

NAUTICAL NIGHTS

A HIGH SEA'S PRIMER

*A Compendium of Maritime Monsters,
Adventures and Battlegames*



Monsters of the Wetlands, Volume 2.2
Edited and compiled by Luke Wyngarde



Welcome to Nautical Nights

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INTRODUCTION

Aboy, mateys! Thar be adventure ahead!

What started out seven years ago as an attempt to “fill in the gaps” in the Official Amtgard Monster Book (the *Dor Un Avatbar*, 7th Ed.) has completely outgrown my wildest expectations. The first volume of *Monsters of the Wetlands* was a lasting success, the original books having long since gone the way of the dinosaur, giving way to copies of copies handed down through the years. For a time, I thought to make a second volume, not so much a serial continuation (with all-new, all-different creatures) as a reprinting with additional material (like a dictionary being updated with modern slang). This project never quite saw the light of day, though the electronic proof continues to circulate in many Questmaster circles.

Still, the Monsters kept presenting themselves, and still I kept a copy of everything, often writing things down from memory through the mental editorial filter. Then, when the time came to try again, another call went out for even more Monsters, and, yet again, the ideas poured forth like jellied brains. So much so, it became almost instantly apparent that there were more beasts than could be contained in one book.

Thus, the creation of *Nautical Nights: A High Sea's Primer*, the second in a series of smaller, self-contained battlegaming supplements. Following a common theme (in this case, all things related to Water, Ships and Marine life), each of these booklets will present not only Monsters to challenge Questors of every level, but ideas for scenarios, quests and optional rules for making life miserable and interesting for the players and Monsters alike.

In closing, I want to extend my sincerest appreciation to Denah hap Tugruk and Reginald MacGinnty, both of the Wetlands, for their invaluable contributions to these projects. Also, to Sir Ivar Nefarious of the Burning Lands for the excellent *Dor Un Avatbar*, 7th Ed., the model for all others to emulate!

Now, get out yer book band and peg-leg, ye scurvy dog! There be no law 'pon the sea, and plunder awaits any man bold enough to take it!

I remain.

Sir Luke Wyngarde the Stargazer
Sage of the Wetlands
Pirate King of Stormwall

What follows is the description of the format used for each monster. Clarifications for each section are described therein. In case of disputes, assume that the specific monster description is correct over any general rules listed herein.

NAME OF MONSTER

(Here is a two-letter code for the land where the monster was discovered, followed by the name of the person who submitted, created or inspired the monster).

BL	Kingdom of the Burning Lands
DS	Kingdom of Dragonspine
EH	Kingdom of Emerald Hills
GS	Granite Spyre
MS	Mushroom Shrine
SW	Stormwall
WL	Kingdom of the Wetlands

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

Q/M Ratio: Questor to monster ratio. This category is designed to give quest organizers an idea of how many questors it should take to kill a monster at its lowest level. If the word 'QUEST' is found after these numbers, the monster should only be used in a quest scenario and not in an average battlegame.

Armor: There are two types of armor, Natural and non-natural. The points of inherent armor a monster has before any additional worn armor is donned is Natural armor. Natural armor may be recovered by a *Heal* spell (recited once for each point of armor, in each location, that is being repaired). Monsters that can regenerate may recover a point of natural armor every 50 count. Natural armor also adds to armor bestowed by *Berserk* ability.

Any armor not referred to as Natural is, of course, non-natural armor. Non-natural armor is the armor we are all used to. Chainmail and studded leather are examples. Non-natural armor must be worn for a Monster to receive additional man-made protection (refer to Amtgard: Handbook on the Rules of Play, for a detailed description of non-natural body armor).

Some Monsters have a special type of armor called *Invulnerability*. *Invulnerability* is the pinnacle of protection. Every hit against invulnerable armor (whether it be a melee blow, a bolt of magic, a projectile or a verbal spell) will do a single point of damage to that location. Magics that do not do damage to a specific location (i.e.: *Sleep*) will do a point of damage to the torso.

This section also states what kinds of shields, if any, may be used by a Monster. For simplicity of play, all shields are treated as if a normal Amtgard class was using them (i.e.: Warrior). For a Monster to use a shield, this section must specifically state that a shield is available to it.

Attacks: This section includes the weapons that the Monster may use. Any weapon that is referred to as Natural (this includes claws, tails, and the like) are considered part of the monster. Any non-melee weapon that strikes a Natural weapon will deal damage to the limb wielding it, even if the limb is simulating a tail, etc. A *Heal* spell can bring back the limb and the weapon. Spells that require a weapon as a target have no effect on Natural weapons (i.e.: *Heat Weapon*, *Pyrotechnics*, etc.)

Some weapons are termed *White* weapons. There are two types. The first are the poisonous ones. They act in exactly the same manner as an Assassin's *Poison* ability. The second type are those that do damage as a siege weapon. These weapons will kill a person through his shield and/or armor in a single blow. Only the strongest of magics can protect against these weapons.

Abilities: This category is for any special abilities that the Monster has beyond those inherent to its type.

Vulnerabilities: Any specific weaknesses the Monster has are listed here.

Garb: Garb is a requirement for ALL Monster classes. No garb, no play. While this section suggests what type of garb may be worn by a Monster, imagination is the key. Have fun and wear the garb you and the Guild Master of Monsters feels best personifies the Monster.

Description: Herein is a narrative about the Monster.

Lives: The initial number of lives that the Monster has. Not all monsters have a limit to their number of lives.

Levels: Here can be found a level by level description of abilities. Some Monsters do not have levels.

Monster levels differ from other Amtgard levels. The Monarch and Guild Master of Monsters decide the level of Monster to be played in a quest. If the Monarch and GM of Monsters have allowed a Monster to be played in a battlegame, the level of the Monster is determined by the amount of credits the person playing the monster has accumulated.

Beasts

Creatures in this category are generally non-intelligent in that they do not build structures, use tools, or practice "civilized" behavior. Most Beasts tend to travel in packs (or flocks) for support and protection.

Monsters in this category are afraid of open flame. Beasts will never approach more than 10 feet from a source of fire (charged *Fireball*, *Sword of Flame*, *Flamewall*, torch, etc.) unless they are cornered and forced to fight. Of course, being largely water-dwelling creatures, these Monsters have little worries in that regard!

CRUSTACEAN, GARGANTUAN

(WL; The Pirate King)

Q/M: 4/1

Attacks: Two longswords (Natural, Red)

Armor: 2 points Natural Invulnerable

Abilities:

1) *Pass Without Trace* (by levels, as Druid) Non-magical, to represent scuttling down a hole to safety.

2) *Aquatic Nature*

3) Immune to mind-affecting magic, projectiles and all spellballs except *Sphere of Annihilation*.

4) *Powerful Blows* (by levels) By declaring "Crushing Attack!" x1, the next successful melee attack penetrates all armor to wound or slay the target. This attack may also be used to destroy a shield in one strike, in which case the arm and any armor beneath is left unharmed.

Vulnerabilities: *Call Lightning* slays Gargantuan Crustaceans instantly. (Mmm, yummy with butter sauce!)

Garb: Red, black or brown to denote the colored shells of these beasts. Fake antennae, lots of clicking noises and walk with sideways steps all help represent giant shellfish.

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.

Lives: 3

Levels:

- 1st *Pass Without Trace* (1/game)
- 2nd *Powerful Blows* (1/game)
- 3rd +1 Life (total 4)
+1 point Natural Invulnerable Armor (total 3)
- 4th *Pass Without Trace* (1/life)
- 5th *Powerful Blows* (1/life)
- 6th +1 point Natural Invulnerable Armor (total 4)

MANTA RAY, GIANT

(WL; The Pirate King)

Q/M: 2/1

Attacks: One spear or polearm (Natural, Red)

Armor: 1 point Non-Sectional Natural Invulnerable

Abilities:

1) *Blending* (by levels) By remaining motionless and chanting "Blending" every 5 seconds, the Manta Ray can not be attacked. This ability is measured in "counts" which may be used in any amount or activated at will, so long as the total time spent Blending does not exceed the ability total.

2) *Poison Weapon* (as Assassin, at level)

3) *Pass Without Trace* (as Druid, by levels) non-magical, to represent the quick getaway for which Manta Rays are known.

4) *Aquatic Nature*

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

Description: Giant Manta's 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.

Lives: 4

Levels:

- 1st *Blending* useable for 100 count per game
Pass Without Trace (1/life)
- 2nd *Poison Weapon* (1/life, reusable)
- 3rd *Blending* now usable for 200 count per game
+1 point Non-Sectional Natural Invulnerable Armor (total 2)
- 4th *Pass Without Trace* (2/life)
- 5th *Blending* now usable for 300 count per game
+1 point Non-Sectional Natural Invulnerable Armor (total 3)
- 6th +1 Life (total 5)
+1 point Non-Sectional Natural Invulnerable Armor (total 4)

The creatures detailed below are only “Monsters” in the absolute loosest sense of the word. Some of them are not true “races” at all, but tribes of mankind who have somehow separated themselves from the whole of humanity. The only unifying factor of the creatures in this section is that they all use tools, build shelters and clothe themselves.

GIANT, THUNDER

(SW: Wyngarde)

Q/M: 6/1

Armor: 3 points Natural Invulnerability

Attacks: Any single-handed melee weapon (considered Red)

Abilities:

- 1) *Immunity to Lightning* magics, and magics that control or hold (including *Iceball*).
- 2) *Lightning Bolt* (3/life, as Wizard)
- 3) *Iceball* (2/life, as Wizard)
- 4) *Call Lightning* (1/life, as Druid)
- 5) Cast spells as a Wizard of half the Giants level (i.e.: 1st and 2nd level Giants can cast 1st level Wizard spells, 3rd and 4th level Giants cast as a 2nd level Wizard, etc.)
- 6) *Aquatic Nature*

Garb: These sophisticated giants would never wear the furs and hides of which their barbaric cousins are so fond. As the spell-casters of the Giantish community, these creatures have acquired the same refined and somewhat pampered lifestyles common to human mages. As such, they are prone to voluminous robes, comfortable breeches, large hand-made muslin shirts, and similar civilized clothing. Also, anything with a lightning bolt or zigzagging motif, yellow sashes to denote mage status, and \ or hooded cloaks will all serve as reminders. A deep, booming voice doesn't hurt, either. Tremble, puny mortals!

Description: Thunder Giants are the largest and most intelligent of all Giantkind. They are generally reserved and reclusive in their cloud-top citadels, shunning visitors to study the Art and the forces of nature. Thunder Giants dislike their boorish cousins, and have particular distaste for barbarians as a whole. Humans can expect little notice from Thunder Giants, unless they are threatening or offering great rewards.

Lives: 3

Levels:

- 1st As above.
- 2nd As above
- 3rd May cast the *Wind* spell (1/game) only need say the Wind chant once to cast
- 4th *Lightning Bolt* now (4/life)
- 5th One additional point of Invulnerable armor, total of 4.
- 6th *Call Lightning* becomes (2/life).

MERFOLK

(WL; Various)

Q/M: 1/1

Armor: May wear up to two points of non-metallic armor OR scale mail

Attacks: Any spear, trident or polearm, short swords, javelins (at level)

Abilities:

- 1) *Aquatic Nature*
- 2) *Entangle* (as Druid, by levels) This non-magical ability simulates a thrown net. Entangled victims may be pushed by players, but may not move under their own power for the duration of the spell.
- 3) *Improve Weapon* (as Warrior, by level)

Vulnerabilities: Merfolk who leave the confines of a Water Area will “drown” on dry land in a 100 count.

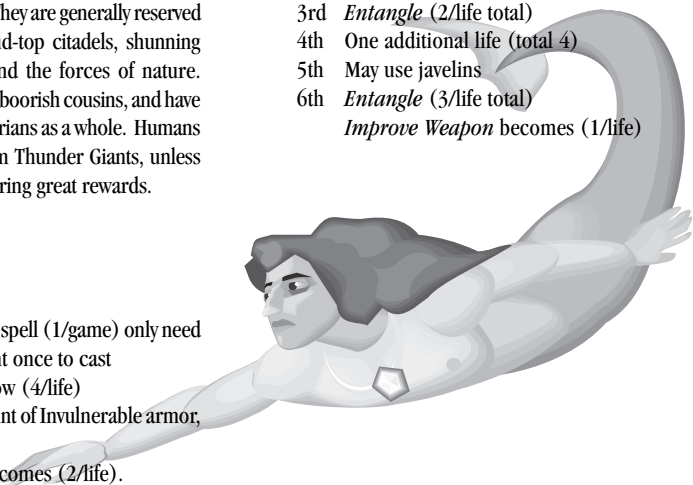
Garb: Green pants, fins and scales, seashell halters for women, bare chests for men. Merfolk generally use tridents as their weapon of choice.

Description: The Merfolk have a thriving civilization beneath the waves of Amtgardia. They are a race of humanoid 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.

Lives: 3

Levels:

- 1st *Entangle* (1/life)
- 2nd *Improve Weapon* (1/game)
- 3rd *Entangle* (2/life total)
- 4th One additional life (total 4)
- 5th May use javelins
- 6th *Entangle* (3/life total)
Improve Weapon becomes (1/life)



PIRATE

(WL; Gideon Goldmoon)

Q/M: 1/1

Attacks: Any one-handed sword, melee daggers, throwing daggers (at 2nd level)

Armor: Up to 2 points, small shield or buckler (at 5th level)

Abilities:

1) *Amazing Agility* (at level) Due to years of sea travel and fighting prowess in minimally armored conditions, Pirates gain 1 point of over-all armor whenever they are wearing

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other than a single sword. Pirates who go completely unarmored and carry only a single sword receive 2 points of natural armor, much like Berserkers. Natural armor may be *Healed*, and improved armor may be *Mended*. All bonuses gained from this ability end when the Pirate dies, though the Pirate may chose which life to use *Amazing Agility*.

2) *Disarm* (at level) By striking the target's weapon and saying "Disarm" x1, the Pirate forces his opponent to drop his weapon for 10 seconds. This ability does not work against two-handed weapons.

3) *Hook Hand* (at level) Any dagger or dagger-sized weapon may be used as a *Hook Hand*. This weapon is treated as a natural weapon, and may not be *Heated*, *Cursed*, or *Warped*. It may not be enchanted or otherwise *Improved*. Spellballs and other effects that strike a *Hook Hand* are treated as though they had struck the Pirate's arm.

4) *Jeweled Sword* (at level) This is perhaps the Pirate's greatest treasure. Any one-handed sword or dagger may be *Jeweled*. By tying red, blue, and/or green ribbons around the sword, it is treated as a *Warrior Improved*. Usable on only one life per battlegame.

5) *Peg Leg* If a Pirate is wounded in the leg, they may substitute a *Peg Leg*. By tying a brown cloth

around the wounded limb and counting to 50, the Pirate may move on both feet as if unwounded. However, the peg leg must be kept straight at all times, not bending at the knee (so as to show a limp). If the peg leg is hit again, it is destroyed, but may be *Mended*, and the Pirate must fight as though wounded again. Peg-legged Pirates are not considered wounded. *Healed* Pirates may NOT use this ability again in the same life.

6) *Pirate Stand* (at level) At the start of a battlegame, the Pirate may declare a 20 x 20 area to be his *Pirate Stand*. The *Stand* must be more than 50' away from any base or Nirvana. The *Stand* is considered a Nirvana for the Pirates team, though fighting still takes place in and around it.

The Pirate's teammates may count their deaths here without the Pirate being present. The *Stand* remains in play until the Pirate is shattered.

7) *Poison Weapon* (as Assassin, at level)

8) *Immune to Lost, Honor Duel* and *Wind spells* and abilities

Garb: Black headband or a Jolly Roger (skull-and-crossbones) evident on the person.

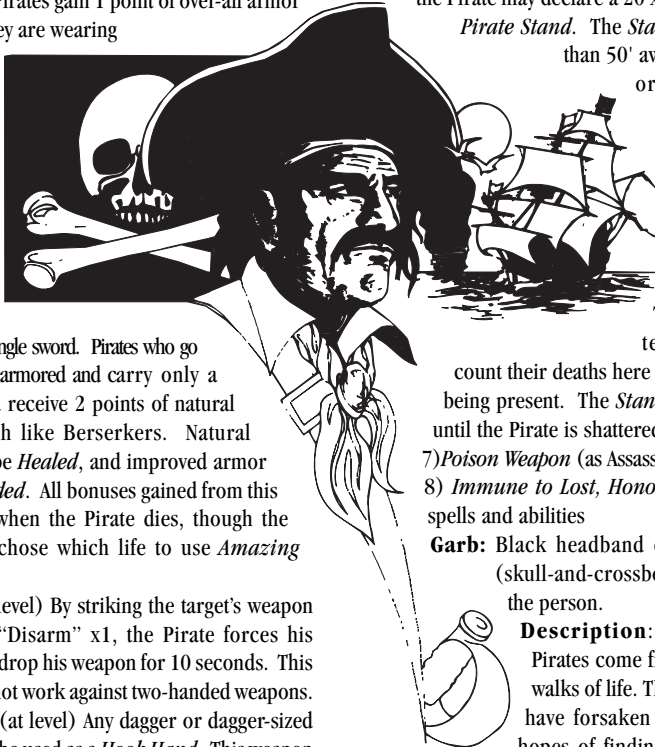
Description: Argh, mateys!

Pirates come from all races and walks of life. These fallen sailors have forsaken polite society in hopes of finding solace through acts of violence and plunder. Of course, not every Pirate is a cold-blooded killer, but that's how to treat them.

Lives: 4

Levels:

- 1st *Peg Leg* (1/life)
- 2nd *Disarm* (1/life)
May use up to 4 throwing daggers
- 3rd *Jeweled Sword* (1/game)
- 4th *Amazing Agility* (1/game)
May *Poison* any one reusable weapon
- 5th *Hook Hand* (1/life)
May use small shield or buckler
- 6th *Pirate Stand* (1/game)



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

LIVING STORM

(SW: Man/Sun)

Q/M: 6/1 (QUEST)

Armor: 3 points invulnerable

Attacks: One long sword, covered in yellow streamers

Abilities:

- 1) Being struck with the sword of the Living Storm is equivalent to being hit by a Druidic *Flameblade*, *Protection from Magic* offers no defense against this weapon.
- 2) May perform the following spell-like abilities per level: *Lightning Bolt*, *Iceball* and *Call Lightning*.
- 3) *Wind* (by levels) By saying "Fly back home, I blow thee all away!" x2
- 4) *Mass Shove* (by level) works like the Wizard spell, *Shove*, except all targets within 20' of the storm are affected. Storm must chant "My winds blow foul" x3
- 5) *Shove* (unlimited, as Wizard)
- 6) Considered to always be *Flying*

Vulnerabilities:

- 1) The holder of Odin's Hammer (relic) is immune to the Lightning Bolts and other lightning effects of the Living Storm (prompting much speculation about their true nature).
- 2) Native Stormwallian Pirates (You know who you are) have grown accustomed to the effects of the foul winds off the stormy coasts of the Wetlands, and can anchor themselves to the ground (signified by squatting for a 20 count) and avoid the effects of the *Mass Shove* and *Wind* abilities of the Living Storm.

Garb: A blue, black, or dark gray cape is a great idea, blue streamers tied to the body would do in a pinch and add to the effect.

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 winds blow 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. The Living Storm takes a little work to set up, and has very powerful abilities, so it is advised for use primarily in quests, though Storms have been known to brew at the most inconvenient times...

Lives: 5 (but be warned, a Living Storm can never truly be slain, it will always return to plague the Wetlands Coast, usually at events!)

Levels:

- 1st *Wind* (1/Game)
Lightning Bolt (2/life, reusable bolts)
- 2nd One additional *Lightning Bolt* (3/life total)
Mass Shove (1/life)
- 3rd 1 additional point of Invulnerable armor (4 total)
One additional *Wind* (total 2/life)
May carry one reusable *Iceball*
- 4th *Call Lightning* (1/life)
One additional *Mass Shove* (total 2/life)
- 5th 1 additional point of Invulnerable armor (5 total)
One additional *Call Lightning* (total 2/life)
- 6th *Wind* becomes (1/life)
1 additional point of Invulnerable armor (6 total)

THE LIVING STORM QUEST

Here's one from the "*Been There, Done That*" Book of *Battlegames*, circa 1996. These were the early days of Stormwall, and it was all about the role-playing in those days. 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 (lightning, ice, wind). After a fantastic maze battle and a climactic conclusion, the Living Storms were dispersed, never to return (yeah, right!)



Servant

These Monsters are not native to the Realm of Amtgardia but may be summoned here by powerful spellcasters. A specific type of spellcaster may sacrifice spellpoints to have one (or more) of these Monsters enter the game on their team. Servant creatures will rarely betray their summoners and will serve to the best of their ability.

ELEMENTAL, SALT

(WL; The Pirate King)

Q/M: 4/1

Attacks: Two one-handed melee weapons
(Natural, Red)

Armor: 2 points Natural Invulnerable

Abilities:

- 1) Immune to *Poison, Charm, Control* and *Death Magic*
- 2) *Block Projectiles* (at level, as Monk)
- 3) *Regeneration* (by level)
- 4) *Petrify* and *Teleport* (by level, as Wizard)

Vulnerabilities: Instantly dissolved by any attack from a Water Elemental. *Iceball* acts as a Stun for 100 count.

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

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 largest 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.

Lives: 1 (if summoned, otherwise 3)

Levels:

- 1st Wounds and Armor *Regenerate* in 50 count
Petrify (1/life), *Teleport* (1/game)
- 2nd May *Block Projectiles*
- 3rd *Petrify* becomes (2/life)
Natural Invulnerable Armor becomes 3 points
- 4th *Teleport* becomes (1/life)
- 5th *Regeneration* happens every 25 count
- 6th *Petrify* becomes (4/life)
Natural Invulnerable Armor becomes 4 points

GOLEM, ROPE (4)

(GS: Dr. Phlogiston)

Q/M: 3/1

Armor: 2 points Natural

Attacks: 2 flails (Natural, Red)

Abilities:

- 1) *Strangle* (by levels) By touching a subdued opponent and repeating "Strangle" x10, the Rope Golem can slay any victim, regardless of enchantment or protection.
- 2) Immune to all forms of verbal magic and all forms of fire.
- 3) *Entangle* (by levels, as Druid) non-magical

- 4) *Entangle Trap* (by levels, as Scout)
- 5) *Traps* (at level, as Assassin)

Vulnerabilities: The weapons of a Rope Golem destroy shields and armor like regular red weapons, however, they can ONLY deal subdual damage due to the nature of the Golem's construction. Any class, including Barbarians, can be subdued by these attacks.

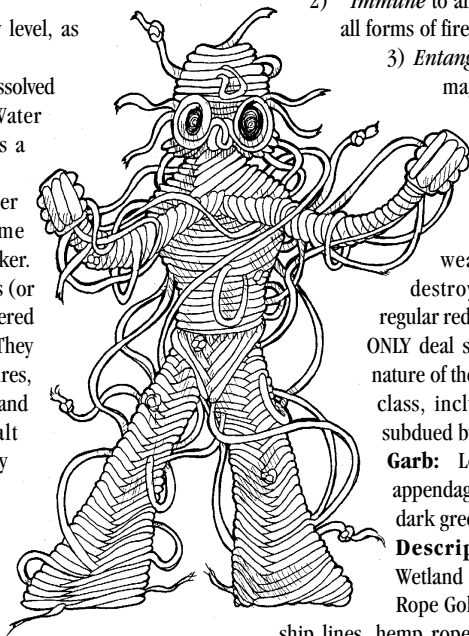
Garb: Lots of ropes and rope-like appendages. Baggy garb in browns or dark greens.

Description: Created to serve Wetland Mages aboard sea vessels, Rope Golems are living constructs of ship lines, hemp ropes, and guy wires. Like all Golems, they protect their masters until destroyed.

Lives: 1 (if summoned, otherwise 3)

Levels:

- 1st *Entangle* (1/life)
Strangle (1/game)
- 2nd *Entangle Trap* (1/life)
- 3rd *Entangle* (2/life)
Strangle (2/game)
- 4th +1 Life (total 4)
May place *Traps*
- 5th *Entangle* (4/life)
Entangle Trap (2/life)
- 6th *Strangle* (1/life)
Armor becomes Natural Invulnerable



CRABMAN

(SW: The Pirate King)

Q/M: 3/1

Armor: 4 on torso, 3 on limbs, must carry a medium or large shield

Attacks: Two non-hinged melee weapons (Natural, Red)

Abilities:

- 1) Immune to *Magic Bolt*, *Entangle*, and *Wounding* spells. *Magic Bolt* bounces off their tough shell, entangles are cut right through with powerful claws, and a single wounded limb out of eight is not even noticed.
- 2) *Teleport* (1/life) To simulate the ability of retreating underground, the Crabman must stand still and say, "Digging" x5. Must say "Surfacing" x5 to re-enter combat. All other rules of *Teleportation* apply, except they may retain their weapons throughout the process.
- 3) Shield is treated as being *Hardened*
- 4) Thrown weapons and other normal projectiles do not effect a Crabman. *Arrow of Penetration* and other armor-piercing attacks still function normally.
- 5) *Aquatic Nature*

Garb: Wear red, blue, black or white to simulate the varied colors of the crabmen's shells. If you have access to a suit of armor, wear it. Fake antennae would make a nice touch.

Description: The primitive, alien Crabmen survive by scavenging and marauding. They are completely merciless in combat, with huge claws capable of ripping a man in two. The Crabmen walk upright on two strong legs, using the other legs for fine manipulations and combat.

Lives: 3

Levels:

- 1st As above
- 2nd 1 additional *Teleport* (total 2/life)
- 3rd As above
- 4th Natural armor on torso becomes Natural Invulnerable
- 5th As above
- 6th 1 additional *Teleport* (total 3/life)

GIANT, SEA

(SW: The Pirate King)

Q/M: 5/1

Armor: 3 points Natural Invulnerability

Attacks: One or two melee weapons (Red), boulders (at level)

Abilities:

- 1) Sea Giants using a trident or spear are considered to have a white weapon, only if wielded two-handed.
- 2) *Barbarian Immunities*
- 3) *Heal Self* (as Monk, at level, non-magical)
- 4) *Create Sea Zombies* (at level) This power allows the Sea Giant to "recruit" two dead players from Nirvana to serve for one life. This does not count toward the players total number of lives. The

Zombie should do it's best to fight for the Giant. Zombies serve until slain.

The Giant who wishes to use this ability should carry copies of the Sea Zombie with them.

5) *Aquatic Nature*

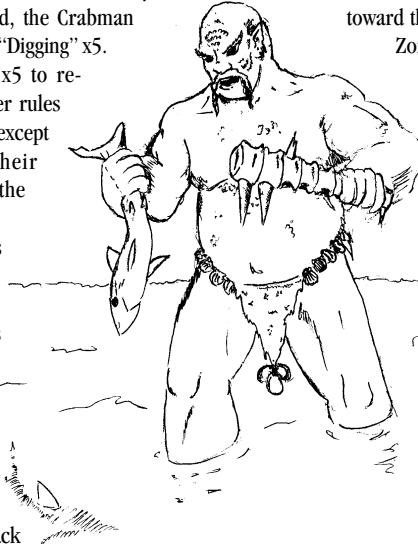
Garb: Go bare-chested and tie a white sash around your waist. Big trident wouldn't hurt, either. Speak in the traditional Big Giant Voice, too,

Description: These huge undersea menaces are the stuff of sailor's nightmares. Hulking, ignorant brutes bent on destruction, the Sea Giants only known allies are the legions of giant sharks that swim in the waters near the Giants home. Sea Giants are known to accumulate large sums of giant pearls, precious shells, and other treasures of the deep.

Lives: 3

Levels:

- 1st As above
- 2nd May *Heal Self* (1/life)
- 3rd May hurls boulders (as Barbarian, considered Red weapons against shields)
- 4th *Create Sea Zombies* (1/game)
- 5th As above
- 6th Gains 1 additional point of Natural armor, total 4



The Undead

All Undead creatures are immune to the following unless otherwise noted: *Charm, Subdual blows, Stun Arrow, Stun Weapon, Sleep, Mass Sleep, Poison, Touch of Death, Curse, Mutual Destruction, Finger of Death, Doomsday*, and class abilities that steal lives. Any Undead creature that is successfully *Banished* or *Turned*, as per Healer or Monk, three times in one life loses that life. Undead are NOT immune to their own magics.

ZOMBIE, SEA

(SW: Wyngarde)

Q/M: 1/1

Armor: None

Attacks: A single one-handed melee weapon

Abilities:

1) *Sheer Numbers* (by levels) Each Sea Zombie represents part of a ship's crew. Therefore each Sea Zombie has a large number of lives from which they return in only a 60 count.

2) *Transform* (1/game) Once per game, a Sea Zombie may turn any target they slay into a Sea Zombie for the slain's next life. The new Zombie counts the Zombie life toward their total life count.

3) *Regeneration* of limbs in a 30 count.

4) *Aquatic Nature*

Garb: Rags, fake seaweed. Shuffle and moan as you walk for effect.

Description: The rotten corpses of long dead sailors and mariners, who have risen from their watery graves. Sea Zombies hate all living things, but may be compelled to follow the orders of Sea Giants who enlist their aid.

Lives: 5

Levels: Sea Zombies start with 5 lives and gain one per level after that to a maximum of 10.

AQUATIC NATURES

Many Amtgard Monsters are Aquatic in nature, though this ability is rarely discussed in the Monster's description. Creatures of this type are immune to the adverse effects of Water Areas, may move at full speed in water, and possess unlimited "Diving" ability. Additionally, Aquatic creatures are immune to Seaweed and may avoid Piranha schools without damage. Listed below are the creatures in the Dor Un Avathar, 7th Edition, who are considered to have Aquatic Natures:

- **Aquatic Dor Un Avathar Monsters** - Deadly Slime, Lizardman, Kraken, Scalor, Siren, Troglodyte, Water Elemental
- **Aquatic Monsters of the Wetlands** - Giant Crocodile, Spitting Snake, Amphiboid, Calimarin, Rainbow Elementoid, Mudman Elementoid, Naga, Protozoan, Genie, Kappa

SHALLOW WATER RULES

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

DEEP WATER ENVIRONMENT

1. No one may move faster than a walk in water. The Reeve will determine just how fast that is. (Heel-to-toe is a good pace to use.)

2. A person must have one hand free in water at all times. This arm may hold neither a weapon or item in the hand, nor a shield on the arm. If one arm is not freed within a 10 count of entering water, then the player drowns.

3. People with one to three points of armor may only stay in water for a 100 count before drowning. People with 4 or more armor points cannot go in water at all without drowning.

4. Magic may not be cast in water.

5. *Fireballs* are negated if the person is in water. *Iceballs* have the same effect that they do on land, but the person is an ice cube that can be pushed around in water as they "bob". *Lightning Bolts* kill everyone in a 10 feet radius of where they land. *Petrify* bolts cause death. All other bolts have their normal effects.

6. **Optional:** *Stun, Sleep*, and other such spells cause death unless the person is rescued within 10 seconds of the spell being completed. The rescuer must still have one hand free while dragging the ensorcelled back to land.

7. **Optional:** Each person can be allotted a 25 count *Dive* (1/Life) which is activated by saying "Dive!" x5. While under water, the person cannot have magic cast upon them, they also cannot attack though they can be attacked by someone else. No spell ball except lightning bolt will affect them. They return to the surface By saying "Surfacing!" x1.

SHARKS

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. Sharks are confined to Water Area only and may not move or attack outside of those areas. A Shark should be allowed to roam freely within these areas at whatever speeds they can manage (basically, Sharks may run in Water, and are not limited to baby-steps). Sharks should be armed with a polearm, to simulate their attacking speeds and length of their bodies. A Shark may be given a point or two of Natural armor if the need for an especially brutal underwater encounter is called for. All spells that work in water may effect a Shark, though they are not effected by spells that Charm or Control. Sharks may be attacked at range by spellcasters and archers. Players killed by a Shark are considered *Severed* and may not be *Resurrected*.

PIRANHA SCHOOL

Next to the Shark, these diminutive monstrosities might pale in comparison. Still, few creatures can last long in Piranhainfested Waters without suffering some damage. Piranha are not represented by actual players, but instead are treated similar to a Fixed-Area Enchantment. A red ribbon or red markers are placed in/around a Water Area to denote the range of the Piranha school. Any non-armored being who spends 10 seconds inside the Piranha school suffers a Wound to the leg (players

choice which one). An additional 10 seconds brings death. Armor (both regular and Invulnerable) is consumed at the rate of 1 point per 5 seconds in the Piranha school until destroyed, after which time, the rules above apply (Wounded, then dead). Players killed by a Piranha school are considered Severed and may not be Resurrected.

JELLYFISH

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 *Stun* and *Poison* with a 100 count duration. Players immune to *Poison* still suffer the *Stun* effect, but for only half count

THE GIANT CLAM

Sit a player on the ground with a good sized shield and a melee dagger (treated as a White 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 clam shell, slowing 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 mind-affecting spells, flame, poison and non-magical projectiles.

Encounter Zones

SEAWEED BEDS

The aquatic equivalent to Quicksand, Seaweed is marked within a Water Area by green ribbons. Anyone "swimming" into a Seaweed Bed may swim no farther and will drown in a 100 count regardless of armor or free hands. Victims may be pulled out just like Quicksand. Creatures with Aquatic Nature are immune to Seaweed.

WHIRLPOOLS

Lay out a blue or silver tarp on the ground to denote areas of exceptional turbulence. Anyone (including Aquatic and large creatures) stepping into these areas will be drawn inexorably to their death unless pulled free in a 10 count. Other ways to escape a whirlpool include *Flight*, *Teleport* and *Pass Without Trace*.

DIRECTIONAL CURRENT

Using blue ribbon, draw a --> shape pointing in the desired flow of the rushing current. Players, even Aquatic ones, entering this area may only move in the direction of the arrow, though it may be possible to swim or step out at some point. Large creatures are immune to this effect, as are creatures *Flying* overhead. This encounter is best used with trails or other easy to see path.

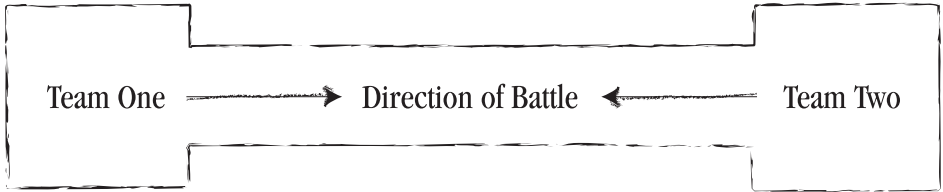
Battlegames

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.

SHARKS AND MINNOWS

(Ditch)

Materials: None

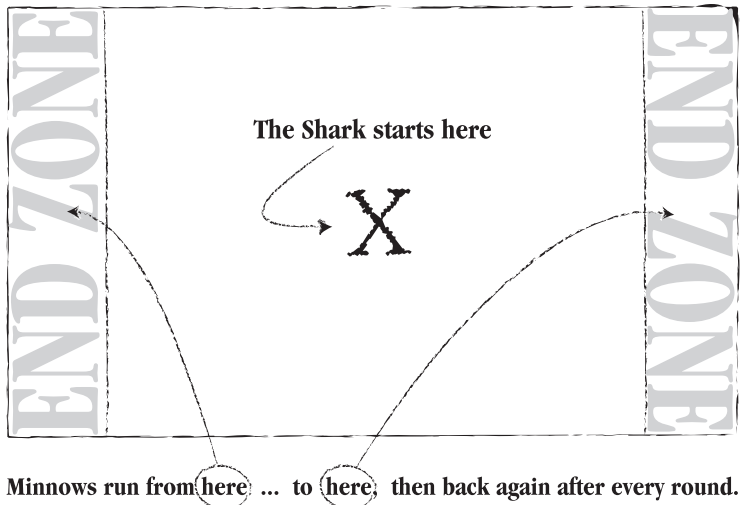
Set-up: A field of play is designated, roughly 50 yards long by 20 yards wide. One player is chosen as the “Shark” and stands in the center of the field. All other players line up on one end of the field, as “Minnows”. Weapon restrictions, if any, are decided upon before play begins.

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. Play continues until all the Minnows are Sharks. The last surviving Minnow becomes the Shark for the next round.

Options:

1. 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.

Sharks and Minnows Diagram



BOARDING PARTIES

(Class, Militia, or Ditch)

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

Set-Up: Using the ribbon and stakes, mark off two sections on flat ground (the ships). Connect the two with the plank (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 (q.v.) or other Monsters of the Deep in the water to make things more interesting for players who fall overboard.
2. Place the ships close enough to jump between, though caution should be used to ensure safe landings.

Fig. 1

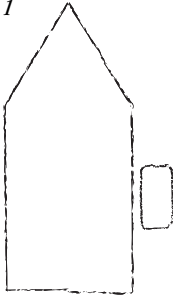


Fig. 3

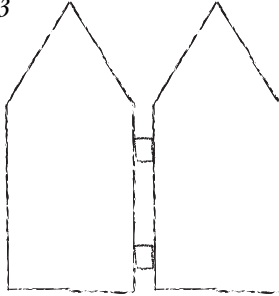


Fig. 5

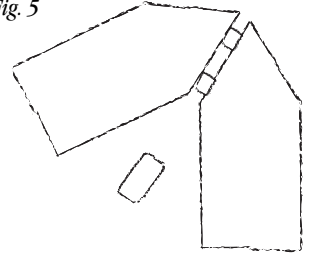


Fig. 2

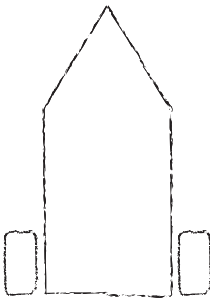


Fig. 4

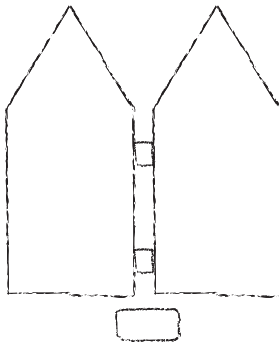
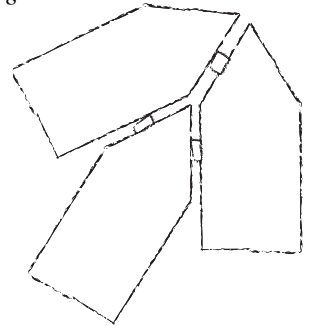


Fig. 6



Ship Battle Diagrams: Here are a few of the limitless variations on the Ship Battle theme. Figures 1 and 2 can be used as a simple Seige Battle or Ghost Ship as one team defends the singular ship. Figures 3, 4 and 5 are for straightforward two team battles, while Figure 6 captures the pandemonium of three crews duking it out for supremacy of the sea!



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 hardcore 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!")

SHIP SEIGE

(Class, Militia, or Ditch)

Materials: A ship constructed of 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.

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 (q.v.) and encourage snappy banter and witty repartee.

UNDERWATER WORLDS

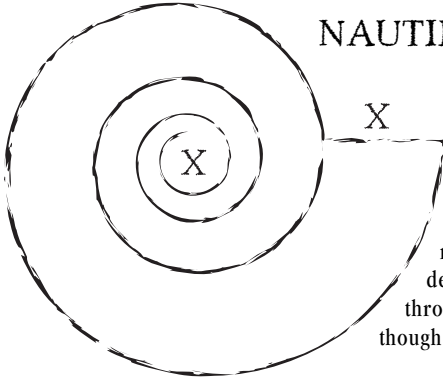
Fundementally, there is no difference in setting up a normal maze and building an Underwater City. I mean, it's all about the ribbons or trails and tons of imagination, right? When construction your Underwater realm, decide whether the inhabitants are all aquatic (like Mermen) or amphibious (like Crabmen) 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 accomodations 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.

HELPFUL HINTS AND THEME IDEAS

- 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.

JONAH AND THE WHALE

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 Pirahna) in the center, then stage some combat in the whale's massive gut. And what happens when a Fireball goes off in this behemoth's belly? Nothing good, I bet ...



NAUTILUS MAZE RUN

This game is run just like Ring-the-Bell or Flag Capture. Lay out the nautiloid pattern (left) 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 solid.

THE GIANT TURTLE

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 Turtles back and had decided the item is it's own personal property! Of course, woe be unto those poor souls who happen to be standing on it's back when it decides to go for a swim!

THE MONSTERS OF THE WETLANDS BOOKS CONTINUE TO GROW with each passing year. If you have ideas for Monsters, Battlegames or Optional Rules, jot them down and send them to the e-mail address below. Be sure to include your name, the park you play at, and any inspirational material you might have plundered. You never know, the next time these books are revised, you just might see your suggestions included. Also, if you are an aspiring artist and would like to see your work published, contact the editor at the below address to make arrangements on how to best send your electronic or hard copies to the production office.

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