

**AQUATICA<sup>®</sup>**  
**Undersea Fantasy Role Playing Game**  
***“That’s no mountain; it’s swimming after us!”***

‘Aquatica’ is © 2002 Dean Zachary. All Rights Reserved.

**Aquatica** is an immense enchanted underwater kingdom where water breathing humanoids known as Aquans may be noble sea knights defending a glorious nautical empire, treasure hungry rogues fighting fearsome undersea monsters, or wise clerics exploring sunken lost cities.

The **Heroes** of *Aquatica* are the Aquan *races* named for their ancestral forebears that are familiar marine species. Aquans may be eminent Dolphin clerics, learned Whale wizards, mysterious Manta Ray mages or diabolical Eel necromancers that operate within the *class parameters already familiar to Dungeons & Dragons* players. The most common Aquan clans are humanoids resembling a combination of prevalent schooling fish from common steely silver to bright multi-colored sunfish stripes. Squid, octopus and starfish clans are rare and generally appear as NPC villains, minions or patrons.

**Gaussyan** is the loyal knight-errant leading a dangerous expedition investigating the loss of a Frontier Colony near the ancient ruins of Tritan along the trench of the Oceanic Abyss. (Aquan Paladin)

**B’Neeta** is the earnest Dolphin cleric who wields divine magic and seeks to serve her deity by eradicating the dark forces that dominate the revered lost city of Tritan. (Female Dolphin Cleric)

**Veausage** is the reckless and impetuous Shark who seeks revenge for the loss of his kinsmen at the hands of the Leviathan, and hopes to acquire his share of the treasures of Tritan. (Shark Rogue)

**LaMur** is the charismatic female ranger experienced in tracking and hunting the fell beasts springing from the Abyss trench and monitoring their steadily expanding hunting grounds. (Aquan Ranger)

**Acklok** is the cynical ex-mercenary skilled at forging weapons, and has extensive experience hunting Giant Squid for bounty in the forbidden zone of the Tritan ruins. (Crab Fighter)

The **Objectives** of the heroes of *Aquatica* are to combat the encroaching dark legions spewing forth from the Abyss, and discover lost enchanted artifacts and boundless treasures in the ruins of the lost city of Tritan. Each race has a stake in the campaign, from simple wealth and fame to personal duty or honor.

The **Conflicts** and **Threats** in *Aquatica* occur within the competing members of the game party as well as devastating earthquakes, violent sandstorms and turbulent riptides. Gargantuan predators from Giant Squids, Giant Anemones and Giant Jellyfish to the dread Leviathan could attack and devour an entire party. The main **Villain** is the nefarious Empress Pythia. This devious immortal sorceress once experimented with profane magic that eventually destroyed the once glorious civilization of Tritan. She makes her home in the vast ruined city teeming with vicious electric Eels and virulent Rays, the evil Empress’ dark servants.

The **Nature of the Magic** can be described as the permeating energy that flows freely amidst the Aquan settlements, though its epicenter is within the Tritan ruins. While arcane, profane and divine magic is prevalent, mages are uncommon. The profane magic power increases at greater depths. Myths tell of the Golden Age of Tritan, before the fall, when all the Aquans lived in peace and pursued wisdom and the healing arts with compassion and understanding. Growing hungry for immortality and boundless power, the Empress tapped into the dark energies of the deeper Abyss. The Tritan ruins are also rumored to contain hoards of boundless enchanted treasures and alchemy once commonplace during the Golden Age.

**So, What’s New?** The limitless underwater settings (Coral castles or Seaweed forests), unusual weapons (swordfish blades and spiny stingray spears) as well as the distinctive races and classes (Dolphin mages or Shark rangers) make *Aquatica* a **Unique** experience. Together these elements evoke a majestic nautical adventure where bold undersea explorers seek unfathomable treasures while facing the terrors of the deep. Imagine ‘*The Lord of the Rings*’ under the sea.