and follows all other rules for wearing enchantments.

Vulnerabilities

- **Weak**

Levels: None

NIGHTMARE

(Various, Art: Denah)

Historical Data: A mara, or mare, is a kind of malignant female wraith in Scandinavian folklore believed to cause nightmares. She appears as early as in the Norse *Ynglinga* saga, but the belief itself is probably even older.

“Mara” is the Old Norse, Swedish and Icelandic name, “mare” is Norwegian and Danish. The mara was thought of as an immaterial being – capable of moving through a keyhole or the opening under a door – who seated herself at the chest of a sleeping person and “rode” him or her, thus causing nightmares. A more modern incarnation is the “Night Mare” from the Piers Anthony novel by the same name.

Amtgard Description: Nightmares are demonic, equestrian servants granted to powerful Anti-Paladins in service to the cause of Evil. These magnificent, malignant beasts are as dangerous as they are beautiful: shining black coats, powerful muscles and eyes, mouth and hooves flickering with licks of smoking flame.

Garb: Black tabard, mane and tail, black face paint with orange flame around eyes and mouth.

Summoned By: Anti-Paladin (6), must sacrifice 5th and 6th level abilities.

SL Ratio: 2/1

Type: Extra-Planar Mystical Beast

Q/M Ratio: 4/1

Armor: 1 point Natural Invulnerable

Weapons: Long (Flameblade, Natural)

Immunities: None

Natural Lives: 3



Abilities & Traits

- **Energy Heal (Flame)** (T)
- **Many-Legged** (T)
- **Mount** (T) For Summoner only
- **Natural Flight** (T)
- **Strong** (T)

Vulnerabilities

- **Aversion** : May not enter *Anti-Magic* areas.
- **Spell Weakness** *Banish* and *Turn Undead* both affect the Nightmare as though it were an Undead monster.

Levels: None



PALE

(EH: Our Un Avathar / Art:)

Historical Data: As a demon of fire and smoke, the Demon of the Pale most resembles a Balrog. A Balrog is a fictional demon-like creature from J. R. R. Tolkien's Middle-earth legendarium. The Balrog (Sindarin for "Demon of Might"; the Quenya form is *Valarauco*) is a tall, menacing being in the shape of a man, having control of both fire and shadow. It has a fiery whip of many thongs. The Balrog induces great terror in friends and foes alike and can shroud itself in darkness and shadow. The Fellowship of the Ring encountered a Balrog in the mines of Moria, in *The Lord of the Rings* in the first volume, *The Fellowship of the Ring*. In Islam, Iblis, a chief Jinn, and his followers, fill the same role as Lucifer and the Fallen Angels of Christian beliefs. Jinns were beings made of smokeless fire and known for powerful physical forms. In older Arabic tradition, there were several types of Jinns, some associated with certain elements. The second most powerful, and also among the most physically aggressive, were the Ifrits (also called Efreet and Afrits). Ifrits were associated with Fire more so than other Jinns.

Amtgard Description: Demons of the Pale manifest as horrific humanoids charred by supernatural fire, always burning but never consumed. Though they are themselves tortured by their masters, they delight in the suffering of legions beneath them. Spreading the glory of flame and hopelessness are the only goals of the Pale, and few creatures in all creation are better suited to their self-appointed task.

Garb: Make-up and garb with a flame pattern or motif, horns.

Type: Extra-Planar Mystical Humanoid
Q/M Ratio: 5/1
Armor: 4 points Natural Invulnerable

PUTRESCENCE

(The Slayer / Art: Patty van der Togt, Elfwood)

Historical Data: The word Golgotha originates with *Gûlgaltâ* in Aramaic, meaning Skull. In the time of Christ, Golgotha, called the Place of Skulls and synonymous with Calvary, was the historical mount upon which murderers, rapists and bandits were crucified for their crimes. As these sinners died, they would naturally expel bowel and bladder in their death throes. The result, as director Kevin Smith teaches us in his film *Dogma*, is the Excremental, one of Hell's chief assassins.

Amtgard Description: Demons of Putrescence, called Golgothans or Excrementals, almost defy description, so intense is the level of sheer disgust they are capable of instilling in mortals. Imagine the most disgusting blob of muck and filth possible, throw in some bubbling sewage and rotten fish and then give the whole thing arms, legs and a bad attitude. Pretty, no?

Garb: Yuck. Good luck. Try cutting a hole in a plastic trash bag and wearing it like a tabard. Of course, disgusting make-up, tattered clothes or anything in chartreuse, murky brown or vile green.

Summoned By: Healer (6) or Wizard (6), for 4 magic points
SL Ratio: 3/1

Type: Extra-Planar Mystical Animation

Weapons: Short (Flameblade, Natural), Hinged (Flameblade), Long (Flameblade, Natural) or Polearm (Flameblade)
Immunities: Control, Death, Flame, Poison, Subdual
Natural Lives: 1

Abilities & Traits

- **Regeneration** (T)
- **Strong** (T)
- **Tough** (T)
- **Fear** (M) (2/life)
- **Fireball** (M) (2 bolts/U)

Vulnerabilities

- **Spell Weakness** *Iceball* acts as a 10 second *Stun* spell.

Levels:

2nd Gains **Flamewall** (M) (unlimited) One enchantment strip, may be moved and reused.
 3rd Gains **Life-Draining Attacks** (T)
 4th +1 point Natural Invulnerable armor (total 5)
 Gains **Natural Flight** (T)
 5th Gains **Magic-Caster : Wizard** (T) May purchase 5 total magic points worth of magic from any spell level
 6th Gains **Immolation** (M) (1/life)



Q/M Ratio: 3/1
Armor: None
Weapons: Hinged (Natural, Poisoned), Long (Natural, Poisoned)
Immunities: Control, Disease, Subdual, Poison
Standard Lives: 3

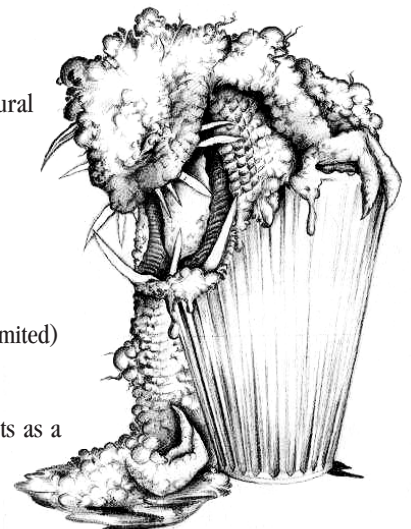
Abilities & Traits

- **Amorphous** (T) (4 points Natural Invulnerability)
- **Fear** (M) (1/life)
- **Sanctuary** (Ex) (1/life)
- **Stinkball** (Ex) (2 bolts/U)
- **Stinking Cloud** (Ex) (1/life)
- **Touch of the Plague** (Ex) (unlimited)

Vulnerabilities

- **Altered Effect** *Cure Poison* acts as a *Stun* spell on the creature.

Levels: None



SCOURGE



(EH: Our Un Avathar / Art: David J. Hardie, Elfwood)

Historical Data: The Scourge is indirectly inspired by the comic book character, Spawn, created by Todd McFarlane and published by Image Comics. Spawn's body and costume are made of a substance called "necroplasm" through which the character gains a variety of natural powers, including the ability to animate its cape and chain accoutrements.

Amtgard Description: Scourge Daemons appear as humanoid fighters wearing what seems to be normal chain

mail or ring mail armor, but on closer examination their armor is actually made of barbed wire. Scourges are free-willed Daemons, in that they are not summoned in the conventional manner, but rather sent to Amtgardia on missions given directly from their dire lords instead of mortal masters. Like most such horrors, Scourges thrive on inflicting pain and suffering; unlike most Infernals, Scourges are not likely to lie and deceive their enemies, preferring a more direct and violent approach.

Garb: Tunic made of chain mail, ring mail or metallic gray fabric, horns and devil tail.

Type: Extra-Planar Mystical Humanoid
Q/M Ratio: 3/1
Armor: Up to 4 points of metal armor, any shield
Weapons: Short (Natural, Powerful), Hinged (Natural, Powerful)
Immunities: Control, Death, Flame, Poison, Subdual
Natural Lives: 4

Abilities & Traits

- **Enhanced Armor (T)** If the player is wearing a cloth costume, this ability provides him with 3 points of Natural Invulnerable armor. If the player is wearing regular armor, this ability functions normally.
- **Entangle (ex)** (1 bolt/U) Simulates binding enemies with animate chains or wire.
- **Strong (T)**

Vulnerabilities

- **Bloodlust** Once engaged in combat, Scourges will not back down until all enemies within 100' are slain.

Levels:

2nd Gains **Poison Weapon** (Ex) (1/life)
 3rd Gains **Regeneration** (T)
Entangle becomes (2 bolts/U)
 4th +1 point Natural armor (total 3)
Regeneration becomes **Greater Regeneration** (T)
 5th *Entangle* becomes (4 bolts/U)
 6th Gains **Reanimate** (M) (2/life)

SUCCUBUS



(The Slayer / Art: Jen Lee, Elfwood)

Historical Data: In Western medieval legend, a succubus (plural succubi) is a demon who takes the form of a female to seduce men (especially monks) in dreams to have sexual intercourse. They draw energy from the men to sustain themselves, often until the point of exhaustion or death of the victim. The word comes from an alteration of the Late Latin *succuba* meaning "strumpet".

Amtgard Description: Also called Incubi (masculine), these minor Diabolics corrupt and harvest souls for their masters. They can take any form, but usually that of attractive member of the opposite sex of their intended victims. Succubi enjoy seducing Paladins and other followers of Good; one might go so far to say they were bred for it. These vile monsters are more flesh than infernal ichor, and so gain levels unlike most summonable demons.

Garb: Seductive garb, small horns, black lipstick and bat wings.

Summoned By: Healer (6) or Wizard (6), for 3 magic points

SL Ratio: 2/1

Type: Extra-Planar Mystical Humanoid
Q/M Ratio: 3/1
Armor: 1 point Natural
Weapons: Dagger (Magical, Natural), Short (Magical)
Immunities: Disease, Magic, Poison
Natural Lives: 3

Abilities & Traits

- **Charm (M)** (1/life)
- **Life-Draining Attacks (T)**
- **Natural Flight (T)**
- **Steal Life (Ex)** (1/game)
- **Yield (M)** (1/life) Need only repeat incantation one time. Range is only 20 feet.

Vulnerabilities

- **Attraction** (Good Healers, Monks and Paladins) A succubus will go out of her way to seduce (and ultimately slay) the pure of heart or those who eschew carnal knowledge as a means of attaining enlightenment.

Levels:

2nd Gains **Awe** (M) (1/life)
 3rd Gains **Tracking** (Ex) (unlimited)
Charm becomes (2/life)
 4th Gains **Multi-Planar Existence** (T)
Steal Life becomes (2/game)
 5th Gains **Mimic** (M) (1/life) May choose a different class each life, so long as all garb requirements are met.
 6th Gains **Natural Flight** (T)
Yield becomes (2/life)



DEMON PRINCE

Art: Christina L. (Frazer) Bledsoe, Elfwood

Only the basest, most vile creatures in the Eternal War can ever hope to descend to the ranks of the Demon Princes. Each Prince wields uncontested power in their personal Hells, attended slavishly by a near-endless horde of lesser demons, imps and hell-spawned monstrosities. Much like their diametric opposites, the Archangels, Demon Princes embody dark concepts and twisted ideas on a much larger scale than can be measured within the scope of the game. Where the angels are ruled by distant, rarely-seen Divinities, the Diabolics know exactly who is calling the shots in any given section of the Infernal Regions.

Most Infernals dwell in the province of a single Demon Prince, who rules that realm and his (or her) subjects with a tyrannical iron fist. None dare contest the commands of their Prince, for while rewards of an unholy nature are few and far between, punishment and pain are doled out in ample abundance to any who dare defy their evil whims. Unlike Angelics, who may fall from grace and be forced to live amongst mortals, disloyal or unsuccessful servants of a Demon Prince will find itself obliterated into nonexistence, but not before being tortured beyond all normal comprehension.

Whereas Archangels are proud and powerful, filled with the epitome of purity and goodness, the Demon Princes wallow in festering evil and a spiteful hatred of all things non-demonic. Their motivations are deeply disturbing to mortal men, for even the most heinous of humans are still limited to the evil their souls can muster, where what passes for a "soul" amongst the Princes of Hell would seem little more than a black and twisted hole.

TRAITS AND ABILITIES

As beings of nearly immeasurable power, there is no hard and fast list of abilities and skills that all possess, though the following Traits and Abilities are more or less universally known by all Demon Princes:

- **Aerial Superiority**
- **Aura of Terror** (Even works against those normally immune to Control)
- **Life-Draining Attacks**
- **Natural Flight**
- **Teleport** (unlimited)
- **Tough** (see Immunity, below)
- Immunity to all forms of mortal and monstrous magic. Monsters possessing a Q/M Ratio of 8/1 or higher might be able to affect a Demon Prince, at the Reeve's option. When coupled with the *Tough* Trait, this makes the Princes immune to most attacks a regular player can make. It is strongly suggested that any game featuring such a powerful being be designed so that either the Demon Prince is a non-combat role (too selfish to join in the fracas) or there is some means made available to the players to harm or otherwise *Banish* the devil back to the Pit.

Each Demon Prince also possess a host of minor and major spells, Traits and Abilities that fall in line with their personal area of influence.

EXAMPLES

- **The Demon Prince of Deception** might get unlimited Bard spells, like *Charm*, *Legend* and *Mimic*, and the ability to *Blend* or even *Sneak* with limitless ability.
- **The Demon Prince of Rot** would get use of *Life-Draining* attacks, *Corrosion*, *Stink Ball* and *Warp Wood*, to keep in line with its love for destroying people and objects.
- **The Demon Princess of Lust** would have some powerful *Charm* or even *Possession*-type powers, as well as the ability to instill players with *Attraction* to people or objects of her choosing.
- **The Demon Prince of Carnage** would be an eternally-*Berserk* monstrosity with the ability to bestow the rage upon anyone engaged in combat.

ROLE-PLAYING AND REEVING

Unlike their angelic counterparts, Demon Princes take great delight in the affairs of mortals. After all, corrupting mortals is what they were made to do. However, they are Princes of Hell, and would rather have lackeys and slaves do their bidding than to actually sully themselves in combat. Players of "Evil" personas will be hard pressed to want to attack such a being, much less try to actually slay one - and would more than likely offer their eternal souls to join in the mayhem!

Reeves should always try and find a suitable motivation for these powerful Monsters, as nothing will bring your game crashing to an unsatisfying conclusion faster than having bored immortals running around like loose cannons. Given the potentially game-destroying abilities of these characters, it is a good idea enlighten such players as to the finer points of your game. See *Archangels* for more details.

GARB

Demon Princes are not just demons, they are the PREMIER demons of Hell. While some are hideously deformed and monstrous to behold, others are possessed of a sinister beauty, darkly and dangerously attractive. However, all Princes appear elegant, if somewhat alien, to mortals. Aim for rich colors of red, purple or green for garb and/or make-up tones for skin. Body paint, demonic tattoos or other markings also help with the otherworldly effect. Demon Princes love jewelry, to uglier it is, the better they like it. Try and keep the theme of the Prince in mind when designing costumes for the part: warriors princes might be splattered with gore, but a lascivious princess will most certainly be dripping in finery and jewels. Armor, if worn, should be spiky black leather, accented with unholy icons appropriate the Prince's spheres of influence. All garbing aside, it's the role-playing that's going to make this encounter most memorable, so be evil and enjoy it!



CULTIST



Fighting Class Archetype (No Paladins) / Art: Dominique Crouzet, Elfwood)

Historical Data: The Dark Powers have never had a lack of charismatic leaders or slack-jawed servants to do their bidding.

Amtgard Description: Cultists come in two basic varieties: Followers and Priests. Priests are the spiritual leaders of the group and guide the cult as a whole to their ultimate goal. It is through the mouths of such clergy is the will of the gods made known - or so they'd have their followers believe. Equipped with fiery rhetoric and a near-inquisitorial approach to recruitment, these apostate clerics are often powerful spellcasters and their dealings with unholy conjurings are well known.

Followers, being grunts and minions of the lowest sort, do as they are told with typical mindless obedience. They are given simple jobs requiring little skill or training, mostly involving standing guard over some unholy relic, important site or overbearing Priest and giving their meaningless lives to the glory of the cause.

Garb: Long robes of a unified color or design, some sort of symbol of worship. This theme should be uniform with all of the other members of the cult. Otherwise, as appropriate to class.

- **Essential/Suggested Spells (Priests):** As priests tend to be high-level spellcasters, lists should be chosen in accordance with the dictates of the cause - namely anything that kills people and blows things up. Bardic Priests would focus more on *Charm* and *Legend* type spells, to better spread the dark word!
- **Essential/Suggested Spells (Followers):** Pretty much any ability that increases your chance of survival - or assures your enemies demise - is appropriate.

Roleplaying Notes: Your unswerving dedication to the Dark Path is the most important thing in your life. You have seen the path of salvation through eternal damnation and have dedicated your life to showing this truth to unbelievers and infidels of every kind - even unto your own destruction.

Weaponry: Priests should conjure a Diabolic instead of wasting points on weapons. Followers will use whatever is on hand, or whatever they are given by their masters.

UNHOLY WARRIOR

(Archetype: Anti-Paladin, Archer, Assassin, Barbarian, Scout or Warrior / Art: Jani Hamalainen, Elfwood)

Description: Whether coerced to fight for dark lords or having willingly given their souls to evil, unholy warriors serve sinister gods and demonic princes and revel in the chaos and bloodshed their warmaking causes. They may be the enforcers of cult leaders or guards of horrible unholy temples and relics. More often they are the frontline soldiers in any army of the damned. Living soldiers dedicated to their dark cause may fall only to be reanimated as one of the Undead, cursed to continue to fight. Still others may have pledged their soul to demonic masters, and when all opposition is crushed, will unknowingly become the next victim, despite promises from their masters that they will be rewarded. And there are those who simply live to kill, future generations of Anti-Paladins and Assassins who seek to perfect the art of utterly destroying a foe.

Garb: Black is the obvious choice, but also deep red and green. Dark symbols carried or worn are common. If they are part of a cult (see Cultist, above) then go with their theme.

- **Suggested abilities:** Favor abilities that destroy the soul (*Assassinate*), cause death and suffering (*Poison, Trap*), instill fear (*Fear, Berserk, Flame Arrow*), or humiliate foes (*Steal Life*).

Role-Playing Notes: Revel in battle. Laugh hysterically as you plow through your foes. Leg and leave foes to suffer from their wounds and lie ineffectual as their comrades are killed. Back stab. Pillage and take as much of the spoils for yourself as possible. Dedicate all the carnage to your dark gods. In battle, go after the weak because it is easier to get the gratification of slaughter. Also target the Holy Warriors, Healers and Paladins on the other side, since that will please your dark masters.

Weaponry: Anything that can be used to kill is fine, but especially favor weapons that will cause grievous wounds, like axes and swords with serrated edges and curved blades.





SPIRIT FAMILIAR

(RW: Matthias / Art: Ross Campbell, Elfwood)



Historical Data: "Spirit guide" is a term used by the Western tradition of Spiritualist Churches, mediums and psychics to describe an entity that remains a disincarnate spirit in order to act as a spiritual counsellor or protector to a living incarnated human being. Traditionally, within the spiritualist churches, spirit guides were often stereotyped ethnically, with Native Americans, Chinese or Egyptians being popular for their perceived ancient wisdom, saints or enlightened individuals. The term can, however, also refer to animals or totems, controls, angels or nature spirits.

Description: Certain assassins and monks have learned mental techniques of separating pieces of their consciousness from themselves and forming them into independent spirit beings. These 'students of the mind' invest part of their force of personality and much of their strong emotions to give these creatures power. Consequently, assassins tend to produce spirit familiars that are cold, calculating and violent while the spirit familiars of monks are aloof, contemplative, and respectful of life.

Garb: Garb that strongly resembles that of the summoner, and a black or gray headband (according to its master's class)

Summoned By: Assassin (2), Monk (2), for use of throwing weapons

SL Ratio: 2/1

Type: Mystical Animation
Q/M Ratio: 2/1
Armor: 1 point Natural Invulnerability
Weapons: Daggers (Magical, Natural)
Immunities: None
Natural Lives: 3

Abilities & Traits

- **Amorphous** (T)
- **Incorporeal** (T)
- **Teleport** (M) (1/life, self only) A spirit familiar may use this ability only to return to its master.
- **Transfer Ability** (Ex) (1/game)
 Assassin Summoners: *Assassinate, Touch of Death, Trap*
 Monk Summoners: *Banish, Touch of Death, Transfer Life* (which takes a life from the Monk, not the spirit familiar)

Vulnerabilities

- **Bound**
- **Spell Weakness** (*Truth* and *Lore*): Either of these magics, if cast on a spirit familiar, may instead target its master at the caster's option, regardless of range (a monk's natural immunity to Control does not apply).

Levels: None

WATCHER

(Father Guido / Art: Ross Campbell, Elfwood)

Historical Data: The Grigori are a group of fallen angels told of in Biblical apocrypha who mated with mortal women, giving rise to a race of hybrids known as the Nephilim and described as Giants in *Genesis 6:4*. Also known as Watchers, the Grigori appear in the *Book of Enoch* as angels apparently dispatched to Earth to watch over the humans. They soon begin to lust for the human women they see, and they defect en masse to marry and live among the humans. The children produced by these relationships are the Nephilim, savage giants who pillage the earth and endanger humanity. God sends the Great Flood to rid the earth of the Nephilim, but sends Uriel to warn Noah so as not to eradicate the human race. The Grigori are bound "in the valleys of the Earth" until Judgement Day.

Amtgard Description: The Watchers, or Grigori in the ancient texts, were angels long ago cast out of the Heavens for fraternizing with mortals after the edicts of the Supreme Ones forbade such close interactions. As the angels closest to humanity, the Grigori are dedicated to preserving human life in all its forms, both good and evil. As such, they have been known to cross the threshold of "falling from grace" and back again with dizzying regularity.

Garb: As relevant to their class of choice, plus a white headband.



Type: Extra-Planar Mystical Humanoid
Q/M Ratio: 3/1
Armor: As class
Weapons: As class
Immunities: None
Natural Lives: 3

Abilities & Traits

- **Flight** (M) (1/life) Watchers do not have wings like other angels.
- **Messenger** (M) (unlimited) Represents telepathy.
- **Player Class OR Magic-Caster** (T) at level equal to that of the Grigori. Only one class is ever chosen.
- **Spell Mastery** (T) Only if playing a spellcasting class.

Vulnerabilities

- Even though they are technically Celestials, Watchers may not Ascend to Heaven or travel through the Voidstream (see Terrain) but are otherwise treated as Angels for all other purposes.

Levels

- 2nd Gains Immunity to Disease and Poison
- 3rd Gains **Greater Missile Block**
- 4th Gains Immunity to Control and Subdual
- 5th Gains **Circle of Protection** (M) (unlimited)
- 6th Gains **Teleport** (M) (2/life) Self only

TERRAIN EFFECTS

During the course of a battlegame or Quest, certain environmental and terrain conditions can be simulated by clearly marking the area with colored ribbon. Announce to the players what each area represents, and place Reeves near these areas to better police the action. Players should be rewarded with short death counts and even extra lives for role-playing well in such conditions.

ENTROPIC FIELD

All players entering this area take a wound (their choice of location) after 10 seconds. This wound may not be *Healed* by any means short of coming back from Nirvana on a new life. Anyone slain in this area is considered instantly *Severed*. Only the Undead and Infernals are immune to the effects of Entropic Fields, though they gain no additional, beneficial effects. (Yeah, like Entropy is going to actually help someone...)

HEALING ENERGY

After 30 seconds of exposure, all wounds are *Healed*. After a 50 count, all disease and poisons are *Cured* and all malignant magic is *Dispelled* or reversed (including players slain by *Finger of Death*). No death magic or abilities will function in this area and Paladins stationed within gain unlimited use of the *Heal* spell. Should an Anti-Paladin enter such a pure place, he is instantly slain and *Severed*.

HOLY GROUND

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

NEGATIVE ENERGY FIELD

A zone permeated with the energy of Negativity and Undeath, these places exist near the boundaries of the Voidsphere.

Mark these areas with ribbon of shimmering black cloth. Players in a Negative Energy field are affected as by a *Wounding* spell cast on all hit locations at once, for every 10 count they remain inside. A Negative Energy Field is blocked by Invulnerability (which negates the wounding power), and will degrade one point of Invulnerability on all locations at the rate of 1 point per 10 seconds (minimum of 1 point, each time the Field is entered). If a player remains inside a Negative Energy Field for more than a 50 count at a time, the negative energy overwhelms his person and he implodes, regardless of immunities or Invulnerability. Imploded players are also affected as by a *Sever Spirit*. Unlike a *Death Field*, immunity to death magic and Protection From Death will not negate the effects of a Negative Energy Field. Already-wounded players who enter this terrain are not immune and may be slain by wounds received in this area.

POSITIVE ENERGY FIELD

A zone flooded with the energy of pure positive life-force, sometimes referred to as the Aether by the angles.

Ribbons of bright reflective white cloth denote these zones. Players in a Positive Energy field are affected as by a *Heal* spell cast on all hit locations at once, for every 10 count they remain inside. A Positive Energy Field is

blocked by Invulnerability (which negates the healing power), and will degrade one point of Invulnerability on all locations at the rate of 1 point per 10 seconds (minimum of 1 point, each time the Field is entered). If a player remains inside a Positive Energy Field for more than a 50 count at a time, the positive energy overwhelms his person and he explodes, regardless of immunities or Invulnerability. Exploded players are affected as by a *Sever Spirit*. Immunity to the *Heal* spell will not negate the effects of a Positive Energy Field. Unwounded players who enter this terrain are not immune. Celestials are immune to this effect, Infernals are not and will be slain and send back to the Pit for even entering such an area, regardless of armor or immunities.

SOUL BINDING

Anyone slain on this plane returns for their next life to fight for their slayer's team. If the players was slain by an environmental condition or other indirect cause, they return to "haunt" a 50' radius from their place of death for that life. Once this servitude life has ended, the player returns to his original team to continue play, regardless of who killed him. Players who are soul-bound to a Monster or other NPC do not bind anyone they slay, although beings bound to an area do bind their victims normally (though the victim is bound to the same area, not the killer!)

UNHOLY GROUND

Dark red and black ribbons can be used to signify areas dedicated to the Powers of Darkness. Anti-Paladins who manages to drag a subdued player into Unholy Ground may slay his victim and gain an additional *Steal Life* per game - which of course may be promptly used on the sacrifice! Infernals within these foul zones gain the benefit of *Greater Regeneration*.

SUMMONING CIRCLES



There are three different types of summoning circles: Binding Circles, Banishing Circles, and Conjuring Circles. No two summoning circles can overlap at any point, not even if they are of the same type. Summoning Circles are strictly a battlegame-specific plot element and must be pre-placed by a Reeve or else have the construction part of a larger quest. In any event, players may not simply evoke one without Reeve approval.

BINDING CIRCLE

M: Represented by at least seven 3-foot strips of yellow cloth laid end-to-end to form a circle.

SUMMONING CIRCLES & HIGHER PLANES



E: Any free-willed (not conjured) Celestial or Infernal Monster who enters the Binding Circle may not leave the area until the Circle is broken (see Limitations below) or it is slain or *Banished*. Conjured Celestial or Infernals who enter this area are instantly *Banished*.

L: If at any time the circle is physically broken (such as by a player accidentally slipping on one of the strips), the monster is instantly freed and able to move as normal. Note, Bound Monsters may not touch the circle or disrupt it in any way.

BANISHING CIRCLE

M: Represented by at least seven 3-foot strips of orange cloth laid end-to-end to form a circle.

E: Any summoned monster that (voluntarily or involuntarily) stands within the circle can be permanently dismissed with a single *Banishment* spell.

L: Summoned monsters cannot break the circle themselves (such as by dragging their feet on the way in) order to render it useless.

CONJURING CIRCLE

M: Represented by at least seven 3-foot strips of blue cloth laid end-to-end to form a circle.

E: The minimum class level required to summon a given monster is 1 lower than normal. Additionally, any monster summoned inside one such circle costs 1 less magic point per 10 for the summoner to expend (minimum of 1). Conjuring Circles have no effect on monsters conjured through sacrificing class abilities, only spellcasters may benefit from this boon.

L: This Circle may only be used by each spellcaster once per game.

HIGHER PLANES OF EXISTENCE

Occasionally, a questmaster might decide to wage the Eternal War somewhere other than Amtgardian soil. Presented below are a few suggestions on how to handle a game that stretches into places other than the physical universe.

HEAVEN

Well, actually, the Gates Everlasting, the portal to the Great Beyond, to be precise. Only Celestials and the dearly departed may pass through the Gates, so there is not much reason to go there - at least from a battlegame perspective. Entering Heaven is called Ascending, and any living mortal stupid or arrogant enough to try is instantly slain, severed and has his next life stolen too, just for good measure. All that aside, angels and dead "good guys" (meaning anyone generally NOT working for or consorting with the Infernals, plus Anti-Paladins, Assassins, and any player who freely admits to being one of the "bad guys") can pass beyond, have tea, socialize, plan a course of attack or sing a few hymns. In any battlegame with a Heaven, angels always use it as their Nirvana (weird, huh?) Any wounded Celestial who Ascends to Heaven can return to the game at their leisure, fully healed and restored. This effect happens instantly upon crossing the Gates Everlasting. Regardless, there is no combat allowed in Heaven and any mortal daring to try to shed blood will soon find themselves cast out and suffering the same effects as if they had tried to enter while alive. Should a Celestial be the belligerent party, he or she will immediately Fall from Grace (see sidebar, page 17).

HELL

Hell is a big place, from the frozen wastes of the ice demons to the steaming depths of Stygia, the diversity of terrain is frightfully apparent to all newcomers. Unlike Heaven, living mortals can freely enter Hell, so long as the way is known and open. Getting out is another matter entirely, since the biggest problem with Hell (well, other than being filled with all manner of unpleasantness) is that the roads in are mostly one-way. To make matters worse for errant travelers, should one be unlucky enough to die while in Hell, all remaining lives are instantly lost and the player is shattered. Such players may be allowed to come back into the game a type of Infernal to be decided by the reeve at the time of death.

Some common types of hellish terrain (other than Entropic Fields, Negative Energy Fields and areas of Soulbinding, see page 26) include, but are certainly not limited to:

- **Death Field:** These zones of negative energy are denoted with black ribbon. Those who are not immune to Death magic die if they enter this area.
- **Eternal Stench :** Mark out areas of foul putrescence with green (and it better be really ugly green) ribbons. No one except Golgothans and other such creatures may enter, unless one hand covers the players nose and mouth at all times. Players who remove their hand are immediately *Stunned* (per Healer spell) until removed from the area. Merely replacing a hand has no effect, the player must be removed from the area to continue. This terrain is best used to represent fetid rivers or bogs of bubbling ooze.
- **Lava:** Denoted with orange ribbon placed around the area. These are areas of open flame. Beings without protection from or immunity to Flame are instantly killed and all their equipment destroyed if they move through it. Beings protected from Flame and all equipment they are carrying are immune to this effect. Invulnerabilities are worn through all locations at the rate of one point per second. Normal armor is automatically bypassed. Hell is rife with areas of open flame, lakes of fire and scalding clouds of steam and brimstone.

THE VOID

This area is represented best by the game boundaries, though certain large swaths of a playing field could certainly be denoted as the Void, as could any suitably shadowy areas. Simply put, enter and die. It may not even be *Teleported* through (gotta go around or not at all). The only exception to this rule are Celestials with *Natural Flight*, who may not only enter, but may even carry up to two passengers along with them. Such beings may enter and exit at will, but anyone along for the ride best not be left behind inside...

OTHER CELESTIAL & INFERNAL MONSTERS FROM THE AMTGARD SEVEN EXPANSION BOOKS

FROM THE DOR UN AVATHAR

Angelic Hero	Deva	Darklord
Extra-Planar Entity	Giant (Titan)	Voidstalker

FROM BY NIGHT THEY DANCE

Black Dog	Necromancer	Rakshasa
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FROM NAUTICAL NIGHTS

Leviathan

Battle Chess is a timed game, with 5 rounds of 60 count each. "Checkmating" the opposing king (see below) scores one point and ends the current round (there is no scoring of multiple points per round as in juggling). After a checkmate, a new round begins and the two teams change directions. Best of 5 rounds wins, unless the score is tied at the end by means of one or more stalemates; in such cases, a "sudden death" round is played where the first team to simply kill the enemy king once, wins the game.

THE BOARD

The "board" or playing field is a square 80 feet on a side (for smaller teams a square of 40 feet on a side may be used). The two teams begin each round with the "pawns" in front in a straight line, and everyone else behind them in the appropriate order: Rook, Knight, Bishop, royalty, Bishop, Knight, Rook. The "white" or "light" Queen stands to the "light" King's left, and the "black" or "dark" Queen stands to the "dark" King's right.

THE PIECES

Each team has the following "pieces". Each piece that is not a pawn or king requires a colored sash. As well, both kings must wear an easily-visible crown or similar device at all times.

One King (wearing a crown), wielding a single shortsword. His range is pretty short and he's not very powerful, except against the other king. The two "king" players may never under any circumstances fight each other, nor come close enough that their weapons could touch. This rule does mean that a king can "push" against another king to make him retreat, but a king cannot be pushed off the board. However, a king could certainly "defend" one of his own men from the opposing king by standing next to him. Also, once per round the king can call "Castling!" Everyone goes into a hold, and the king trades positions on the field with one of the rooks on his team. The king cannot call "Castling" if he is in check or if no rooks are still alive. (The additional rules of never having moved and moving through check don't really apply here).

One Queen (yellow sash), wielding any combination of melee weapon (except flails), shield, and throwing weapons he/she likes. The queen is the most powerful piece on the board and can do anything the other pieces on the board can do, except for the knights.

Two Rooks (gray sashes), wielding a shortsword and any size shield. Optionally, a polearm may be substituted.

Two Bishops (red sashes), wielding a single shortsword and throwing weapons. Bishops have a long range and when they team up, they can do some major damage.

Two Knights (purple sashes), wielding any combination of shortswords and flails. The knight has a knack for "forking" (attacking two pieces at once) and for attacking around other pieces.

At least four Pawns wielding a single shortsword (if there aren't enough players to fill the minimum of four positions, then eliminate the positions of knight, bishop, and rook in that order). The pawns are the weakest pieces in chess (and technically aren't considered "pieces" at all). But their strength is in their numbers and their ability to keep the enemy from getting too close to their king. Unlike the board game version, a pawn can retreat, and they can attack someone directly in front of them. :) Also, if a pawn can reach the opposite side of the field and stand there without fighting for 10 stones, they get "promoted": they change into a knight, bishop, rook, or queen, and can change their weapons appropriately. Extra gear should be available at both ends of the field for this purpose. There is no limit to the number of pawns a team can have.

MARKINGS

Every player in the game should have a light- or dark-colored armband or headband indicating their team affiliation.

It is recommended (but not required) to use sashes for each Queen, Rook, Bishop, and Knight (and of course, a crown for each king). Using headbands or crowns for non-pawn players would necessarily limit the number of promoted pawns that can simultaneously exist in the game since you can make only so many headbands available. Optionally, a pawn can only promote and take over the position (and headband) of a teammate that had already been killed (so for example, if a team's Queen and Bishops are still alive, no pawns can promote to a Queen or Bishop).

THE RULES

Each player has one life per round, except for the kings which have an infinite number. When anyone (except a king) is killed, they are removed from the board. Healing a wound is done the same way as in juggling.

When a king is killed, he is not removed from the board. Instead, he remains where he died and returns to life after 5 stones. Any enemy player may "check" a king by pinning him (as in juggling, all pinning rules apply) to prevent him from returning to life. To "checkmate" a king, at least two enemy players** must "check" the king simultaneously for a total of 7 stones. If only pawns are putting the king in "check", there must be 3 of them pinning him.

If, at any time, there are not enough players on either side to deliver checkmate, the round is considered a stalemate, and the side with the most number of players (including the kings) scores 1/2 point. If the two sides have an equal number of players, then no points are scored. There aren't enough players on a team to deliver checkmate whenever both sides have less than 2 pawns, and have no other pieces besides the kings. (Two pawns can always get promoted, and change into knights, bishops, rooks, or queens, of which only two are needed to checkmate.)





ANGELIC WAR

In the Time Before Time, the Celestials waged war against one another for untold millennia. These Wars shaped the very beginnings of life, for when angels clash, the cosmos responds in the most startling and unexpected of ways.

Materials: Headbands, armbands or other clearly-visible team markers to denote Good (white) and Evil (black). Monster garb.

Set-up: Choose one Celestial and one Infernal of the same Q/M Ratio to serve as the Team Captain. Divide the remaining populace into two equal teams, Good (led by the Angel) and Evil (led by the Demon). If additional Monsters are desired, be certain to balance all players and Q/M Ratios.

Object: At it's basic level this is a mutual annihilation battle with a theme: two sides in disagreement out to vanquish the other.

Options:

1. If played on an open field, this game can represent a sortie in the Great War where both sides charge in, swords drawn and oaths shouted to the skies. Played in a large, wooded area, it could represent two opposing teams of outriders coming into contact for the first time, or enemy generals attempting to sabotage their foe's battle line.
2. Place some Lava Fields, Holy Grounds or other hazardous terrain feature in the way. Add one or two roaming, equal-opportunity Monsters to liven things up.

CRUSADES / JIHAD

Throughout history, various religions have taken it upon themselves to wage war in the name of their gods. The two most famous examples are the Crusades of European Christians and the Jibads of Middle Eastern Islamics.

The Crusades were a series of military campaigns of a religious character waged by Christians from 1095-1291, usually sanctioned by the Pope in the name of Christendom, with the goal of recapturing Jerusalem and the sacred "Holy Land" from Muslim rule and originally launched in response to a call from the Eastern Orthodox Byzantine Empire for help against the expansion of the Muslim Seljuq dynasty into Anatolia.

The term is also used to describe contemporaneous and subsequent campaigns conducted through the 16th century in territories outside of the Middle East, usually against pagans and those considered by the Catholic Church to be heretics, for a mixture of religious, economic, and political reasons. The traditional numbering scheme for the Crusades includes the nine major expeditions to the Holy Land during the 11th to 13th centuries. Other unnumbered "crusades" continued into the 16th century, lasting until the political and religious climate of Europe was significantly changed during the Reformation and Renaissance

Jihad, is an Islamic term, literally meaning struggle in the way of God and is sometimes referred to as the sixth pillar of Islam, although it occupies no official status as such. Within the realms of Islamic jurisprudence, jihad usually refers to military exertion against non-Muslim combatants. In broader usage and interpretation, the term has accrued both violent and non-violent meanings. It can refer to striving to live a moral and virtuous life, to spreading and defending Islam, and to fighting injustice and oppression, among other usages.

Jihad is also used in the meaning of struggle for or defence of Islam, the Holy war. The primary aim of jihad is not the conversion of non-Muslims to

Islam by force, but rather the expansion and defense of the Islamic state. In the classical manuals of Islamic jurisprudence, the rules associated with armed warfare are covered at great length. Such rules include not killing women, children and non-combatants, as well as not damaging cultivated or residential areas. More recently, modern Muslims have tried to re-interpret the Islamic sources, stressing that Jihad is essentially defensive warfare aimed at protecting Muslims and Islam. Although some Islamic scholars have differed on the implementation of Jihad, there is consensus amongst them that the concept of jihad will always include armed struggle against persecution and oppression.

Materials: Headbands, armbands or other clearly-visible team markers to denote the Attackers and the Defenders (Crusaders and Infidels, Holy Warriors and Invaders, whatever) To simulate a "real world" scenario, play this as a Militia Battle with no class abilities - only normal armor and weapons can be used.

Set-up: Divide the populace into two fairly equal teams. As this is a militia battle, there should be no Monsters or other hindrances that cannot be overcome through normal combat.

Object: Another Mutual Annihilation battle with a theme. Of course, this game could be run as a castle siege, capture the flag or other expanded game with ease.

Options:

1. Play it as a class battle, but keep spellcasters other than Healers off the field. This will allow both teams the chance to heal up and keep the action moving.
2. Go full tilt and play as a fantastic version with spellcasters, monsters and relics for both teams.

PROTECT THE RELIQUARY

Materials: Headbands, armbands or other clearly-visible team markers to denote Good (white) and Evil (black). Monster garb, a couple of rolls of surveyor's ribbon, and an object to serve as the Reliquary.

Set-up: Use the ribbon to mark off an area of Holy Ground. This area can be as simple or complex as the reeve decides, and should include at least one area 20' across to serve as a Nirvana. Divide the populace into two equal teams. One team, the Defenders, (ostensibly the Good Guys, but this game could easily be reversed to allow the Infernal Legions to be the defenders) begins inside the Holy Grounds, the other team, the Attackers, begins at their Nirvana on the far side of the playing area. Place the Reliquary inside the Holy Grounds. Remember the Reliquary is a game item and may not be taken into a Nirvana or removed from the game under any circumstances.

Object: This battlegame should be played in 10 - 15 minute increments, resetting the game any time the Attackers remove the Reliquary more than 100' from the Holy Grounds.

The Reliquary is a heavy object and requires two players to carry it. Anyone carrying the Reliquary must have one free hand at all times (no spellcasting or holding other objects). The Reliquary may be picked up and dropped without penalty, but it always requires two players to move.

Options:

1. Give each team a base and Reliquary to protect. Then both teams must attack and defend at the same time *a la* Capture the Flag. Remove the time limit for this game and play for points. A point is scored any time a team moves their enemies Reliquary more than 100' from it's starting base.

ARMOR & SHIELDS

Relics that must be strapped to the body to use.

ARMOR OF THE HEAVENS

This winged breastplate grants the wearer *Natural Flight* for one life per battlegame.

HALO OF WARDING

A small buckler usable by any class (no magic point cost or restrictions). The bearer is Immune to Projectiles while carrying this shield.

HELLFIRE ARMOR

For the cost of one of the wearers lives, this spiky, black leather armor allows him to cause *Fear* (1/life). For an additional life, it grants him the use of *Fireball* (1 bolt/U).

SHIELD OF THE STORM

This *Hardened* large shield comes with 4 reusable *Lightning Bolts*. The bearer must be able to use a large shield but may not use any other weaponry except the *Lightning Bolts* so long as the shield is in use.

GARB

Magical garments must be worn in the appropriate location to function.

CLOAK OF DIVINE DISCIPLINE

This holy cape allows a Healer to include *Lend* and *Lightning Bolt* to their spell list, at the same level and point costs as the Wizard spells of the same name.

COLLAR OF THE BASKERVILLE

The bearer places this artifact on a teammate to transform him into Hellhound with 3 lives for the remainder of the game.

HALO OF VISITATIONS

Up to three times per game, this circlet allows the user to cast *Visit*. Only a 50-count wait is required and Monsters of up to 6/1 Ratio must honor this improved *Visit*.

HELM OF VALOR

The wearer of this relic is immune to all *Awe/Fear* effects. Additionally, the first *Honor Duel* per life that they win while wearing this relic, they are healed of any wound taken or damage to natural armor, when they return to base.

MEDALLION OF MALEVOLENCE

Anyone wearing this necklace is treated as having *Presence* against all Anti-Paladins and all Undead and Infernal Creatures of 3/1 Q/M Ratio or less.

NECKLACE OF RIGHTEOUSNESS

Anyone wearing this necklace is treated as having *Presence* against all Paladins and all Undead and Celestial Creatures of 3/1 Q/M Ratio or less.

ITEMS

Generally, these relics must be held in hand or openly displayed to activate.

CELESTIAL SPHERE

The Sphere grants its wielder the ability to cast *Messenger* any number of times and *Lore* once per life (may only question a reeve, represents communing with the gods).

HOLY TRUMPET

Once per game, this relic when blown will *Banish* all undead and evil Extra-Planar Monsters of up to 6/1 Ratio within line of sight of the user.

HORN OF DOOM

Once per game, this relic when blown will *Banish* all good Extra-Planar Monsters of up to 6/1 Ratio within line of sight of the user.

LILITH'S HEART

This item allows the bearer to conjure a Succubus companion with one life for every life the bearer sacrifices. In other words, a Warrior with this item can sacrifice three lives for a Succubus with three lives.

MAP OF THE PLANES

This magical parchment grants its bearer immunity to the *Lost* spell. Once per life the bearer may consult the map and cast *Teleport* on himself to transport directly to any destination of his choice, within the confines of the game boundaries.

TEARS OF THE MARTYR

This is a small vial filled with red liquid. The relic is used by smearing the contents onto one's face. Once so prepared, when the user suffers a fatal blow, they can *Fight After Death* for a 10 count. This relic can only be used on the user's last life.

WEAPONS

Magic weapons have to be held in hand to make use of their powers.

AVENGER'S BLADE

The most holy of mortal weapons, this mighty longsword acts as a *Flameblade* against most enemies, but is counted as *Imbued* against all evil Extra-Planar and Undead opponents regardless of any armor, immunities or resistances they normally possess. May not be used by Anti-Paladins, Assassins, Necromancers or any other evil-themed persona.

HALO OF THE OFANITE

This throwing weapon acts as a *Flameblade* when hurled. As an added bonus, the thrower can instantly *Teleport* to the place where the weapon lands after being thrown, once per life.

HOLY HANDGRENADE OF ANTIOCH

This simple-looking white stone (spellball-sized, but no streamers) acts as a siege weapon when thrown by a good-aligned Healer or Paladin, but it is only effective against demons, Anti-Paladins, Assassins, evil players and White Rabbits. If struck, the target is instantly slain regardless of any armor or invulnerability it may possess.

SPIRIT SWORD

This short sword grants the user *Life-Draining Attacks* (T) for one life per battlegame. However, the price for this is one of the player's Natural Lives.

SOULBINDER

This foul, sentient blade is an unholy terror of legendary proportions. It bestows upon the bearer a enhanced form of *Reanimation*. Soulbinder is a massive *Hardened* and *Imbued* two-handed greatsword and comes with six (or more, at the reeve's discretion) purple headbands. Any time Soulbinder's owner slays a victim, the owner may choose to enslave the target to the sword's dark will. The owner gives his victim and headband, says something suitably evil ("You are now my zombie slave!" or "Rise and serve the Dark Master!" or somesuch) and the victim returns to life (as though *Resurrected*) as a minion of the blade. This effect works on all classes (and some Monsters, consult a reeve) regardless of immunities. The victim must serve Soulbinder's owner to the best of his or her ability, for the entirety of that life. Once slain, the victim returns to their original team.



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ADDITIONAL ART CREDITS

As sometimes happens in life, one project leads to another and before you know it, time has slipped by. What was once fresh in one's mind grows stale and things which were easily remembered in days past are often forgotten over time. Such is the way with this project that has taken over two years and four full revisions to come to life. Artwork credited to "Anonymous" is not truly anonymous, but rather simply unknown or the credits misplaced. It is not our intention to slight these talented artists, and in time, as these artisans either step forward or are remembered, we will take every opportunity to update and credit these outstanding contributors. Use of this artwork is not intended as a challenge to copyright. Amtgard is free to all, so please don't sue us! We just love the pictures! Thanks. -Ed.

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