

BEOWULF'S

FANTASTIC

GUIDE TO

MONSTER

SLAYING

Weaponry

To cut through the skull of a goblin or the skin of a dragon, you must have a mighty sword forged by the Elvish Kings and enchanted by a friendly Necromancer. You must sharpen your weapon with the horn of a demon king and you must have a bow made from a Tree Ent's wooden flesh.

Armour

*Fine armour is needed to
withstand the burning
flames of a dragon or the
deadly acid of a sea serpent.
They must be forged by a
dwarf blacksmith and made
from a rare metal called
Estanium.*

Preparing For Battle

In order to have an advantage you must have a full stomach and a full nights sleep. You must sharpen your blade, polish your armour and pack your satchel with herbal spring water and a crow's skull to scare the evil spirits away.

Strategy

*A great strategy is needed
whether it is to lure the beast in to
a trap or battle it head to head.
You will need to be silent and
stealthy.*

Beasts you may encounter

On your journey across the whole of Scandinavia you may encounter many beasts such as: the terrifying witch of the black-pearl reef; a trio of devil dogs; the four apocalyptic riders, Death, Plague, War and Sacrifice; many dragons, and finally the beast known as Grendel.

Taking care of yourself

There is a possibility you may not see your kin again, for you could be gruesomely swallowed whole. So write a letter to your nearest relative and have a list of what you will do with your belongings and valuables when you die.

How to choose your battles
and secure your rewards

Not all beasts are worth your time, especially if you know they'll win. So if you experience this problem, go for the easier creatures and move up to the harder ones.

*Unfortunately Kings are just
as greedy as monsters and are
known to keep your reward for
themselves. So if they do, tell the
villagers and make them dislike
the King and he will give you the
reward so he can get his fame
back.*