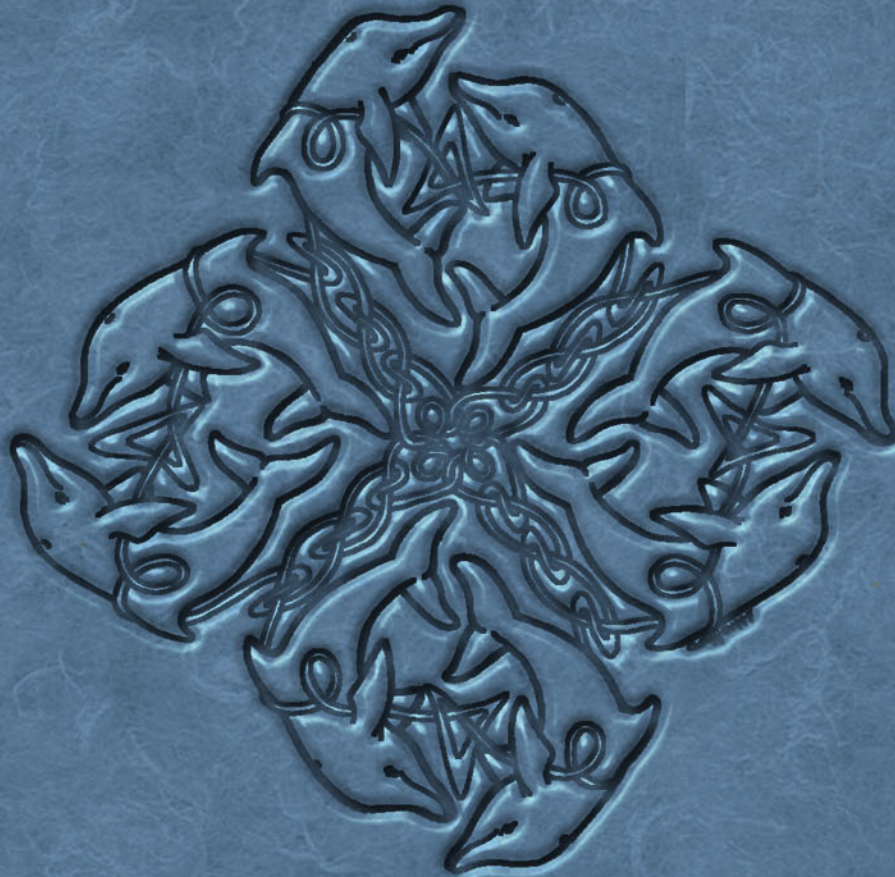


NAUTICAL NIGHTS



A HIGH SEAS PRIMER

COMPILED AND EDITED BY
LUKE WONGARDE
AND THE
AMTGARD SEVEN EXPANSION GROUP



A7:EX3



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INTRODUCTION



THANKS

To the usual suspects at the *Amtgard Seven Expansion Group*. As always, it's been an experience.

To *Denah of the Wetlands*. Her tireless efforts have brought many of these pages to life. No end of appreciation can be expressed from your humble editor to this fantastic contributor and awesome artist.

To *Nawguthion Craftyslinger*, for keeping his head above water.

To *Gideon Goldmoon*, my brother from another mother. You are missed, and always welcome in this port of call.

To the *Pirates of Stormwall*, old and new. Though we've lost many comrades-in-arms, the dream remains strong. Thank you for keeping the spirit alive, many years after this old sea dog sailed for distant shores.

INTRODUCTION

Avast, ye lily-livered landlubber, and welcome to the third Amtgard Seven Expansion Set, *Nautical Nights : A High Seas Primer*. This manual sets off for uncharted waters and leaves the safe haven of regular battlegames fading into the distant horizon. If your group has ever dreamt of pirate duels, boarding parties, mermaid lagoons or buried treasure, then this is the book to help take you there.

Within these pages you will find all manner of nautical and aquatic monsters, from the villainous Sea Hags to the noble Aquatic Elves, from the humble Dolphin to the mighty Leviathan, and everywhere in between. You'll also find two old shipmates, the Pirate and Duelist Alternate Classes, and their Archetype counterparts, the Buccaneer and Swashbuckler.

There are extensive rules for conducting battlegames "underwater" and suggestions for literally months worth of potential battlegames, scenarios and quests. Finally, we've tossed in a few minor relics because no good pirate should be without some fine booty!

Yar! Here there be adventure!

- Luke Wyngarde, October 26, 2005

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ART CREDITS AND 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.lnu.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.

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.



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.

CARNIVOROUS SWARMS

Something small and annoying is eating your flesh if you enter this area, which should be marked with a red ribbon. Take a wound to any location (player's choice) after 5 seconds and die in a 10 count. Invulnerability and Invulnerable armor are worn through all locations at the rate of one point per second after the initial 10 seconds. Normal armor is automatically bypassed. Good for representing piranha, barracuda or flesh-eating shrieking eels.

CURRENT (BUFFETING)

A noncombat Reeve, armed with unlimited *Shove* spells, wanders aimlessly around the field, forcing players in random directions. The Reeve should feel free to send players into other hazardous areas or toward nearby encounters, but to not pick on one player for more than three or four *Shoves* in a row.

CURRENT (GENTLE)

These light currents are represented by having Reeves pick up and move items around the field as they find them. Nothing should actually be hidden from the players, but it's okay to move things from one side of the field to the other. Certain areas could serve as "tidal pools," places where items just seem to naturally collect. Players who are searching for relocated items should be told where their equipment may be found.

CURRENT (JETSTREAM)

These heavy winds or flows are nearly impossible to resist under normal circumstances. The good news is they are largely stationary, and can be avoided by those in the know. Mark out these currents on the ground in blue ribbon, shaped like an arrow pointing in the direction of the jetstream and use the same colored ribbon to mark a "stopping point". Any player who comes within five feet of these arrows is immediately swept toward the endpoint. They must move briskly toward the destination and may not be attacked in any way while moving. These streams may be set up in a series to relocate players to far-flung areas of the playing field or into other encounters far from their comrades.

CURRENT (VORTEX)

A stronger, deadly version of the *Jetstream*, the Vortex is a swirling cyclone or whirlpool of doom. Mark out the spiraling arms and central area with ribbon and any player unfortunate enough to enter the area is sent spinning and screaming to his death in a 10 count unless pulled free by players from outside the vortex radius. Players caught should spin slowly and make a big show of being pulled toward the center of the vortex.

GIANT CLAM

Sit a player on the ground with a good-sized shield and a melee dagger (treated as a Siege weapon). Have him place the shield on his head and bend over at the waist, covering the largest possible surface area of head, shoulders and back. Place any treasure to be protected in his lap. When players come swimming near, make like a clamshell, slowly opening and

closing. The arm wielding the dagger is the only legal target in combat and is "slain" after taking four hits. Giant Clams are immune to all spells, flame, poison and non-magical projectiles.

BELL&FISH SCHOOL

Hang pink and blue ribbons from tree branches, or mark out the area with pink and blue circles. Any creature entering this area (or brushing against a suspended ribbon) is immediately effected by both a non-magical *Stun* and *Poison* with a 50 count duration. Players immune to *Poison* still suffer the *Stun* effect, but for only half count.

RAGING STORM

One or more noncombat Reeves wanders the area armed with unlimited *Shoves* and unlimited use of one or more appropriate spellballs (as dictated by the type of storm being portrayed). Lightning storms use *Lightning Bolts*, ice storms use *Iceballs*, dust storms use *Entangle* (or *Petrify*) bolts, and some really nasty thunderheads get *Lightning Bolts*, *Iceballs* and a few *Call Lightnings* for good measure. Storms are not picky about who they assault and are obligated to spread their fury around to all players equally.

SEAWEED BED

Treated like a Fixed-Area Enchantment, the area being marked out by dark green ribbons. Anyone stepping inside the *Seaweed Bed* may take three more steps and no more. At that time, if there is a tree, rock or other large object within arms reach, then the victim may pull himself to safety. If there is nothing to grab onto then the victim will die in a 10 count from drowning in the dense vegetation. Other players who are not within the Seaweed Bed at any time during this process may pull victims to safety. Victims in a Seaweed Bed are still subject to attacks as normal. *Aquatic* players entering Seaweed are instantly effected by an *Entangle*, but are otherwise uneffected.





TERRAIN EFFECTS



WATER (DEEP)

Players entering this area may move on their knees for a predetermined count to be declared by the Reeve before the start of the game (somewhere between 10 and 30 seconds, depending on the scenario). After that time, the player drowns and dies, regardless of armor or Invulnerabilities. Only *Aquatic*, flying and *Large* creatures are immune to this effect, and even the *Large* ones might be in jeopardy if the Reeve declares the water to be especially deep. Players in *Deep Water* may not engage in missile combat or cast spells.

WATER (SHALLOW)

Denoted with silver tarp on ground or silver tape placed around the area. All creatures entering this area must drop to their knees while moving through it, unless they are *Aquatic*, *Large* or flying. A Reeve can declare *Water* to be too deep to engage in missile combat or spellcasting, but this must be announced before the game begins. These rules can also be used to simulate wading through muck and mud, dense foliage, or any other condition that might force players to move slowly.

FIREARMS AND FANTASY

A DISCUSSION ON MOCK-GUNPOWDER WEAPONS

This book is about how to bring a nautical and/or piratical flair to your regular Amtgard schedule, and we would be remiss in our duties as Expansionists if we bypassed the chance to discuss how to add the element of gunpowder to those games. Yeah, yeah, we've all read the Handbook; no firearms, blah, blah, blah - so obviously what you are about to read can never be construed as the least bit official in terms of the rules of Amtgard. These are merely suggestions on how a Questmaster or Reeve might add such elements to a single battlegame or scenario, and they should never be taken, in whole or part, as "normal" Amtgard. So, with that unpleasantness out of the way, let's discuss how to blow things up, boffer style.

FLINTLOCKS

Two different schools of thought have emerged on how to best represent the flintlock in boffer games, the Spellball Approach and the Verbal Method. The pro's and con's of each are discussed below. Whichever you decide is best for your game, some rules hold true for both variations. It should go without saying: be sure everyone involved in the quest is not only alerted to, but thoroughly versed in, the presence of these weapons on the field.

1. All flintlocks should be crafted from foam, tape and cloth, just like any other Amtgard weapon.
 2. Pistols are never used to strike in melee.
 3. The flintlock is charged by standing still and saying "Loading" x30, then "Pow", "Bang" or similar gun noise when activated.
 4. Flintlocks are effected by all spells and abilities, just like any other wooden weapon.
 5. The flintlock must be undamaged, and in hand, in order to fire. The hand carrying a flintlock can carry nothing else (except ammunition, if appropriate).
 6. Once the "gun noise" is made, the weapon must be discharged within 2 seconds or it is considered "misfired" and must be reloaded again before use.
- **Spellball Approach:** Each flintlock comes with a single, silver spellball. To charge the flintlock, stand still and recite the incantation above. The spellball is treated as an *Armor-Piercing* attack. Removes one point of Invulnerability, and is foiled by *Protection from* or *Immunity*

to *Projectiles*. These spellballs can be recovered and reused at the Reeve's option, or players may "return fire" with any expended ammo found laying around. Regardless, a player can only carry *one* such spellball at a time.

- **Verbal Method:** Each flintlock can be used to "cast" two *Wounding* and one *Finger of Death* per game. These are non-magical effects, and regular class immunities offer no protection. Both effects are stopped by *Protection from* or *Immunity to Projectiles*, and remove one point of Invulnerability per use. To activate: load the weapon, point it at the target and shout the target's name, make a gun noise and then the desired effect's incantation.

MUSKETS

Muskets, being much longer and sturdier, could substitute as a melee weapon in a pinch. Thus, all boff muskets must be constructed like an Amtgard-legal polearm, and decorated as befits the weapon type (brown body, silver or gray barrel). Muskets follow all the rules for flintlocks above, but can be used in combat.

BOMBARDS

Now we're talking firepower! Bombards make a great addition to any ship siege, ship-to-ship, or ship-to-shore battlegame. First, get yourself some sturdy milk crates or similar boxes, one for each bombard. Then, get some black tabards, and a whole pile of black Amtgard-legal boulders (at least enough for each bombard to have more than one). Now find a volunteer to put on the tabard and stand on the bombard box. Instant cannon, just add some cannonballs!

1. Bombards cannot move from the box, they must be handed cannonballs from members of the crew. Only one cannonball can be held and/or fired at a time. It only requires one other player to "load" a Bombard.
2. Bombards can fire in an arc within 180 degrees of their forward-facing direction. They may not be used to fire upon their own ship or fortified position.
3. Bombards can fire only one shot every 30 count, and must count aloud between shots. Counting may begin immediately after a cannonball is thrown.

Bombards are a Terrain Effect that is treated like a Siege Weapon for all other intents and purposes. The Bombard player may be "damaged" like a regular siege engine.



DEFINITIONS



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.

DESCRIPTION

Herein lies a narrative regarding the Monster. This may include physical descriptions, societal behaviors and/or historical, fictional and mythological references. 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.

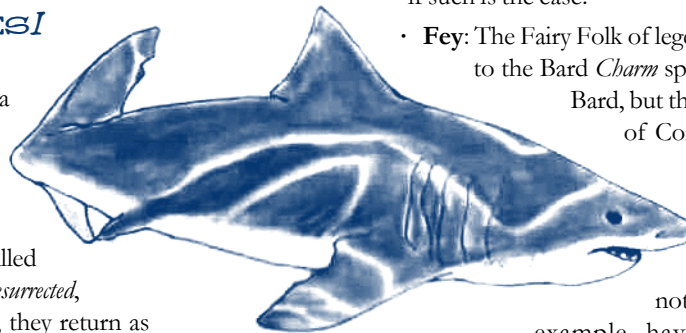
If a Monster is summonable, it will include the following two categories:

SUMMONED BY

This will list the class, spell and/or number of spellpoints needed to bring the creature into the game.

PLAYER LIVES/ LIFE

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 Elementals) may buy additional lives as the Monster at the listed *Player Lives/Life* 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 Salt Elemental with a Q/M of 3/1. Once the summoner spends the required spellpoints, the Warrior sacrifices three lives to be a Salt Elemental with one life. Once slain, the player may now choose to give up his remaining three lives for one final life as a Salt Elemental, 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.

- **Arboreal:** Creatures in this category are more plant than animal. Arboreal Monsters are immune to Control, Death and Subdual magic and effects. Arboreals cannot carry enchantments.
- **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 Angelics, 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.
- **Fey:** The Fairy Folk of legend and myth are not immune to the Bard *Charm* spell or Control magic cast by a Bard, but they are immune to other forms of Control.
 - **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.
- **Multi-Person:** These Monsters are played by multiple people. They have a number of special rules, detailed in the Monster's description and are used exclusively in quests.
- **Standard:** Monsters of this type are non-magical in nature, and do not possess Magic-Like or Innate Magical Abilities.
- **Undead:** The Walking Dead are immune to Control and Death as well as Poison and Disease. Undead cannot carry enchantments except for the one used in summoning, as appropriate.



DEFINITIONS



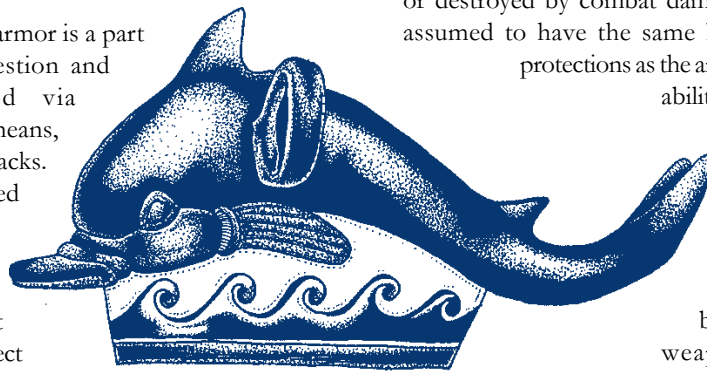
Q/M RATIO

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 targets 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*. If protection magics do not protect normal armor, it *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 a *Heal* Trait (such as *Lightning Heal*) can regain their Natural armor at the rate of one point per sectional location per use of their ability. (ex.: it would take three *Petrifies* to heal a wounded Salt 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 a *Heal* Trait (such as *Lightning Heal*) 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 *Lightning Bolts* to heal a wounded Sea Hag and restore both points of her armor to a single arm.)
- **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 (the main exception to this are *Amorphous* type creatures).
- **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).

- **Natural Weapons:** Cannot be *Heated*, *Warped*, or *Enchanted*. Things that destroy the weapon take the arm as well. Spells that destroy everything they touch (*Lightning Bolt*, *Fireball*, *Sphere of Annihilation*) that strike Natural weapons affect the target as though they hit them in the arm. Immunities are extended to Natural weapons. Although not removed or destroyed by combat damage, Natural weapons are assumed to have the same Natural armor and other protections as the arm wielding it. Touch-based abilities, such as *Touch of Death*, can be extended through Natural weapons (both ways, by the monster, and by those attacking it). If the creature uses a touch-based ability through its weapon, the creature must denote the effect immediately following the weapon hitting the victim. No more than a one second delay is reasonable. Ability effects are always played out before melee effects. (ex.: an Assassin sneaks up and uses *Touch of Death* on the "claw" of an unsuspecting Undine who is wounded and in the process of regenerating. The Undine dies and the Assassin is unharmed.) Monsters actively attacking with their Natural weapons deal damage even if incapacitated or slain by the touch attack. (ex.: The Assassin instead uses *Touch of Death* to defend against an attacking Undine. The Assassin calls out "Touch of Death!" and sacrifices an arm to grab the Undine's claw. The Undine 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.
- **Magical:** Weapons with this descriptor are treated as enchanted, even if they provide no other benefits.



DEFINITIONS



IMMUNITIES

A listing of any Schools of Magic, terrain effects or specific spells or abilities to which the creature enjoys complete resistance. Immunities function as listed, unless otherwise detailed in the Monster entry. Specific immunities are detailed below:

- **Immunity : Cold-Based Attacks** Creature is immune to *Iceball*, *Avalanche* and other cold- or ice-based attacks or effects.
- **Immunity : Control** Creature is immune to all spells and abilities of the Control School unless otherwise detailed in the text.
- **Immunity : Death** Monster is immune to all spells and abilities belonging to the Death School and all Death effects.
- **Immunity : Disease** Creature is immune to all disease based attacks, as well as any/all disease which may occur in the course of a battlegame.
- **Immunity : Flame** Monster is immune to all spells and abilities belonging to the Flame School and all other fire- and lightning-based attacks..
- **Immunity : Magic** Creature is immune to all forms of magic, including the effects of enchantments. Relics still function against creatures with this immunity, however.
- **Immunity : Poison** Monster suffers no ill effects from Poison or poison-like effects.
- **Immunity : Projectiles** Creature is immune to all projectile weapons (thrown or shot) except Siege Weapons and spellballs.
- **Immunity : Specific Spell or Effect** Monster is immune to the listed spell or effect.
- **Immunity : Subdual** Monster is immune to effects and all magics in the Subdual School. Subdual blows wound and do damage instead of incapacitating.



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

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 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.

AQUATIC

Monster may move freely through water.

AQUATIC

SUPERIORITY

This Trait allows an *Aquatic* creature to use spells, throwing weapons or projectiles in the Water, if such are available to the Monster. Additionally, those with this Trait are immune to most underwater Terrain Effects (like *Seaweed*) unless the Reeve decides otherwise.

BONE

These Monsters are immune to all piercing attacks, including arrows. However, lightning-

based spells (not fire!) do not slay creatures of Bone, but rather act as a *Petrify* spell in all regards.

BRAWLER

Due to extensive practice fighting against opponents with more armor and better weaponry, Brawlers who go completely unarmored and carry only a single melee weapon receive 1 point of Natural armor. Natural weapons do not count for determining number of weapons. This armor may be *Healed* normally.

COMPANION

Monsters with this Trait are known to associate with another particular type of creature. This association is so strong and vital to the Monster concept that Reeves and Questmasters are advised to insure that the Monster and Companion always begin the game together, unless the quest dictates otherwise.

CONVERSION

M: Copies of the converted Monster.

E: A victim slain by a creature with this ability rises as a nearly-identical Monster on their next life and serves the killing



DEFINITIONS



Monsters team until slain. Once this life is lost, the player resumes the game on his original team as his original class with one fewer life remaining.

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

FLAME WEAPONS

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.

HARD TO KILL

Creature only dies once all limbs are taken, or by a killing torso shot. Wounded limbs are still useless, but fighting continues regardless of handicap.

HOOKE HAND

One melee dagger is treated as a Natural Weapon. No other weapon or shield may be held in a *Hook Hand*.

IMPROVED THRUSTS

M: Purple ribbon tied to weapon

E: All stabbing attacks do 2 points of damage against armor.

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 Wraith with *Touch of Death* 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.

LARGE

Creature does not have to go to knees in water due to their large size. May use melee weapons to attack flying players.

LIGHTNING HEAL

Any magical lightning attack (not fire!) will completely heal all

limbs and one point of Natural armor to the creature. Creatures with *Lightning Heal* may not use their own lightning abilities to *Heal* themselves.

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.

MANO-ARMED

A *Many-Armed* creature may ignore the first successful hit to the arm from a melee, thrown or projectile weapon. All hits thereafter count as normal. *Many-Armed* creatures are immune to *Wounding* cast upon their arms.

MANO-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

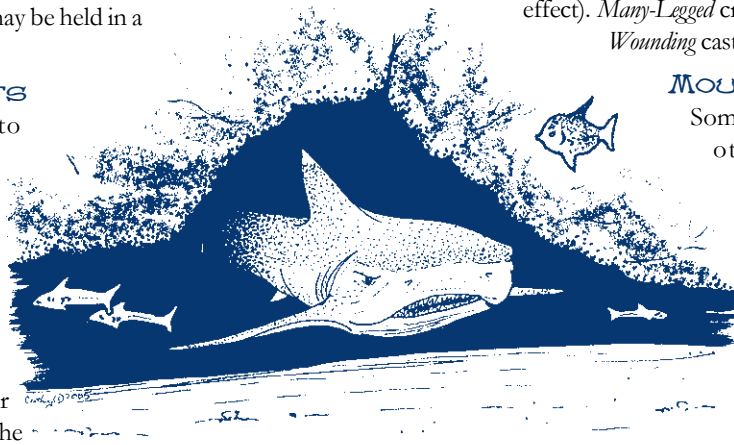
Some creatures can carry others, and share all movement based powers and effects (beneficial and harmful). If a mount is *Shoved* or *Teleported*, for example, so is the rider and vice versa.

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.

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.





DEFINITIONS



PLAYER CLASS

The Monster may use the abilities of the listed Player Class as presented in the *Amtgard Rules of Play*. Limitations will be listed in the individual entry.

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 Troll loses an arm to an *Acid Bolt*, but is slain by a normal arrow to the chest. When the Troll 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 spellpoints for weapons unless otherwise stated in the entry.

STONE HEAL

Any magical stone attack (i.e.: *Petrify*) will completely heal all limbs and one point of Natural armor to the creature. A creature with *Stone Heal* may not use their own stone abilities to *Heal* themselves.

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

Innate Abilities are natural functions of the Monster (like a poisonous bite), *Innate Magical Abilities* are special, but still natural, magic-oriented functions of the Monster (like breath weapons) and *Magic-Like Abilities* are just like spells which have to be activated by the Monster (like the Sea Hag's magical arsenal).

INNATE ABILITIES

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).

INNATE MAGICAL ABILITIES

Unless listed as magical, Innate Abilities are non-magical in nature. Innate Magical Abilities are cancelled or dispelled by *Anti-Magic* areas. Targets bearing *Protection from Magic* and those who are immune to magic are likewise unaffected by these abilities.

MAGIC-LIKE ABILITIES

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

ARMOR PIERCING THRUST

I: Player calls "Piercing Thrust" during a thrust.

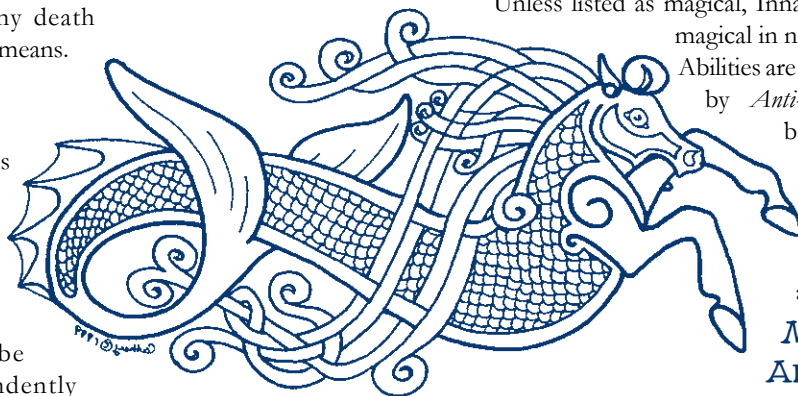
E: Destroys all non-invulnerable armor on the location struck and will continue through to wound the target. It will only deal one point of damage to invulnerability and invulnerability armor.

N: Does not discharge if the called blow misses or is blocked.

BLEND (AQUATIC VERSION)

I: Repeat x10 "Water hide and protect me." To end the effect repeat x2 "Water release me"

E: You are considered out of the game. You may move





DEFINITIONS



anywhere you like, as long as you remain within 50 feet of a water area. When you wish to return to the game, recite the phrase to end the effect.

L: If you go more than 50 feet from a water area, you cannot recite the phrase to end the effect until you are again within 50 feet of a water area. *Tracking* does not work underwater, but can be “dispelled” if used out of the water area.

CORROSION

I: “I rust that (metal object)” x5

R: 20 feet

E: One metal item or metal weapon is considered unusable for a 100 count. *Mend* will repair corroded items. Normal armor constructed with metal parts (including rings and studs) is rendered useless in one location per use of this ability.

DISARM

I: Player yells “Disarm!” while striking an opponents weapon.

E: If a weapon is hit during this strike, the weapon struck must be dropped immediately.

N: Dropped weapons may be picked up anytime after they hit the ground.

L: Has no effect against siege weapons or weapons wielded with two hands.

EXTINGUISH

I: “Extinguish” x5

R: 20 foot radius

E: All Flame spells, enchantments, and magical abilities are dispelled. All Flame terrain effects, Traits, and Innate Abilities are rendered inactive for a 100 count. The *Sword of Flame* is unaffected.

FARSIGHT

I: “(Target’s name), I place this spell upon thee from afar!” Then cast spell to be effected.

E: Chosen spell works against target regardless of distance, though the target must be within line of sight. Only Verbal spells may be used with Farsight.

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.

MASS SHOVE

I: “I shove thee all away” x3

R: 20 foot radius

E: All enemies within 20 feet must immediately move back an additional 20 feet away from the caster.

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.

MONSTROUS WIND

I: “I summon forth a Monstrous Wind!” x5

R: Line-Of-Sight

E: All enemies within sight must immediately return to their base.

TAUNT

I: Point at target and say “Taunt!” then recite a insult of 10 or more words.

R: 20 feet

E: Taunted victims are affected with *Bloodlust* toward the player who did the taunting, and must attack them with single-minded intention until one or the other is slain. The taunting player is under no compunction to stand still and allow themselves to be attacked.

N: This is a Control School effect.

L: Taunted players are encouraged to role-play their mock anger. Reeves should award good role-players with faster death counts or extra lives, at their discretion. Players using *Taunt* are encouraged to be creative and funny, but not verbally abusive or downright rude.

TUNNELING

I: “Tunneling” x5 to activate, “Arriving” x5 to end

R: 100 feet

E: Creature must move in a straight line to any point within 100 feet and may not engage or be engaged in combat while moving. Tunneling creatures may delay arrival for up to a 100 count once they reach the destination by continuing to chant “Tunneling” once every five seconds. May not arrive within 50 feet of a base or Nirvana. May not carry game items.





DEFINITIONS



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, Salt Elementals are immune to Subdual magic, but have *Iceball* listed as a Vulnerability. As such, these Elementals are affected by the spell as described. 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.
- **Amphibious Life :** These creatures must spend at least half of their Natural Lives as though they possessed the *Bound (Water Area)* Vulnerability. The other lives may be spent moving freely between water and land.
- **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 description appears in parenthesis, it signifies the particular area to which is the creature is *Bound*. In this tome, a great many Monsters are water-breathers or otherwise adapted for underwater survival. These creatures have the *Bound (Water Area)* Vulnerability, and as such, may not leave the confines of the game-dictated boundaries.
- **Slow:** Monsters with this distinction may not run or jump, and must move in a generally slow manner.
- **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.
- **Stationary :** These creatures may not move more than 5 feet from a specified location. Single-player Monsters may relocate within 100 feet of their last location at the beginning of every life, but may never come within 100 feet of a base or Nirvana.



ALTERNATE (ALT) CLASS

This Monster has in the past been played as a standard player class in one or more Kingdoms. Some lands or Kingdoms may have special rules regarding its use and prospective players are encouraged to learn these rules beforehand. Should no local rule exist, it is to be treated as a standard Monster for all intents and purposes, including but not limited to, playability in battlegames and taking credits. Alt Classes should never be used in Interkingdom games, nor do they supercede the Handbook in any way. All Alt Classes are distinguished by a silver sash and some other identifying element.

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: Buccaneer, Swashbuckler, 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. This is perhaps the most important element of an Archetype - because if you don't look the part, then you really aren't playing the part.

• **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 spellpoints here, if appropriate. This section also offers suggestions on how certain secondary abilities should be used to maintain the archetypes 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.

BUCCANEER – CETACEAN



BUCCANEER

Fighting Archetype (*Assassin, Barbarian, Monk, Scout, Warrior*)

Description: The Buccaneer Archetype is used for any number of piratical personae, from the salty sailor to the cutthroat privateer. Practically any class can be adapted to this archetype, since most of being a Buccaneer is all about the attitude and style anyway.

Garb: Pirate-style garb - loose pants and shirts, vests, boots, belts and the occasional eye patch.

- **Essential Abilities:** Mostly keep in mind the theme when equipping yourself. Pirates didn't really wear heavy armor, so keep it at padded or light leather, improved with rings and/or studs at best. Barbarian-Buccaneers relish their *Berserk* lives with wild cries of bloodlust, while Assassin- and Monk-Buccaneers focus more on quick strikes and evasive techniques. Warrior-Buccaneers are more the Royal Marine-type, being better suited to up-close combat.
- **Suggested Abilities:** Practically any class ability can be described in a piratical sense with a little imagination. *Improved* equipment is exquisite plunder put to use, *Touch of Death* is the exotic Signaporean Nerve Pinch. *Sanctuary* and *Camouflage* represent practiced stealth and guile, while *Poison* is the feared Iocaine Powder of Australia. Get creative; think like a pirate.

Role-Playing Notes: Argh, me hearties! The best thing you can do is to affect a stereotypical pirate accent. Talk about booty and rum and dead men's chests. Threaten to send your enemies down to the briny depths of Davy Jones' Locker.

Weaponry: Melee daggers, throwing daggers, short swords, scimitars, polearms, clubs, hand crossbows (pistols)



CETACEAN

(WL: Pirate King / Art: Laura Jennings, Elfwood)

Description: Resembling small, blue orca whales, the cetaceans are a highly evolved, superintelligent race of aquatic mammals. Cetaceans are skilled negotiators and diplomats, preferring conversation to combat. They live and travel the seas in extended family groups called pods. The eldest and wisest members rule each pod, while the remainder of the pod split their time between sentry duty, practicing their mental skills, making shell jewelry for

trade and basking in the warm waves near the surface. Cetaceans are generally helpful to humans and other seafaring races, though they are natural enemies of the Scalor and Mo'kathah.

Garb: Blue and white tabard, sewn to resemble an Orca. Blue face paint or headband.

Type: Mystical Beast

Q/M Ratio: 2/1

Armor: 1 point Natural Invulnerability

Weapons: One long or two short melee weapons (Natural, Magical)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- Aquatic
- **Innate Ability : Pass Without Trace** (1/life) Only in Water.
- **Innate Magical Ability : Messenger** (unlimited)
- **Vulnerability : Bound (Water Areas)**

Levels:

- 1st As above
- 2nd Gains **Magic-Caster : Bard** (1st level)
- 3rd Gains **Innate Magical Ability : Shove** (unlimited) Only in Water.
+1 Natural Lives (total 4)
- 4th *Magic-Caster : Bard* becomes (2nd level)
- 5th Gains **Natural Flight** Trait
Loses *Bound* Vulnerability
- 6th *Magic-Caster : Bard* becomes (3rd level)





CRABMAN - CRUSTACEAN



CRABMAN

(WL: Wyngarde / Art: Drillithon)

Description: The primitive, alien Crabmen survive by scavenging for scraps of seafood and marauding coastal communities. They are completely merciless in combat, caring little for their own welfare and strike with huge claws capable of ripping a man in two. Crabmen walk upright on two strong legs and use the other legs for fine manipulations and combat. Their shells are highly prized by artisans and armorers alike - another reason the Crabmen treat humans with such low regard.

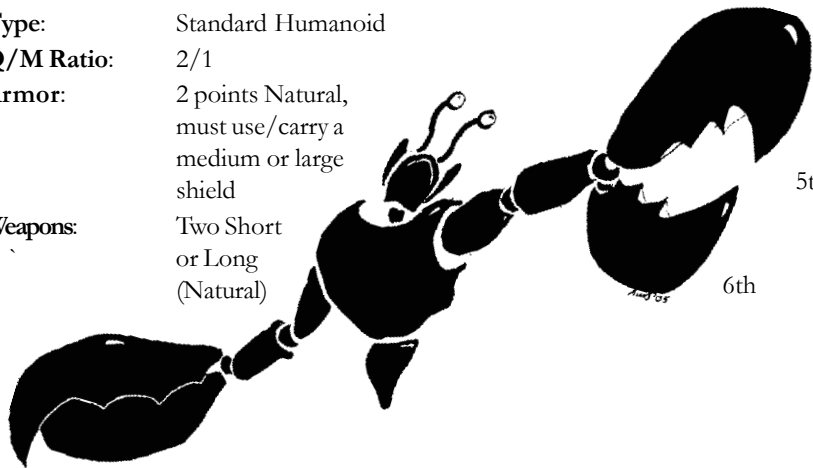
Garb: Red, blue, black or white armor to simulate the varied colors of the shells. Fake antennae would make a nice touch.

Type: Standard Humanoid

Q/M Ratio: 2/1

Armor: 2 points Natural, must use/carry a medium or large shield

Weapons: Two Short or Long (Natural)



Immunities: Control, Subdual

Natural Lives: 3

Abilities & Traits:

- Aquatic
- Many-Legged
- Innate Ability : **Tunneling** (1/life)
- Innate Ability : **Improved Shield** (1/life)

Levels:

1st As above

2nd Gains **Strong** Trait

3rd *Tunneling* becomes (2/life)

+1 Natural armor (total 3)

4th All Natural armor becomes Natural Invulnerable armor (total 3 points Natural Invulnerable)

5th Gains **Powerful Blows** Trait

Gains **Immunities : Traps and Earthbind**

Tunneling becomes (unlimited)
+1 Natural Invulnerable armor (total 4)

6th

CRUSTACEAN, GARGANTUAN

(WL: Wyngarde / Art: Eduardo Beerli, Elfwood)

Description: These statistics can be used to represent either giant crabs or lobsters. Both monstrosities are immense crawling garbage disposals, feasting on living and decaying matter with equal enthusiasm. They are not above attacking moving targets, should the opportunity arise.

Garb: Red, black or brown armor, fake antennae. Make lots of clicking noises and walk with sideways steps.

Type: Standard Beast

Q/M Ratio: 3/1

Armor: 4 points Natural Invulnerable, any shield

Weapons: Two long swords (Natural), or one long sword (Natural) with shield

Immunities: Control, Spellballs

Natural Lives: 4

Abilities & Traits:

- Aquatic
- Lair
- Large
- Many-Legged

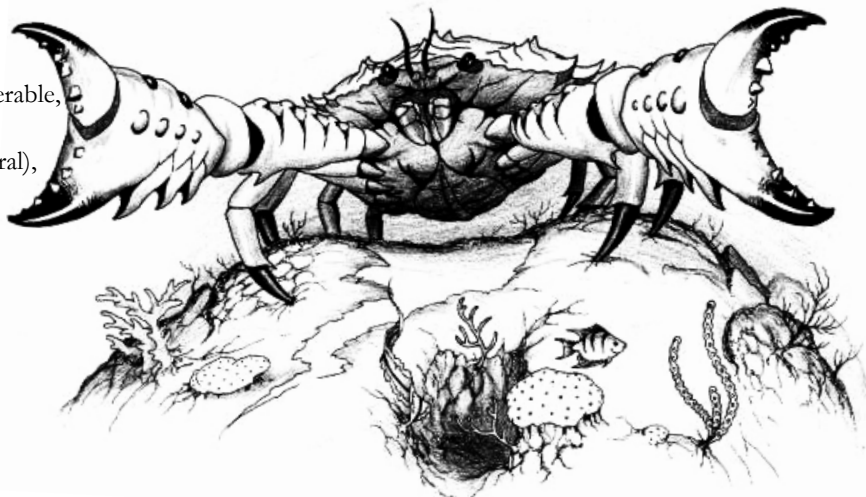
• Innate Ability : **Camouflage** (unlimited) Only in Lair.

• Innate Ability : **Improved Shield** (1/life)

• Vulnerability : **Amphibious Life**

• Vulnerability : **Spell Weakness** *Call Lightning* slays a Gargantuan Crustacean instantly. (Mmm, yummy with butter sauce!)

Levels: None



DRAGON – DOLPHIN



DRAGON, SEA

(WL: Wyngarde / Art: Denah)

Description: Sea Dragons are doubtless the origin of the phrase “Terror of the Deep.” These huge eating-machines scour the farthest recesses of the oceans in search of more and more food, gobbling up schools of sharks or cetaceans with equal gusto. While generally confined to the depths, Sea Dragons are not above coming to the surface to investigate an easy meal of sailors or pirates.

Garb: Deep green or blue scales, fins and/or flippers.

Type: Mystical Beast

Q/M Ratio: 6/1 (QUEST)

Armor: 4 points Natural Invulnerable

Weapons: Two Long weapons (Natural)

Immunities: Cold-Based, Flame

Natural Lives: 4

Abilities & Traits:

- Aquatic
- Large
- Very Strong
- Innate Ability : Shove (2/life)
- Vulnerability : Amphibious Life

Levels:

1st As above

2nd Gains Innate Ability : Monstrous Wind (1/game)

3rd +1 point Natural Invulnerable Armor (total 5)

Shove becomes (4/life)

4th +1 point Natural Invulnerable Armor (total 6)

Gains **Immunity : Subdual**

5th *Monstrous Wind* becomes (2/game)

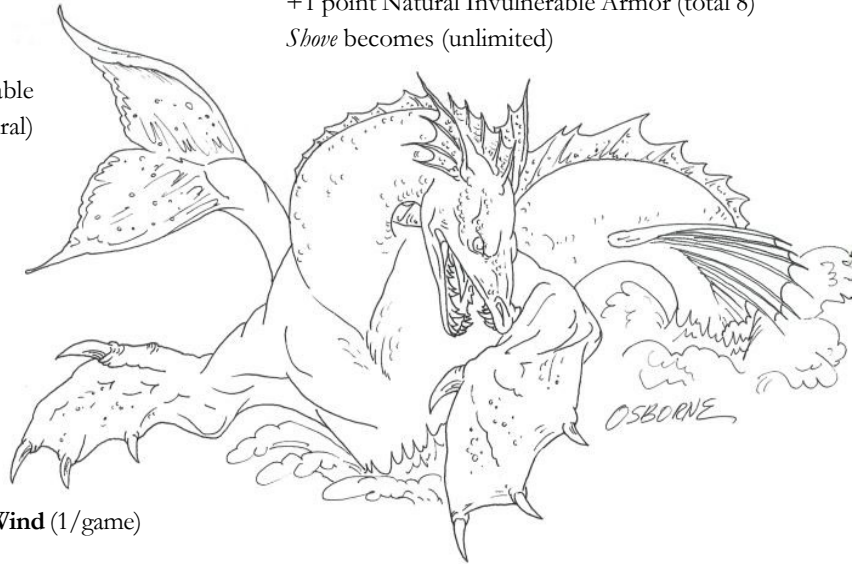
+1 point Natural Invulnerable Armor (total 7)

Gains **Magic-Like Ability : Mend** (2/life)

6th *Monstrous Wind* becomes (1/life)

+1 point Natural Invulnerable Armor (total 8)

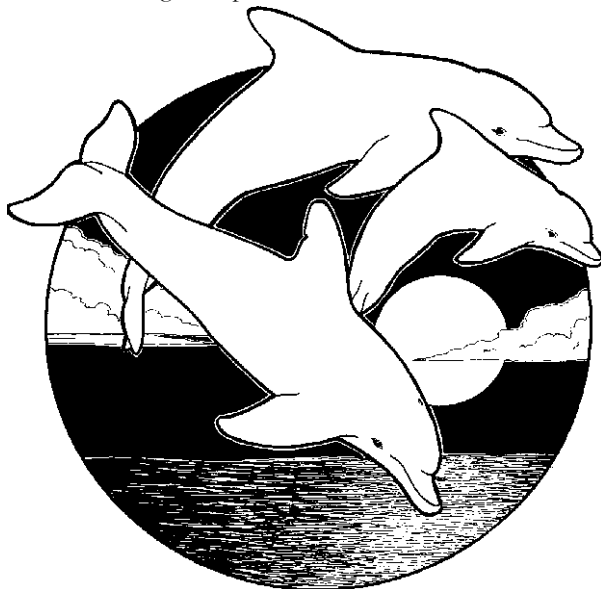
Shove becomes (unlimited)



DOLPHIN

(WL: Wyngarde / Art: Denah)

Description: These happy-go-lucky aquatic mammals are amongst the friendliest and most intelligent creatures in the briny deep. Dolphins travel in groups called pods, and spend their lives caring for and protecting one another, swimming near the surface, and playing games of tag and catch. On rare occasion, a single Dolphin will befriend a surface-dweller, but



they will generally assist any sentient being they encounter floundering in the sea. Dolphins hate sharks and will fight against those fishy fiends to the death.

Garb: Gray and white tunic and make-up, flippers.

Summoned By: Bard, Healer or Druid (any level), for 2 spellpoints deducted from every 10 available just like purchasing a weapon.

Player Lives/Life: 1/1

Type: Standard Beast

Q/M Ratio: 1/1

Armor: None

Weapons: One long weapon or one spear (Natural)

Immunities: None

Natural Lives: 4

Abilities & Traits:

- Aquatic
- Improved Thrusts
- Innate Ability : Luck Point (1/life)
- Innate Ability : Pass Without Trace (1/life) Simulates swimming a hasty retreat. May take summoner along if being used as a Mount.
- Innate Ability : Mount Summoner only.
- Vulnerability : Bound (Water Area)

Levels: None



DUELIST - ELEMENTAL



DUELIST

(Alternate Class / Art: Matt Henegar, Elfwood)

Description: Duelists represent the swashbucklers and musketeers of the past. They are a light fighter that relies on nimble reflexes and rapier wit to survive any encounter. Some are honorable, others lead a less than reputable life, but they all share an innate skill and passion for the blade.

Garb: Silver sash with a *fleurs-de-lis* displayed on garb.

Type: Standard Humanoid

Q/M Ratio: 1/1

Armor: None, may use a small shield

Weapons: Melee Dagger, Short, Long

Immunities: None

Natural Lives: 4

Abilities & Traits:

• **Innate Ability : Luck Point** (1/life)

Levels:

1st As above

2nd Gains **Improved Thrusts** Trait
Gains **Honor Duel** (1/life) The Duelist must participate.

3rd May now use throwing weapons
Gains **Innate Ability : Disarm** (1/life)

4th Gains **Missile Block** Trait

5th Gains **Innate Ability : Armor-Piercing Thrust** (1/life)

6th *Luck Point* becomes (2/life)



ELEMENTAL, SALT

(WL: Wyngarde / Art: Anonymous Elfwood)

Description: Salt Elementals (or Salties) are a newly discovered Earth Elemental variant. They are crude and wily creatures, serving only begrudgingly and never for very long. Salt Elementals are particularly afraid of Water Elementals, as the merest touch is enough to turn the Saltie into a puddle of saline goo. Other than that, Salties fight ferociously and



without mercy. Were it not for their horrible sense of humor they would be nearly perfect Guardians.

Garb: White cloak and other garb... or maybe come dressed as a giant saltshaker.

Summoned By: Wizard (6), Druid (6), for 3 spellpoints deducted from every 10 available just like purchasing a weapon.

Player Lives/Life: 3/1

Type: Mystical Extra-Planar Animation

Q/M Ratio: 3/1

Armor: 2 points Natural Invulnerable

Weapons: Two short weapons (Natural)

Immunities: Control, Death, Disease, Subdual, Poison

Natural Lives: 3

Abilities & Traits:

- **Greater Missile Block**
- **Stone Heal**
- **Strong**
- **Innate Magical Ability : Petrify** (1 bolt/U)
- **Innate Magical Ability : Corrosion** (unlimited)
- **Vulnerability : Altered Effect** Instantly slain if struck in melee by a Water Elemental, Undine or similar monster..
- **Vulnerability : Spell Weakness** *Iceball* acts as a *Stun*.

Levels: None



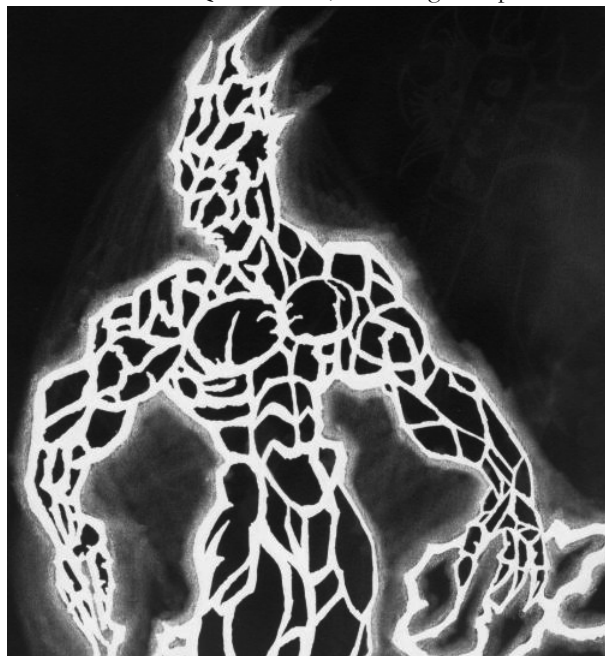
ELEMENTAL - ELF



ELEMENTAL, STORM

(WL: Wyngarde / Art: Tom Rhodes, Elfwood)

Description: Summoned from the awful plane where Sky and Fire meet, the essence of destruction dwells within every Storm Elemental. Quick-witted, humming with power and



impatient in the extreme, Storm Elementals make exceptional servants for anyone wishing to annihilate his foes.

Garb: Black or dark blue garb with lightning- or cloud-motif.

Summoned By: Wizard (6), Druid (6), for 3 spellpoints deducted from every 10 available just like purchasing a weapon.

Player Lives/Life: 3/1

Type: Mystical Extra-Planar Animation

Q/M Ratio: 3/1

Armor: None

Weapons: Short, Long (Natural, Magical)

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

Natural Lives: 3

Abilities & Traits:

- **Amorphous** (4 points of Natural Invulnerability)
- **Flame Weapons** Simulates a direct electrical attack
- **Lightning Heal**
- **Innate Magical Ability : Extinguish** (unlimited)
- **Innate Magical Ability : Lightning Bolt** (2 bolts/U)
- **Innate Magical Ability : Iceball** (2 bolts/U)
- **Innate Magical Ability : Monstrous Wind** (1/life)

Levels: None

ELF, AQUATIC

(WL: Wyngarde / Art: Wendy Pini, Elfquest.com)

Description: Dwelling equal parts above and below the waves, the Aquatic Elves are at once oddly similar and wildly different from their air-breathing counterparts. Aquatic Elves have all the same basic features of normal Elves: pointed ears, long digits, sharp features and almond-shaped eyes, but their skin coloration ranges from pale blue to nearly luminescent green depending on the individual tribe. Aquatic Elves travel in schools, swimming together in seemingly perfect synchronization, sometimes with each other but often with dolphins, small whales and cetaceans as companions. The Elves of the Sea are very protective of one another and are good friends of the Merfolk, though largely disdainful of surface races.

Garb: Blue or green make-up, pointed ears and seashell jewelry. Sea Elves wear very little clothing.

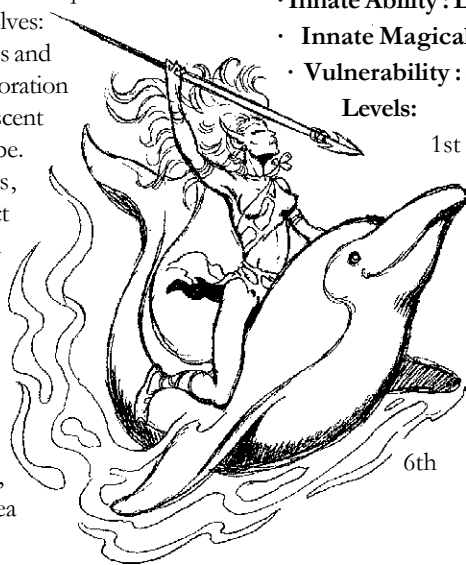
Type: Mystical Fey Humanoid

Q/M Ratio: 1/1

Armor: None

Weapons: Melee Dagger, Short, Long, Spear

Immunities: Control, Cold-Based, Flame



Natural Lives: 4

Abilities & Traits:

- **Aquatic**
- **Innate Ability : Luck Point** (1/life) Only in Water.
- **Innate Magical Ability : Shove** (2/life) Only in Water.
- **Vulnerability : Amphibious Life**

Levels:

1st As above

2nd Gains **Innate Magical Ability : Lightning Bolt** (1 bolt/U)

3rd Gains **Aquatic Superiority Trait**
May now use javelins

4th Gains **Companion (Dolphin)**
Trait, or May now use short bows

5th *Shove* becomes (4/life)
May use up to a medium shield

6th *Lightning Bolt* becomes (2 bolts/U)
Luck Point becomes (2/life)

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KELPIE – LEVIATHAN



KELPIE

(WL: Wyngarde / Art: Anonymous Elfwood)



Description: Kelpies are an aquatic variety of Entangling Mass. They are non-intelligent but display a rudimentary awareness of their surroundings. Kelpies congregate in and around seaweed beds, and use the deadly foliage to assist in their hunt for food.

Garb: Dark green rags and hood.

Type: Arboreal Beast

Q/M Ratio: 2/1

Armor: None

Weapons: Short, Long, Hinged

Immunities: Control, Subdual, Projectiles

Natural Lives: 3

Abilities & Traits:

- **Amorphous** (2 points Natural Invulnerability)
- **Regeneration**
- **Innate Ability : Earthbind** (2/life)
- **Innate Ability : Entangle** (4 bolts/U)
- **Innate Ability : Touch of Paralyzation** (unlimited)
- **Vulnerability : Bound (Water Areas)**
- **Vulnerability : Stationary**

Levels: None

LEVIATHAN

(IM: Matthias / Art: Ville Vuorinen, Elfwood)

Description: Leviathans are gargantuan reptilian beasts, often considered to be whales and more likely related to dinosaurs or Dragons. They are sometimes responsible for the sinking of ships, able to capsize even a galleon with a mighty enough blow. They are usually only encountered in the deep ocean but have been known to wander onto land, where they leave great destruction in their wake. Some of the world's deepest lakes are also rumored to contain one or more Leviathans, which are thought to live for centuries.

Garb: Bluish green scaly garb, fins, and flippers.

Type: Standard Beast

Q/M Ratio: 8/1 (QUEST)

Armor: 8 points Natural Invulnerable

Weapons: Any melee weapons (Natural)

Immunities: Control, Magic, Projectiles, Poison, Subdual

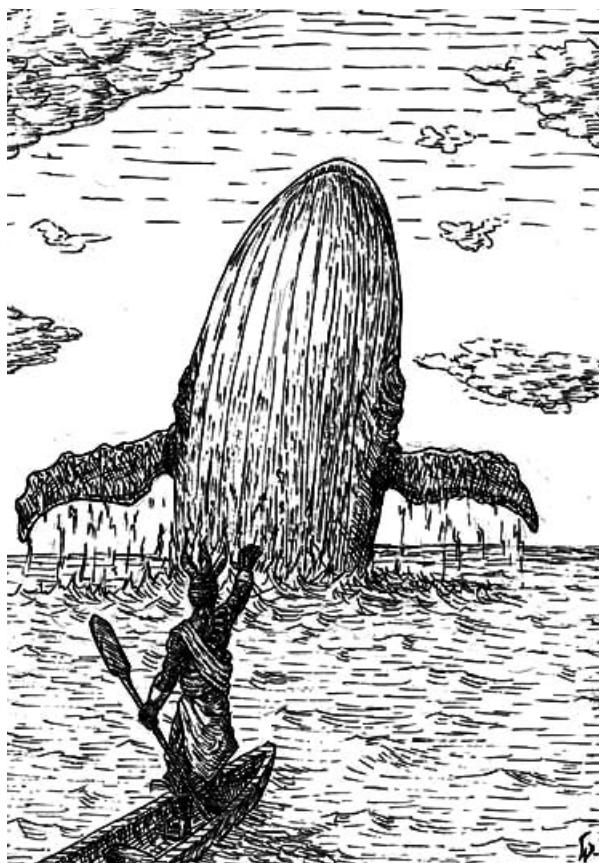
Natural Lives: 2

Abilities & Traits:

- **Aquatic**
- **Large**
- **Tough**
- **Very Strong**
- **Innate Ability : Mass Shove** (unlimited) Only once every 100 count, to represent getting itself in position to splash again. Only in Water.
- **Innate Ability : Shove** (unlimited)

• **Vulnerability : Amphibious Life**

• **Vulnerability : Slow**



LIVING STORM – MANTA RAY



LIVING STORM

(WL: Man'Sun)

Description: Stormwall was well named, being frequented by many storms of freakish nature, some of almost mystical origin. Few know the real secret force responsible for having summoned them, but when the wind blows foul, all of the inhabitants of Stormwall know their fury. The Living Storm is an all-too-common reminder of the dangers of living in the harsh, untamed regions of the Wetlands coast.

Garb: A blue, black, or dark gray cape, blue and yellow streamers tied to the body.

Type: Mystical Animation

Q/M Ratio: 4/1 (QUEST)

Armor: None

Weapons: One long sword (Natural, Magical)

Immunities: Control, Death, Flame, Subdual

Natural Lives: 3

Abilities & Traits:

- **Aerial Superiority** May even use spellballs while in flight.
- **Amorphous** (6 points Natural Invulnerability)
- **Flame Weapons** Simulates a direct electrical attack.
- **Large**
- **Lightning Heal**
- **Multi-Player (Optional)** The Living Storm can be made more challenging by adding additional players to represent a larger, more violent storm. All players use this write-up, and each additional player add 4 to the Q/M Ratio.
- **Natural Flight** Must make storm noises (thunder, wind)
- **Innate Magical Ability : Call Lightning** (2/life)
- **Innate Magical Ability : Iceball** (4 bolts/U)

- **Innate Magical Ability : Lightning Bolt** (4 bolts/U)
- **Innate Magical Ability : Mass Shove** (4/life)
- **Innate Magical Ability : Monstrous Wind** (1/life)
- **Innate Magical Ability : Shove** (unlimited)
- **Vulnerability : Spell Weakness** A *Wind* spell cast upon the Living Storm slays it instantly. If it is cast twice upon the same Living Storm, it is removed from the game.

Levels: None

THE LIVING STORM QUEST

Here's one from the early days of Stormwall. It was all about the role-playing back then. Given that we got rained out almost every other weekend that Spring and Summer, it was only natural to make fun of our predicament and come up with a quest for where all the rain came from. So, we turned a couple people into Living Storms, a few into Stormcrows, and set them loose against a mob of Questors. Of course, the Questors got creamed and went looking for help. Enter a friendly Thunder Giant, after a brief combat over a misunderstanding, the Questors and the Giant team up. See, the Giant knows an evil Wizard (always the damn evil Wizards! Wazzup wit' dat?) is lurking in a nearby cave, but he's way too big to go inside. The Questors take up the adventure and enter the Wizard's lair, which is filled with all manner of weather-themed traps and Monsters. After a fantastic maze battle and a climactic conclusion, the Living Storms were dispersed, never to return (yeah, right!)

MANTA RAY, GIANT

(WL: Wyngarde / Art: Denah)

Description: Giant Mantas are just huge versions of the normal ray. They glide effortlessly through the water like stealthy black clouds. This skill, combined with their poison barbed tails and camouflage ability makes them true masters of their deep domain.

Garb: A large black cloak over black or gray garb. Keep the hood pulled up and flutter the cape as you "swim."

Type: Standard Beast

Q/M Ratio: 2/1

Armor: 2 points
Natural Invulnerability

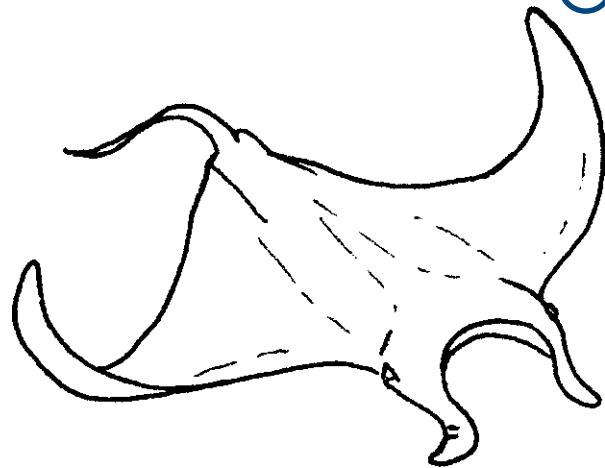
Weapons: One long sword, hinged weapon, spear or polearm (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- **Aquatic**
- **Innate Ability : Camouflage** (unlimited) Only in Water.



- **Innate Ability : Pass Without Trace** (1/life) May be used while moving.
- **Innate Ability : Poison Weapon** (unlimited)
- **Vulnerability : Bound (Water Area)**

Levels: None



MERFOLK – MO’KATHAH



MERFOLK

(WL: Wyngarde / Art: Jopling, Elfwood)

Description: The Merfolk have a thriving civilization beneath the waves of Amtgardia. They are a race of humanoids with the lower bodies of scaled fish. As a whole, Merfolk shun humanity and other species living above the ocean. They don't



need our air-breathing ways and will defend incursions into their realm with fierce determination.

Garb: Green pants, fins and scales, seashell halters for women, bare chests for men.

Type: Standard Humanoid

Q/M Ratio: 1/1

Armor: None

Weapons: Melee Dagger, Short, Long, Spear

Immunities: Cold-Based Attacks

Natural Lives: 3

Abilities & Traits:

- Aquatic
- **Innate Ability : Entangle** (1 bolt/U) Simulates netting
- **Vulnerability : Bound (Water Area)**

Levels:

- 1st As above
- 2nd Gains **Innate Ability : Improve Weapon** (1/game)
- 3rd May wear up to 2 points of normal armor
- 4th Gains **Aquatic Superiority** Trait
May now use javelins
+1 Natural Life (total 4)
- 5th *Improve Weapon* becomes (1/life)
- 6th *Entangle* becomes (2 bolts/U)
Gains **Companion (Dolphin)** or **Companion (Octopus)** Trait

MO’KATHAH

(WL: Wyngarde / Art: Juan Desdares, Elfwood)

Description: Mo’kathah (or *Moks*, for shorts) are a race of carnivorous amphibious humanoids who have developed a primitive, tribal culture. Moks are generally warlike, particularly in groups, and tend to pick fights they cannot hope to win. Surprisingly, this tendency has bred bigger, stronger Moks instead of leading to their extinction.

Garb: Green or teal tabard, fins and scales.

Type: Standard Humanoid

Q/M Ratio: 1/1

Armor: One point Natural

Weapons: Short, Long, Spear

Immunities: None

Natural Lives: 4

Abilities & Traits:

- Aquatic
- **Innate Ability : Camouflage** (1/life)
- **Vulnerability : Amphibious Life**
- **Vulnerability : Bloodlust** Once provoked to attack, Moks are merciless combatants and fight until slain.

Levels:

- 1st As above

- 2nd Gains **Immunity : Subdual**
- 3rd Gains **Aquatic Superiority** Trait
May now use javelins
- 4th Gains **Hard To Kill** Trait
- 5th May go **Berserk** on last life
- 6th Gains **Tough** Trait



OCTOPUS – PIRATE



OCTOPUS

(WL: Wyngarde)

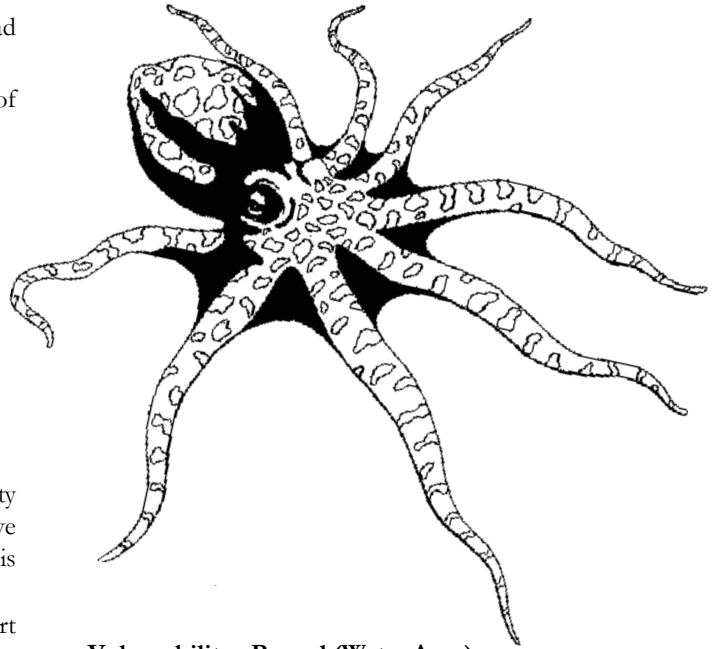
Description: Eight-arms, huge eyes, sharp beak and a bad attitude; Octopi are natural, solitary predators of the deep.

Garb: Matching dark colored tabard and pants, a couple of stuffed “extra arms” for effect.

Type: Standard Beast
Q/M Ratio: 2/1
Armor: 2 points Natural Invulnerability
Weapons: Two hinged weapons (Natural)
Immunities: Subdual
Natural Lives: 4

Abilities & Traits:

- **Multi-Armed**
- **Multi-Legged**
- **Innate Ability : Entangle** (1 bolt/U) To represent the ability to trap a being in its tentacles. An octopus may not move more than 10 feet from an *Entangled* target or the effect is instantly cancelled.
- **Innate Ability : Tunneling** (2/life) To simulate a short but quick exit. Say “Swim away” x5 to activate, otherwise as *Tunneling*.



• **Vulnerability : Bound (Water Area)**
Levels: None

PIRATE

(Alternate Class, WL: Gideon Goldmoon / Art: Rodney Smith, Elfwood)

Description: Avast ye landlubbers! High adventure on the seven seas is the life for a Pirate. Whether they be scurvy dogs like Edward “Blackbeard” Teach or suave gentlemen like Jean LaFitte and Stede Bonnet, pirates be found anywhere there’s something of value sailing across the sea. Other examples include Captain Jack Sparrow (*Pirates of the Caribbean: The Curse of the Black Pearl*, 2003), Captain Hook (*Peter Pan* by J.M. Barrie), and Long John Silver (*Treasure Island* by Robert Louis Stevenson).

Garb: Silver Sash and skull & crossbones displayed on the garb worn.

Type: Standard Humanoid
Q/M Ratio: 1/1
Armor: None
Weapons: Melee Dagger, Short
Immunities: Subdual
Natural Lives: 4

Abilities & Traits:

- **Aquatic** (1/game) Must declare at

the beginning of the life it is used.

- **Brawler**



Levels:

- 1st As above
- 2nd May now use throwing weapons, or
May now use small shields
- 3rd May wear 1 point of normal armor
Gains **Innate Ability : Taunt** (1/game)
- 4th Gains **Innate Ability : Disarm** (1/life), or
Gains **Hook Hand** Trait
- 5th May wear +1 point of normal armor (total 2)
Aquatic Trait functions on every life.
- 6th May now use hand crossbows (only hand crossbows, not short bows, to simulate firearms), or
Gains **Innate Ability : Lore** (2/game) or,
Taunt becomes (2/game)



POSEIDON'S CHILD - SEA HAG



POSEIDON'S CHILD

(WL: Denah / Art: Denah)

Description: The Children of Poseidon are a breed of aquatic horses, born and adapted to underwater living through the will of the Sea God. Poseidon's Children are wild creatures of the coastal waters, often coming into contact with fishermen and sailors, who see them as a good omen. Every so often, one of these curious beasts will allow themselves to be "adopted" by a kindhearted human family, and will serve as a faithful mount.

Garb: White or pale green mane, fins and garb.

Summoned By: Healer (6), for 3 spellpoints deducted from every 10 available, just like purchasing a weapon

Player Lives/Life: 2/1

Type: Mystical Beast

Q/M Ratio: 2/1

Armor: 2 points Natural

Weapons: Two short or long weapons (Natural)

Immunities: Cold-Based, Flame

Natural Lives: 4

Abilities & Traits:

- Aquatic
- Mount

• **Vulnerability : Bound (Water Area)**

Levels:

- 1st As above
- 2nd Gains **Immunity : Subdual**
- 3rd +1 point Natural armor (total 3)
- 4th Loses *Bound* Vulnerability
- 5th Gains **Strong Trait**
- 6th +1 point Natural armor (total 4)



SEA HAG

(WL: Wyngarde / Art: Jodi Buermann, Elfwood)

Description: Of grim demeanor and horrible visage, the Sea Hags rule their own pathetic aquatic fiefdoms with iron claws and venomous witchery. Whether these malignant witches were once human or spawned whole from some demonic beast is a matter of conjecture, but suffice to say their evil intentions are rivaled only by the ugliness of their faces.

Garb: Tattered robes of dark green or gray, green face paint, unkempt black wig or hairstyle.



Type: Mystical Humanoid

Q/M Ratio: 4/1

Armor: 2 points Natural

Weapons: Two melee daggers or short swords (Natural)

Immunities: Disease, Poison, Subdual

Natural Lives: 3

Abilities & Traits:

- Aquatic
- Lair
- Lightning Heal
- **Magic-Caster (Wizard)** Sea Hags practice magic as a Wizard of the same level.
- **Regeneration** Only in Lair
- **Strong**
- **Tough**
- **Innate Magical Ability : Farsight (1/game)**

Levels:

- 1st As above
- 2nd Gains **Innate Magical Ability : Fear (1/game)**
- 3rd Gains **Spell Mastery Trait**
May now use a polearm instead of Natural weapons
- 4th *Farsight* becomes (2/game) The Hag may choose a different spell each use.
- 5th *Fear* becomes (1/life)
- 6th *Farsight* becomes (1/life) Otherwise, as 4th level.

SEA JINN – SEA SERPENT



SEA JINN

(WL: Wyngarde / Art: Denah)

Description: The Sea Jinn, informally known as *Breezes* to most sailors, are a race of near-incorporeal humanoids composed of magical water vapor. The Breezes sail the seas by hitching a ride within a sailor's body, often to the victim's complete surprise. Luckily, Breezes are not evil, and only indulge in this behavior to experience the sea through new



perspectives. In times of danger, the Breeze can take temporary control of its host and even in the best of times, grants the host seemingly supernatural luck and skill.

Garb: Stylish nautical gear, in Middle Eastern or Oriental style. Dark blue face paint with glitter.

Type: Mystical Extra-Planar Humanoid

Q/M Ratio: 2/1

Armor: None

Weapons: One melee dagger or short sword

Immunities: Control, Death, Subdual

Natural Lives: 3

Abilities & Traits:

- **Incorporeal** Only while using *Possession*.
- **Innate Magical Ability : Possession** (1/life) May switch hosts if current host is slain, or if the Jinn is slain in combat.
- **Innate Magical Ability : Blend** (unlimited) Aquatic version.
- **Innate Magical Ability : Teleport** (4/life) Self and host move as one player.
- **Innate Magical Ability : Messenger** (unlimited)
- **Vulnerability : Bound (Host)** Must remain within 20 feet of one player (the Host) at all times. If not within 20 feet of Host, the Breeze instantly *Passes Without Trace* to the Host's side.

Levels: None

SEA SERPENT

(WL: Wyngarde / Art: Denah)

Description: Sea Serpents prove the adage; "There is always a bigger fish." Larger than the largest Dragon, the only beast capable of rivaling a Leviathan, the Sea Serpents are a fortunately rare species found only in the deepest reaches of ocean expanse. Any ship unlucky or foolish enough to cross paths with such a behemoth is almost guaranteed to meet a quick, violent demise.

Garb: All players should wear similar green scaly-patterns.

Type: Standard Beast

Q/M Ratio: 2/1 (per participant)

Armor: 2 points Natural Invulnerable (each), the Tail may use up to a medium shield

Weapons: One polearm (Head), two short swords (each Claw), one hinged weapon (Tail), all weapons of the Sea Serpent are Natural.

Immunities: Flame, Spellballs, Subdual

Natural Lives: 3

Abilities & Traits:

- **Aquatic**
- **Multi-Player** Four players, bound together play the Sea Serpent. One player is the Head, one the Tail, and the other two portray clawed flippers. Additional claws may be added in pairs, just increase the rope length between the Head and Tail accordingly. Increase the Q/M Ratio by 2 for each additional player included.

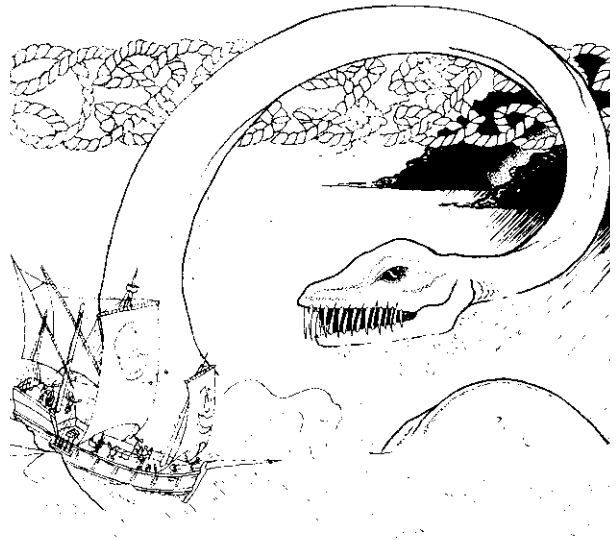
• **Strong** (Claws and Tail only)

• **Very Strong** (Head only)

• **Vulnerability : Bound (Water Area)**

• **Vulnerability :** All players die instantly if the Head is slain. Claws and Tails slain before the Head should remove themselves from play until all participants can come alive together.

Levels: None, although Questmasters can increase or decrease the power of this encounter by adding or subtracting points of Natural Invulnerable armor.





SHARK - SWASHBUCKLER



SHARK

(Various / Art: Denah)

Description: The Kings of the Deep, these horrible foes are doubtless the most feared of all natural terrors of the sea, and this reputation is well deserved.

Garb: Gray and white tabard in a sharklike pattern or shark-motif prints. Dorsal fin and flippers a plus.

Type: Standard Beast

Q/M Ratio: 3/1

Armor: None

Weapons: Long, Spear, Polearm (Natural)

Immunities: Control, Subdual

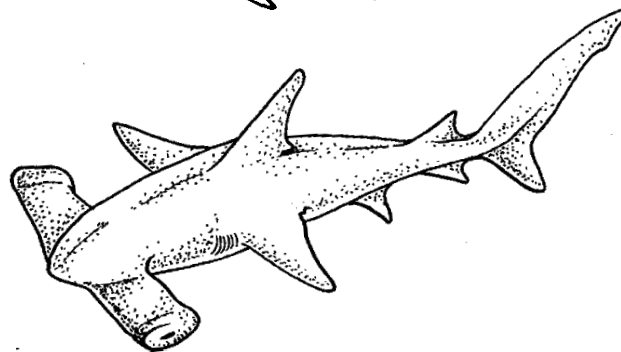
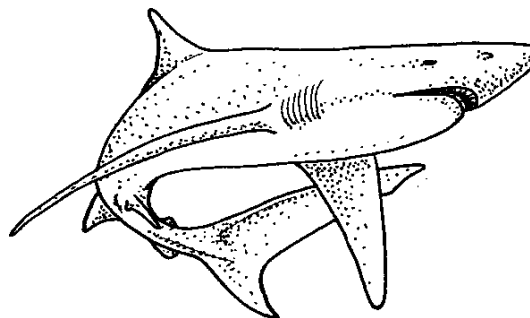
Natural Lives: 3

Abilities & Traits:

- Aquatic
- Hard To Kill
- **Innate Ability : Berserk** (unlimited) Sharks are amongst the most pissed-off creatures in existence, and as such, are considered always *Berserk*. They gain all benefits and suffer all consequences of that effect.
- **Innate Ability : Fight After Death** (1/life)
- **Vulnerability : Bloodlust**

Levels: None

Note: For a simple “shark in the water” for ship battles and such, just place a player with a polearm in the water near the ship. The shark can’t be attacked and is just a killing machine for those unlucky enough to cross its path. This shark can move normally in water and is really now more of a Terrain Effect than a Monster.



SWASHBUCKLER

Fighting Class Archetype (*Assassin, Monk, Scout, Warrior*)



Description: The charming swordsman, the bold musketeer and the daring gallant all find a place within the ranks of the Swashbucklers. Vibrant, witty heroes with a flair for snappy conversation and supreme fashion sense, the Swashbuckler can be as romantic or tragic a figure as the player would care to portray.

Garb: Musketeer hats, poofy shirts, high-rise boots. Anything befitting the quintessential foppish hero.

- **Essential Abilities:** Armor, if worn at all, should be light and, above all, fashionable. Shields should always be small or buckler-types, since Swashbucklers don’t hide behind shields. Most other abilities can be described in role-play terms. (“This is the masterwork sword of my father, Domingo Montoya, the finest swordsmith in Spain.” or “Ha! I learned that arrow-blocking trick on one of my voyages through the mystical Orient!”) The Swashbuckler Archetype is one of good-natured heroics, and his skills should reflect that in role-play aspects.

Role-Playing Notes: Have fun in battle. Laugh a lot, and mock your enemies - particularly those who are slower and less well-dressed than you are. Run to rescue fair ladies (or gentlemen, I suppose) and always try to do it with a smile and a quick one-liner. Always play fair, be honorable, accept personal challenges and treat worthy foes with respect.

Weaponry: Single long sword or “florentine style” with any combination of melee daggers, short swords and long swords. Swashbucklers just aren’t too hip on anything else.



UNDINE - ZOMBIE



UNDINE

(WL: Wyngarde / Art: James Mills, Elfwood)

Description: The Undine are free-spirited Water Elementals known to inhabit secluded sylvan waterfalls and other remote locations where water and nature meet in harmony. They are playful by nature, and delight in spending hours splashing about and socializing with the local wildlife. An Undine provoked to attack is a fearsome thing however, and they can be a deadly as any other Elemental if threatened.

Garb: Flowing gowns, capes and/or cloaks in shades of green and blue, with make-up to match.

Type: Mystical Extra-Planar Humanoid

Q/M Ratio: 2/1

Armor: None

Weapons: Short, Spear (Natural, Magical)

Immunities: Control, Subdual

Natural Lives: 3

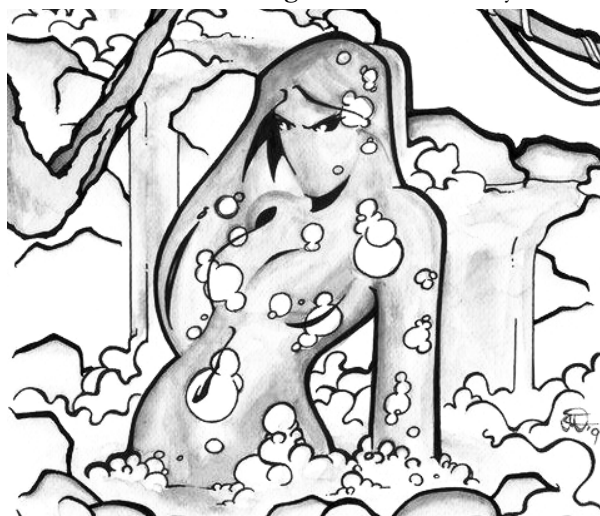
Abilities & Traits:

- **Amorphous** (1 point Natural Invulnerability)
- **Aquatic**
- **Innate Ability : Poison Weapon** (1/life)
- **Innate Magical Ability : Blend** (unlimited) Only in Water.
- **Innate Magical Ability : Extinguish** (2/life)

Levels:

1st As above

- 2nd Gains **Innate Ability : Acid Bolt** (1 bolt/U)
- 3rd Gains **Innate Magical Ability : Teleport** (1/life) +1 point Natural Invulnerability (total 2)
- 4th *Acid Bolt* becomes (2 bolts/U)
Extinguish becomes (unlimited)
- 5th *Teleport* becomes (2/life)
Gains the **Strong Trait**
- 6th *Acid Bolt* becomes (unlimited)
Gains **Greater Regeneration Trait**. Only in Water.



ZOMBIE, SEA

(WL: Wyngarde / Art: Leona Preston, Elfwood)

Description: Whether through ancient curse, dark debt or demonic magic, these once-living pirates have traded their souls for the rotting shell of a Zombie. Now they scour the trade routes in search of more plunder and blood than any mortal sailor could dream.

Garb: Tattered and torn pirate or sailor garb.

Type: Mystical Undead
Humanoid

Q/M Ratio: 1/1 (QUEST)

Armor: None

Weapons: Melee Dagger, Short

Immunities: Control, Death,
Disease, Poison, Subdual

Natural Lives: 4

Abilities & Traits:

- **Bone**
- **Brawler**
- **Lair** The Lair should be a sunken ship, haunted cave or other similarly themed area, preferably underwater somewhere.
- **Regeneration** Only at Lair.
- **Serial Immortality** Sea Zombies can only be

permanently slain by the means set forth by the Reeve or Questmaster. See the Pirate Zombies battlegame for more information.

- **Vulnerability :** No matter how many Sea Zombie are in a given quest, only one of them may play 6th level. This Zombie is the Captain, and all other Sea Zombies must obey his commands. Zombie Captains are encouraged to order their subordinates about, much as a real pirate captain might.

Levels:

1st As above

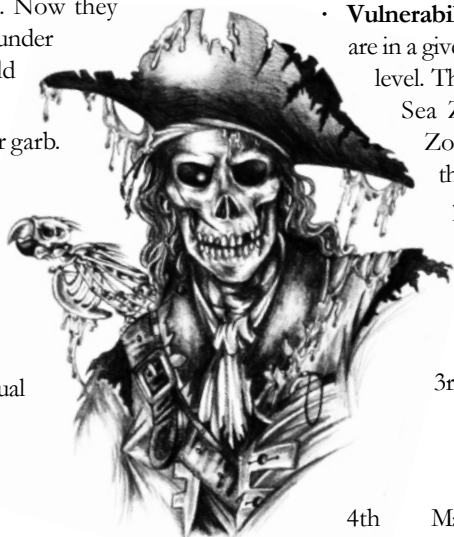
2nd Gains **Innate Ability : Tracking** (unlimited)

3rd May wear up to two points of normal armor, or +1 point Natural armor (total 2) if using *Brawler* Trait

4th May use a polearm or up to a medium shield

5th Gains **Hook Hand** Trait, or May use hand crossbows

6th Gains **Conversion** Trait (1/life)





GARB

These objects of clothing must be worn openly to gain the benefits of their power.

BRAWLER'S BELT

Strap this thick leather belt on to gain the *Brawler* Trait.

MASK OF THE MERFOLK

Wrap this bubble-patterned scarf around your head and neck to gain the *Aquatic* Trait.

ITEMS

Objects meant to be carried or prominently displayed in order to utilize properly.

AMULET OF LIQUID FORM

Bestows the *Amorphous* Trait (4 points Natural Invulnerability). Only usable by one player for one life of a battlegame.

COLLAPSIBLE BRIDGE

Roll this magical tarp on the ground to create a stable fighting surface where none existed before! Useful for bridging gaps, crossing moats and summoning an instant island in the midst of the ocean. Once placed, it may not be moved until the owner dies, at which point it is rolled up and ready to move again.

EVER-BLOWING BOTTLE

This container grants the wielder unlimited uses of both *Extinguish* and *Shove*.

HAG'S EYE

This orb grants any spellcaster the ability to bestow *Farsight* upon any spell on his list. If the spell has been purchased multiple times, all uses of the spell are considered effected. This relic may only be used by one player, for one life of a battlegame.

HORN OF THE TRITON

Bearer may summon a *Monstrous Wind* (1/game).

JUG OF THE ELEMENTAL

Fill a plastic gallon jug with water and blue food coloring. Whomever possesses the Jug gains the services of a *Companion (Water Elemental)*. This Elemental has *Serial Immortality* so long as the Jug contains at least one inch of water, and changes teams should the Jug come into another's possession. The Elemental always comes alive within 10 feet of the Jug. Should the Jug be emptied below the one inch mark, the Elemental is destroyed and removed from the game. The Jug itself is immune to all magical effects. *(More of a game than a relic...)*

LIGHTNING ROD

This small, yellow padded stick grants the wielder *Immunity: Flame* and the use of a *Lightning Bolt* (1 bolt/U). The wielder may not wear metal armor of any kind.

MASTER SPYGLASS

Bearer may ask a Reeve for *Love* (1/life), so long as the information involves the location of game items or hidden bases.

RELICS

MIGHTY GROG

This bottle of potent magical ale allows the wielder four uses of either the *Berserk* or *Confidence* enchantments. These enchantments may be used in any combination (4 *Berserks*, 4 *Confidences*, 2 of each, 3 of one and one of the other, etc.), but never on the same player twice in any given battlegame. All rules of enchantments and these spells in particular apply.

ARMOR AND SHIELDS

Artifacts which provide protection. Must be worn or carried, as appropriate, to use its abilities.

CRABMAN ARMOR

Red tabard that bestows two points Natural armor to any class that may ordinarily wear armor, plus *Tunneling* (1/life).

CRABMAN SHIELD

This large, red shield is permanently *Hardened*.

SHARKSKIN ARMOR

This light gray tabard counts as one point of armor and grants the wearer the *Aquatic* Trait. Any class may wear this armor.

WEAPONS

Relics meant to be used in combat must be held in hand to gain their benefits.

BUBBLES OF LIQUIDATION

Okay, so they're really water balloons, so what? Anyone struck by a water balloon is instantly liquefied, whether the balloon actually burst or not. Bounces count, but splashes do not. Before using water balloons

in any battlegame, be certain everyone involved is aware of the severe likelihood of getting soaked.

DUELIST SWORDS

These magical, matching short swords bestow *Improved Thrusts* on whomever uses both weapons at once.

HOOK OF THE CAPTAIN

Owner gains +1 Natural Life and the *Hook Hand* Trait.

ICEBLADE

This white or ice-patterned, magical sword grants *Immunity: Subdual* and *Iceball* (1 bolt/U) to the wielder.

NETS OF ENSNAREMENT

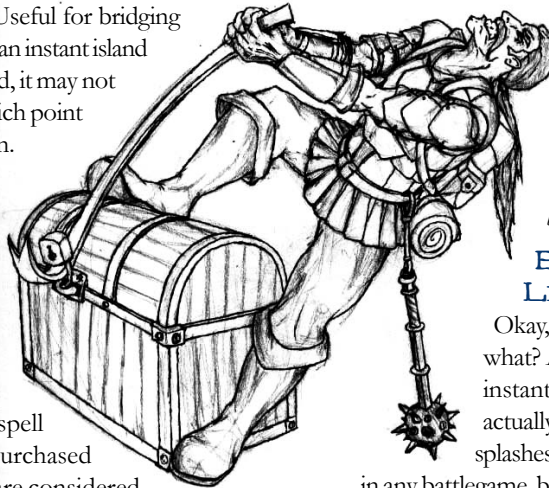
Treat these brown spellballs as a non-magical *Entangle* in all respects. A player can only carry one at a time, though it may be reused.

TRIDENT OF POSEIDON

This *Improved* and *Imbued* polearm may only be used by one player, for one life in a battlegame. Standard Aquatic Beasts will never harm the possessor of this weapon.

WATERBLADE

This blue or water-patterned, magical sword allows the wielder to move freely through water. The sword itself has *Immunity: Flame* and *Immunity: Cold-Based Attacks*.





BATTLEGAMES



BRIDGE BATTLE

(Ditch, Militia or Class)

Materials: Something to denote the sides of a “bridge”; a trail, ribbon, rope, etc.

Set-Up: Divide the populace into two equal teams. Draw or mark off a section of flat and debris-free land, roughly 30 feet long by 5 feet wide, thus:



Object: A team enters at either end of the bridge and must battle their way past the opposition to the other end. Players who die exit the bridge and re-enter after a 20 count from the end they started from. Players who step out of the boundaries are considered to have fallen from the bridge, and must similarly exit and re-enter after a 20 count. The team who reaches the opposite end first, wins. Sides refresh and begin again after each scoring.

Options:

1. Impose some interesting weapon restrictions, such as all players must use a single short sword, or each team is allowed only one polearm, or no shields, etc.

BOARDING PARTIES

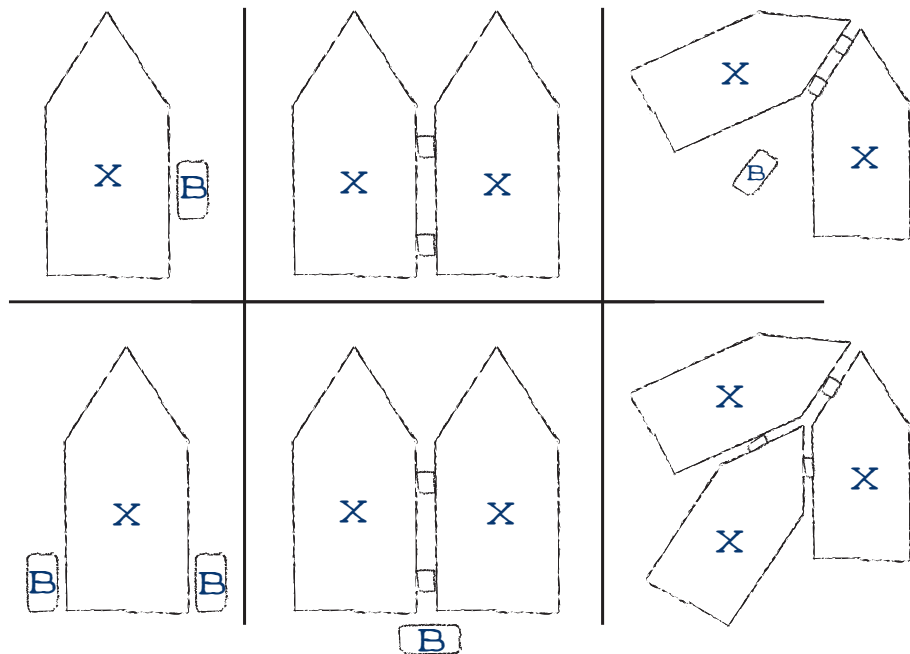
(Class, Militia, or Ditch)

Materials: Several rolls of surveyor ribbon and small stakes, 4 milk crates or boxes, a plank or tarp

Set-Up: Using the ribbon and stakes, mark off two sections on flat ground (the ships). Connect the two with the plank or tarp (or use ribbon to simulate a plank). Multiple planks may be used, depending on the relative size of the ships. Both ships should be close to the same size, unless the Reeves decide otherwise (or you start running out of ribbon!) Place a crate at the spots marked “X”. The crates represent the helm and the main mast. The spot marked “B” represents the “Lifeboat”.

Object: Two teams, representing pirate crews, do battle for each others ship. Divide the populace into two teams, put one team in each ship. The plank(s) is (are) the only “safe” way to cross the distance. Anyone who steps or falls “overboard” is subjected to the Water Rules (q.v.) and must walk slowly back to the Lifeboat (or die trying). Once inside the lifeboat, the player must count “Climbing” x 10 and may then board the ship. Climbing players are subject only to missile fire and polearm attacks. Players may

board on their opponent’s lifeboat. The goal is annihilation of the opposition or capture of their vessel. Capture is accomplished by a) subduing or killing the rival Captain or b) destroying both the helm and the main mast (i.e.: 10 chops with a blue or red weapon, *Fireball, Lightning Bolt*, etc.)



Options:

1. Place one or more Sharks or other Monsters of the Deep in the water to make things more interesting for players who fall overboard. These Monsters should attack all teams equally.
2. Place the ships close enough to jump between, though caution should be used to ensure a safe landing.



BATTLEGAMES



SONAH AND THE WHALE

(Map Idea)

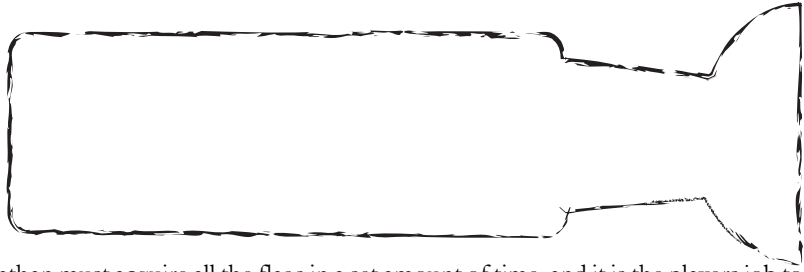
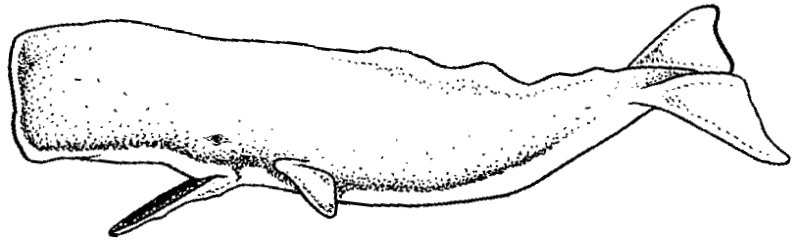
This funny little map can serve as an interesting encounter area in a larger underwater quest.

Maybe this big boy swallowed a valuable artifact or political figure, and it's up to the Questors to find a way in and back out?

Make it really big and put a school of "man-eating krill" (see *Carnivorous Swarm*) in the center, then stage some combat in the whale's massive gut.

Maybe a pod of Cetaceans and/or Dolphins protect this behemoth from the ravages of a depraved Leviathan, and recruit the Questors to help fend off the beasts unwanted advances! Place several flags around the perimeter of the whale.

The Leviathan must acquire all the flags in a set amount of time, and it is the players job to join forces with the good fish to prevent monstrosity from achieving its goal. Really, any evil or bestial aquatic Monster could be used as the attacking team: Mo'Kathah, Scalor, Crabmen or even a Kraken.



KNIFE FIGHTING

(Modified Ditch)

A favorite pastime amongst pirates, two men are lashed together and forced to duel with naught but daggers between themselves and a bloodthirsty foe.

Rope off a circular area with ribbon, either in the open or amongst some trees. Wagering between spectators is encouraged, as is colorful banter between contestants..

1. Never actually tie people together. Instead use a two foot piece of knotted rope and have both contestants get a good grip. Letting go of the rope results in a Fault.

Intentionally yanking the rope from your opponent's grip is a Fault.

2. Limb wounds do not count in this duel. Only torso/ killing shots count. Intentionally striking out-of-bounds areas is a Fault.

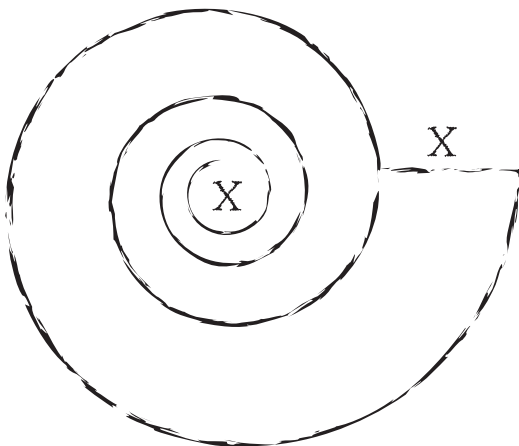
3. No grappling, wrestling or excessive physical contact is permitted. Any such behavior results in an immediate expulsion from the game.

4. Should a player acquire a Fault, he is given a warning on the first one, and expelled from the game on the second.

NAUTILUS RUN

(Ditch, Militia or Class)

This game is run just like Ring-the-Bell or Flag Capture. Lay out the nautiloid pattern with bright ribbon. Divide the populace into two teams. One begins outside the shell, the other begins at the center, at the spots marked "X".



Teams battle to the opposite ends where they either "ding!" to win the round or pick up a token and take it back to base, depending on the game. Combat may not take place through the walls of the shell, and line of sight is played as though the ribbons were opaque. A Reeve should stand near the center of the action, to keep an eye on things.

This map is easily adapted to lightly wooded areas where ribbon can be tied between the trees at chest level.

Another possibility could be to make this the lair of an undersea menace of some kind. This monster has been lurking near town and/or waging sporadic raids on the countryside. The local lord recruits the questors to embark upon a mission beneath the waves, to track the terror to it's home and put an end to the attacks. A coven of Sea Hags, a pair of Sea Dragons, a tribe of evil Aquatic Elves (with

Octopi companions), or any other maritime monster could be the culprit. Be sure to include a means for your players to survive and move freely underwater, such as one or more of the relics in this tome or a special "spell" given by the Reeve.



BATTLEGAMES



PIRATE BATTLE

(Modified Militia)

This Militia variant is used to simulate combat between lightly and/or unarmored ship's crews. These rules can be used in any of the battlegames presented herein, or just as something different during regular game days. Pirate Battles move quickly, due to the close quarters and low amount of armor. It is perfectly acceptable, even encouraged, to backstab your foes in a Pirate Battle.

1. *No metal armor is permitted.* Otherwise, all fur, leather and improved leather is allowed, up to three points maximum.
2. *No bows or crossbows are permitted.* Otherwise all thrown weapons and javelins are fair game. Archery may be

permitted if the playing area is large enough, but in most Ship Battles the action is so hard-core and in-your-face that bows and arrows become little more than ground hazards. Besides, with bows in the mix, teams tend to congregate around their archers, which slows the combat down and defeats the purpose of this fast-and-furious recreation.

3. Only small shields and bucklers are permitted.
4. Players who go completely unarmored *and* fight with only a single sword or melee dagger gain one *Luck Point* per life. Humorous and pirate-themed exclamations are encouraged. ("Argh, matey! Ye hit like a little nancy!") Optionally, all players can just be given the *Brawler* Trait.

PIRATE ZOMBIES

(Quest Idea)

Nothing satisfies a lust for seagoing scenarios faster than a ghost ship full of pirate zombies! Remember, just because the Zombies have *Serial Immortality* doesn't mean they can't be sent back to Nirvana by whippin' their asses with normal weapons! A walk back to base is just as good for getting them off your back for a while. Reeves should always be sure to include a means to permanently remove lives from the Zombies.

Option 1 : Invasion! A Siege Battle where a pirate crew of Sea Zombies attacks the town. There should be several goals for the Zombies to attain, such as kidnap the Governor's Daughter, raid the Town Treasury and/or Burn the Town Hall. The Townsfolk are charged with preventing the Zombies from attaining their goals. In this version, the Zombies can be permanently slain by firearms, bombards or other special weapon of limited availability.

Option 2 : Out-Pirating the Pirates A Boarding

Party scenario where one crew is entirely composed of Sea Zombies. The other crew could be all Pirates or just the normal assortment of regular classes. The Pirates just liberated four magical coins from the Zombies, and the Walking Dead are on their way to collect their due! The Zombies can only be slain by the players who carry the coins (which should be clearly visible in the form of medallions or bright ribbons). Players may exchange coins between themselves, but should a coin be captured by a Zombie and taken to the Zombie Captain, then the coin is lost from play.

Option 3 : Cursed Treasure One hundred coin tokens are scattered and hidden across the game area. Now, a crew of Sea Zombies competes against the questors to be the first to collect 51+ coins before the timer runs out.

RUM RUNNERS

(Battlegame Variant)

The premise here is simple: instead of chasing or collecting flags, markers or treasure, the game items in this variation are gallon jugs that have been filled with water (use food coloring or not, at your discretion). Cut the jugs so that the handle is still intact, but the lid area is removed in lieu of a large, easy to spill, opening.

These jugs can be pre-filled and must be transported to another location, like from the "hideout" to the "secret base." Or perhaps they are empty at base and must be taken to a source to be filled, then transported back to base.

Two teams can compete against one another with monsters or other obstacles between them, or have a team of defending players (the Makers) and a team of attackers (the Takers). You could run the whole thing obstacle-course style, with only one player at a time sent through - with the player who collects the most rum in the shortest time being declared the winner.

With a little imagination, the possibilities are endless.





BATTLEGAMES

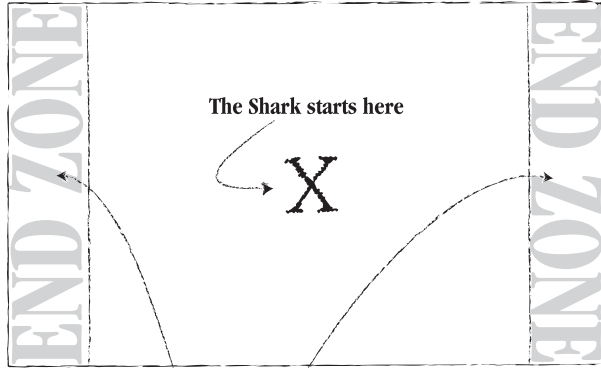
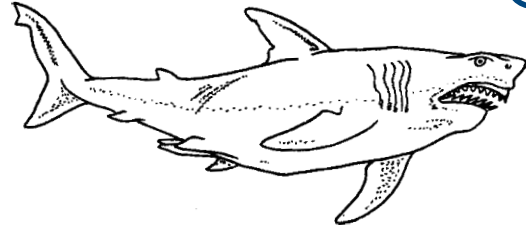


SHARKS AND MINNOWS

(Ditch)

Materials: None

Set-up: A field of play is designated, roughly 50 yards long by 20 yards wide. One player is chosen as the “Shark” and stands in the center of the field. All other players line up on one end of the field, as “Minnows”. Weapon restrictions, if any, are decided upon before play begins.



Minnows run from **here** ... to **here**, then back again after every round.

Object: When Lay-On is called, the Minnows must try and run or maneuver past the Shark and make it to the safety of the other side of the field. The Shark, in turn, tries to defeat the Minnows. Any Minnows slain by the Shark become Sharks for the next round. All wounds to all players are regenerated after each crossing, or retained between rounds, as chosen beforehand. Play continues until all the Minnows are Sharks. The last surviving Minnow becomes the Shark for the next round.

Options:

The Shark may regenerate from wounds or death in a 5 count, if slain or injured by a Minnow during the crossing. Only the first (original) Shark may do this. Other, secondary Sharks (basically all the Minnows who get killed) may not regenerate.

SHIP SIEGE

(Class, Militia, or Ditch)

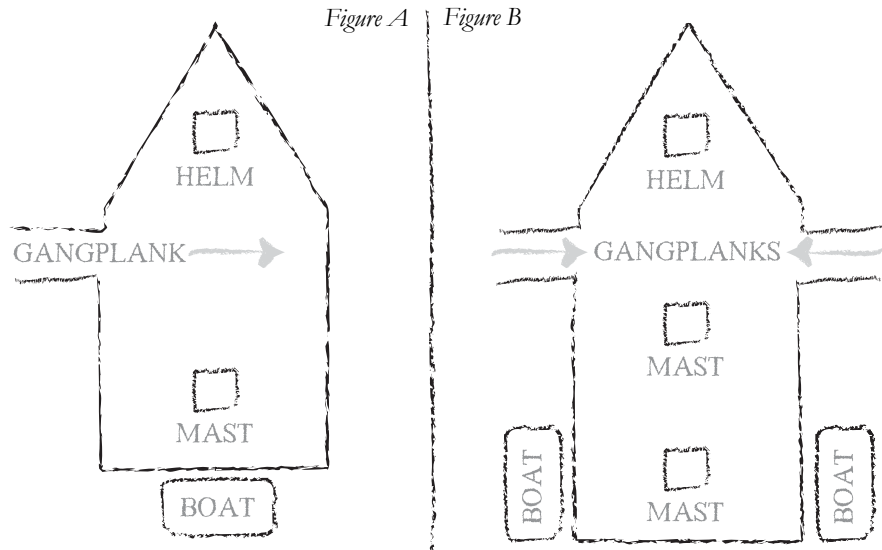
Materials: A ship constructed of surveyor ribbon.

Set-up: Only need one ship for this battle. Divide the populace into two teams, one inside the ship as Defenders, and the others serving as Invaders. When building the ship, be sure to include one or two Gangplanks as a means of egress.

Object: The Defenders must repel the Invaders, who in turn, must attempt to oust the ships occupants. This game can be played repeatedly by changing roles after each successful Invasion. In other words, every time the Invaders win, they become the Defenders for the next battle.

Options:

1. Add a political figure to capture, then take turns “rescuing” her from the rival team. For an added diversion, tie her to a mast so it takes a couple of seconds to untie her.
2. Use the rules for a Pirate Battle and encourage snappy banter and witty repartee.



Two variations on the Ship Siege premise. Figure A is a simple to create “one way in, one way out” scenario. Figure B is slightly more complex, with an additional Gangplank, Mast and Boat. Battles can be made or less complex by adding or removing objectives. Use two or more of the other game ideas presented herein together for even more fun.

3. Use the Pirate Zombie option for near Halloween, when make-up, masks and pirate gear are cheap and plentiful!
4. See Boarding Parties for information of Masts and Helms, and add those elements to your siege.
5. Reinforce either team with mobile Bombards. It takes a 50 count to relocate a Bombard to another position, and at least two other players must accompany the bombard-player at all times. In this option, Bombards can be destroyed, but only by hits from opposing Bombards.



BATTLEGAMES



TAVERN BRAWL

(Modified Ditch)

Materials: Table legs (legal sword under 30" with brown cover); steak knives (melee daggers); pots and pans (foam constructs only); plates, bottles, cups and mugs (safe foam throwing weapons); meat cleavers (flat blade melee daggers); rolling pins (legal sword under 24" with brown or gray cover); table tops (medium shields with brown covers, may not be affixed to the arm but may be held by the cover); sausage links (brown or red covered nunchucks). Other foam representations of food, kitchen items or anything that might be found in an actual fantasy/medieval tavern.

Set-up: Mark off the area to serve as the tavern with ribbon. Allow plenty of room for moving and fighting. Normal weaponry is not permitted inside the Tavern. All items carried

into the Tavern Brawl must look like tavern items.

No weapons permitted longer than 36" unless approved by the Reeve. Armor and shields are not permitted. Throwing weapons are permitted, so long as they meet the above criteria. Bows and siege weapons are not allowed (well, maybe a huge Keg thrown by three people!)

Object: To have fun using nontraditional Amtgard weapons. This is also a wonderful creative outlet. Just tell the populace to come up with non-weapons and give them a couple of weeks. You will be amazed at the interesting items they invent.

Options:

1. Use full class rules, but limit all players to first level. Same restrictions apply for weapons, though armor may be allowed.

TREASURE HUNT

(Battlegame Idea)

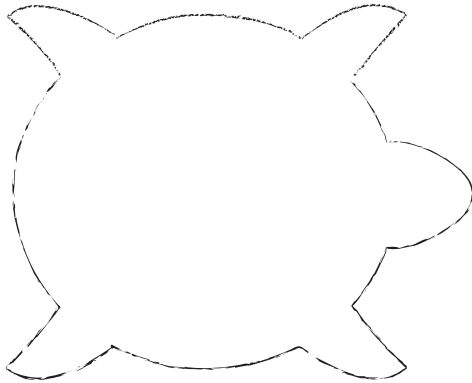
This game is little more than a glorified scavenger hunt for whatever marker the Reeve chooses to utilize to represent the Treasure. This game could be run with multiple teams opposing one another to collect the most tokens, or it could be a "find the scattered pieces of the map to find the lost treasure" kind of adventure, run Linear Style like the scenes

of a movie. Regardless of the goal or mechanics involved, theme should be encouraged in the extreme, with pirate garb, cutthroat shenanigans and all manner of piratical misbehaviors in effect. Players who perform acts of dastardly derring-do (or those who die well in the process!) should be rewarded with extra lives or other Reevely-boons. Participants who "play the part" should be likewise favored.

TURTLE ISLAND

(Map Idea)

I know all of you saw *The Neverending Story* like 500 times as a kid, so don't deny it. And you all loved the part with the giant, ancient turtle with the sleepy voice and inexplicable allergic reaction to the hero, right? Well, here it is again, in all



it's gigantic splendor, just ripe for turning into a unique encounter area or just another crazy map for fighting "on top of." Use this guy in a Quest, and place a Reeve at the head and a quest item near the center "top" of the shell. Design an encounter where the Giant Turtle asks riddles in exchange for clues, or give the Reeve an armload of throwing weapons to represent projectile mucous, or several dozen *Shove* spells, or a fast incantation *Wind* spell to blow Questors back to their base. Once clear of the head (which is the only way on top of

the Turtle short of *Flight* or *Teleport*) the quest item is easy pickings ... unless some odd Monster has taken up residence on the Turtle's back and had decided the item is its own personal property! Of course, woe be unto those poor souls who happen to be standing on its back when it decides to go for a swim!





UNDERWATER WORLDS

Fundamentally, there is no difference in setting up a normal maze and building an Underwater City. I mean, it's all about the ribbons or trails and tons of imagination, right? When constructing your underwater realm, decide whether the inhabitants are all aquatic (like Merfolk) or amphibious (like Crabmen) or a combination. Entirely Aquatic creatures may or may not have bubbles of air for breathing, while amphibious (or very cordial) ones most certainly will have made such accommodations for terrestrial visitors. Lay out your city according to desire, either as a series of independent or interconnected areas.

Unless you are being very cruel (or are playing a time-limited obstacle course), be sure to have plenty of places where air-breathing is possible and players may function normally, or else you're going to end up with a lot of drowned players sitting in Nirvana.

Another take on underwater realms is the fabled city of Atlantis. Your players could be explorers, dignitaries or even a war party on a mission to the doomed city. Maybe the heroes can find a way to thwart the imminent catastrophe, or maybe they want to defeat the city's defenders and start Atlantis down the road to ruin. Whatever premise is chosen, the sunken city makes a perfect stage upon which to cast your players as saviors or defilers of a world both familiar and alien.

HELPFUL HINTS AND THEME IDEAS

The following are a few ideas and/or suggestions on running an aquatic adventure:

- 1) Be sure to include all manner of appropriately placed encounters to maximize the underwater experience: seaweed beds, swirling vortices, flesh-eating sharks and friendly mermaids abound. Go crazy with it, your players won't regret the experience. Don't overwhelm, use moderation, but make full use of the genre.
- 2) Throw in sunken treasure, hidden somewhere in the playing area. Make a map, tear it into pieces and distribute the scraps between several Monsters encounters.
- 3) A haunted Ghost Ship appears in the harbor. A brave crew of sailors (Militia) joins in a Boarding Parties battle with an entire crew of Skeletons or Sea Zombies led by the Spectre of a long-dead Pirate King.
- 4) Design a Quest where players join forces with a Thunder Giant to do battle against a mated pair of marauding Sea Giants, then have them defend the Thunder Giant's undersea lair from an onslaught of killer Sharks.
- 5) Set up several encounter areas and interesting combat zones, then make the WHOLE PARK an Undersea World. Use Jetstream Currents to guide players between encounters or have several of Poseidon's Children available to ferry the adventurers between locations.

OTHER AQUATIC MONSTERS

Many of the Monsters from the *Dor Un Anathar* and A7 Expansions are suitable for use in an aquatic or nautical type battlegame. A few of the more obvious examples are listed below. Descriptions in parenthesis are suggestions on how these monsters might be incorporated.

Animal Familiar	Hydra
Calimarin	Kraken
Darklord (Mad Pirate King)	Lepus (Pirates)
Deadly Slim	Lizardman
Deva (Angel of Sailors)	Medusa (Pirates)
Elemental, Water	Orc (Pirates)
Extra-Planar Entity	Ogre (Pirates)
Gargoyle	Scalor
Ghost (Undead Crew)	Siren
Ghoul (Undead Crew)	Skeleton (Undead Crew)
Giant, Frost (Vikings)	Stormraven
Giant, Sea	Troglodyte
Giant, Thunder	Amphiboid (WTTJ)
Giant, Titan	Bog Imp (WTTJ)
Golem, Mud	Crocodile, Giant (WTTJ)
Golem, Rope	Revenant (BNTD)



BNTD = EX1: *By Night They Dance* • WTTJ = EX2: *Welcome to the Jungle*



SUBMISSION INFORMATION



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Look for upcoming volumes with all new Monsters, battlegames, summonable creatures and expanded terrain features.

Send submissions of art or text to above address for possible inclusion in future tomes.

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ADDITIONAL ART CREDITS

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FAIR WEATHER AND
SMOOTH SAILING
UNTIL NEXT WE MEET

FOR USE WITH AMTGARD, 7TH EDITION