



Kingdoms of Kalamar

SALT AND SEA DOGS The PIRATES OF TELLENE



CAMPAIGN RESOURCE

SALT AND SEA DOGS:

THE PIRATES OF TELLENE

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*Gallant buccaneer, reluctant pirate or unrepentant scalawag—
which will you be?*

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introduction

WHY THE KINGDOMS OF KALAMAR® CAMPAIGN SETTING?

The KINGDOMS OF KALAMAR setting describes the world of Tellene, a vibrant world alive with rich characters, imminent danger, complex intrigue and exciting adventure, all awaiting your shaping hand. This robust world consists of many detailed lands and cultures, both human and humanoid, that are rife with adventure possibilities. On Tellene, fantastic creatures roam the wilderness, evil clerics worship evil deities hell-bent on destruction and the dead rise again to spread terror throughout the world. Complex political alliances mix with marauding bands of humanoids and medieval technology and culture come face to face with magic and the fantastic. Tellene combines the best of a realistic medieval world with all the elements of fantasy you have come to enjoy. While nearly any campaign setting suffices for a single adventure, your characters will find the KINGDOMS OF KALAMAR setting to be an engaging game world to explore long after the novelty of the "tourist bazaars" has worn thin.

The underlying strength of the KINGDOMS OF KALAMAR setting comes from its geo-historical basis. The maps feel right because they are right, at least from a standpoint of verisimilitude. The continents, lakes, rivers, forests and other geographical features all follow examples from the real world. This attention to detail clearly shows a setting built from the ground up, from the direction of the prevailing winds to the plate tectonics. No glaciers lie in the middle of warm lakes nor huge jungles in temperate latitudes. The KINGDOMS OF KALAMAR setting becomes the invisible backdrop for the real action: you.

The player character becomes the real hero of any D&D game. You rescue the princess and you recover the stolen Whatzit for Lord So-and-So. You shape the campaign world through your actions, not the other way around. Tellene, like few other campaign settings before it, offers you the opportunity to be a world-shaper. Life in Tellene grows from ordinary men and women with extraordinary courage and resolve. This setting gives you the information you need to allow your players to become one of those people. But fear not, for all the detail and background history that this setting provides add depth to your adventures without confining them. The KINGDOMS OF KALAMAR setting allows you to be the author of your own destiny by providing the scenery but not the story.

Of course, player characters cannot be everywhere at once. The world continues moving even when they spend weeks exploring long forgotten ruins or dark forests somewhere. Evil cults spread their influence throughout a small town. A village

succumbs to a mysterious disease. A band of humanoids halts merchant routes between two cities. Villains even kidnap princesses when heroes are not around to do anything about it. What happens then? Well, sometimes the princess escapes, but more often the Vicelord has his way with her. For the NPCs of Tellene are not inept, else they would not be worthy (or successful) villains. A world full of morons is no place to live. The good, the bad and even the so-so must transpire in the campaign in order to make the party's heroic deeds exceptional. After all, if every person on the block is a superhero, nobody stands out.

The KINGDOMS OF KALAMAR setting is designed to enhance your D&D experience by providing a realistic backdrop for your character. Every type of person you could imagine lives somewhere on Tellene. In fact, that's one of the reasons the KINGDOMS OF KALAMAR setting is such an enjoyable world to play in: it is tremendously versatile. No matter what type of character you choose to play, you should feel confident that he or she will have an important place in the world of Tellene.

The KINGDOMS OF KALAMAR setting also provides a realistic, dynamic world for your character. Every sort of adventure can be found on the continent of Tellene. Whether you dream of finding great riches in the bellies of mountains or ridding the desert of undead abominations, the KINGDOMS OF KALAMAR setting provides the where and the how, all the while maintaining a commitment to realism that lets you experience your character's adventures in the most satisfying ways.

In the KINGDOMS OF KALAMAR setting, your character has a chance to stand out. In fact, you have a chance to be the greatest character in the campaign world. But greatness is different for every individual. While you may dream of conquering the continent and bringing peace and prosperity to its people, others may wish for the ultimate in scholarly or magical achievement. What sets the KINGDOMS OF KALAMAR setting apart is its ability to give you the opportunity to do all this and more without sacrificing continuity or common sense. Here you are presented with the opportunity to become great. Realizing that opportunity, however, requires skill, effort and a little bit of luck.

TERMINOLOGY

This book assumes that you will be using the rules presented herein to run a piratical game on the high seas. As such, you will see numerous references to ships, oceans, and similar marine terms. Unless specifically stated otherwise, these terms are not meant to be exclusive. "Ship" and similar terms can be taken to imply any sort of water-borne vehicle (from an Elos Desert junk to a Fhokki longship), and "sea," "bay," and so on can just as easily refer to a large lake or major river.

ABOUT THIS BOOK

Pirates. Privateers. Buccaneers. These seafaring predators terrorized the oceans ever since man first realized that the sea was the ultimate trade route. The sight of the signature black flag emblazoned with a skull and crossbones strikes terror into the heart of more than a few merchant captains, and it is a rare sailor indeed that does not fear being forced to walk the plank. The waterways of Tellene are no exception. Pirates, especially in Reanaaria Bay and the Straits of Svimohzia, are a constant menace to ships of all nations.

Within this book is everything you need to run or play in a piratical campaign. Whether you prefer cruel, bloodthirsty pirates, suave and debonair buccaneers, or even navy officers struggling to end the pirate threat, you will find ample information herein.

Chapter One discusses the suitability of the various core races and classes as pirates and gives several sample starting packages.

Chapter Two provides prestige classes appropriate for a pirate campaign.

Chapter Three provides new skills, feats, and equipment.

Chapter Four discusses spells, both existing ones and new ones, for use in a nautical campaign.

Chapter Five delves into information on role-playing a pirate from defining motivations to use of language to duties and attracting a crew.

Chapter Six provides details on ships.

Chapter Seven presents new rules that play important roles in pirate campaigns. With details on naval combat, running a pirate ship day-to-day and more, this chapter covers the rules a pirate game needs.

Chapter Eight includes detailed information on weather hazards, generation of random weather occurrences and sample storms for the DM to use during play.

Chapter Nine discusses the politics, history, and current leaders and important figures of the pirates of Reanaaria Bay. This chapter also includes descriptions of various sites controlled by the Reanaarian pirates.

Chapter Ten details the pirates of the Straits of Svimohzia, also known as the Windy Straits. History, organization, and major characters are discussed, and several locations within the domain of these pirates are described for DMs wishing to run adventures in the region.

Chapter Eleven provides adventure ideas for a Dungeon Master to use in running a pirate campaign.

WHAT YOU NEED TO PLAY

This campaign resource assumes that you own the three core rulebooks of the Dungeons & Dragons game: the Player's Handbook (PHB), the DUNGEON MASTER'S GUIDE (DMG) and the Monster Manual (MM). This product uses updated material from the v.3.5 revision of the D&D rules. As this book is compatible with the KINGDOMS OF KALAMAR fantasy campaign setting, it is also useful to have the KINGDOMS OF KALAMAR campaign setting sourcebook.

WHAT THIS BOOK IS AND IS NOT

This book examines pirates and piracy in depth. It presents new rules, feats, and equipment geared toward a seafaring, piratical campaign, as well as discussions of life on a pirate ship and other aspects of a pirate's life.

Though much of the information in this book can be used in any Dungeons & Dragons game, it is assumed that the reader will be playing in the KINGDOMS OF KALAMAR campaign setting. DMs who are not using the KINGDOMS OF KALAMAR campaign setting can either disregard setting-specific information or adapt it to fit into their own worlds.

Above all, this book is about presenting options, not restrictions. Players and DMs should decide which elements of this book they like and which they do not, and use only those that will enhance their games. Naturally, the DM is the final arbiter of what will be incorporated into his or her game. Players should consult their DM before using any of the material in this book for their player characters (PCs).

While primarily a guide for Dungeon Masters (DMs), this book does include much information that players will find useful as well. Generally, this information is at the front of the book, and includes how to determine a pirate character's class and race, information on skills, feats and equipment, and what a pirate's life is like.

Details on ships and naval combat, the history of pirates on Tellene, and where pirates can be found now, is information often usable by both players and DMs and is located in the middle of the book. Adventure and campaign ideas and magic items are located further towards the rear of the book, and should be read by DM eyes only (to avoid ruining the surprise).



CHAPTER I: RACES AND CLASSES

The piratical campaign is one with a very distinct feel, and creating a character appropriate to that feel will play a large part in giving the campaign its flavor. A party that consists of a plate-encased fighter, a druid from the deep forest, a pocket-picking rogue, and a stodgy wizard will have a much harder time fitting into a pirate campaign than a dashing swashbuckler, a cleric of the Nimble Navigator, a cunning appraiser and safecracker, and a powerful sea wizard. This chapter presents players and DMs with all the options needed to create a truly piratical character.

PIRATES OF VARIOUS RACES

When it comes to piracy, not all races are created equal. Some races are simply better-suited to such a career than others. The following sections discuss the racial tendency toward piracy in each of the major player character races of Tellene, as well as their preferences in terms of ships upon which to take to the high seas.

HUMANS

Unsurprisingly, humans make up the largest percentage of pirates on Tellene by a significant margin. Most human pirates are Brandobian, Reanaarian, and Svimohz, but many members of the other human nations make their way into piracy as well.

Brandobian pirates, some of the most skilled sailors on Tellene, prey on merchant vessels throughout the Brandobian Ocean, from the Straits of Svimohzia to Voldor Bay. Their ships are well-made, fast, and often larger than those of many other nations. Pirates from Cosdol or Pel Brolenon tend to have ship mages with some frequency, while those from Mendarn occasionally have a sea druid among their number. Most Brandobian pirates, however, originate in the slaver nation of Pel Brolenon.

By and large, the nomadic Dejj tribes rarely take to the sea. Those that do are usually Malavla Dejj (inhabitants of the Delnondrian Islands), and often become sea druids or shamans. Malavls rarely own large pirate ships (though many merchants make use of canoes, outriggers and even junks), preferring instead to serve under a capable and cunning captain. The majority of the other Dejj tribes live too far from the ocean to become pirates, but are so nomadic that an individual Dejj pirate could originate from almost anywhere.

The Fhokki are not common seafarers, though some of the Skarrnid clans operate shallow-draught fishing vessels in northern Reanaaria Bay. More northerly Fhokki clans tend to

ply their shipbuilding trade only on the cold waters of Lake Jorakk. Though they are not sailors in general, many individual Fhokki have found their way into the crews of various ships, pirate or otherwise. The Fhokki high tolerance for cold makes them well-suited to enduring freezing rain and sea spray without complaining, and their imposing size serves them well in boarding parties. Fhokki barbarians are often highly sought after by captains looking to bolster their ship's fighting power.

With most of their lands bordering the Kalamaran Sea, the Kalamarans are one of the predominant naval powers on Tellene. The country of Basir, in particular, is known for its navy and waterborne trade. Pirates of all nationalities flourish in the Elos and Kalamaran Bays, and the Kalamarans are certainly no exception. During times of war, Emperor Kabori often commissions entire fleets of privateers to harass the trade routes of his enemies. At present, would-be privateers can often obtain letters of marque from the vast Kalamaran Empire by promising to hunt Pekalese ships in northern Elos Bay and along the E'Liral River.

Reanaarians are also expert seafarers, with a strong pirate tradition in the Reanaaria Bay area. Of course, not all Reanaarians are pirates by any stretch, but there is a sizable pirate population in the Bay. Chapter 9 discusses Reanaarian pirates in much greater detail.

The Svimohz also have a strong pirate tradition, especially those hailing from the island chains off the coast of Pel Brolenon and Whimdol Bay. While typically not as organized as Reanaarian pirates, Svimohzish pirates are nevertheless, a very effective lot. Like the Brolenese, the Svimohz sea dogs often trade in slaves, selling captured sailors to Pel Brolenon and other nations. Svimohzish pirates are described at length in Chapter 10.

DWARVES

Of all the races, dwarves are the most likely to become pirates out of avarice. The well-known dwarven love of gold has lured many of the stout folk to the sea in search of booty. Dwarven pirates are very rare, however. This is not simply because of their inborn alignment tendencies, but because dwarves have an ancient superstition that seawater is poisonous to their kind. This is completely untrue, of course, but such superstitions are not easy to wipe out.

While hill and mountain dwarf pirates are rare enough, it is all but unheard of for a stone dwarf to take to the sea. If such a

character did exist, he or she would likely be one in a million. Dwarven pirates tend to be gruff and fearsome, but they also tend to retain the dwarven sense of honor—if a dwarven pirate captain tells his enemies he will let them go free if they surrender, he usually will. Dwarves, with their typically lawful bent, are well-suited to the position of quartermaster.

Because they do not hold any lands with ocean access, dwarves seldom, if ever, build ships of their own. When a dwarven captain gets rich enough to have a ship designed and built especially for him, the ship will probably be large and slow, with reinforced iron or steel plating to protect against terrors from beneath the waves. Dwarves trust to their own strength and stamina over the fickle wind, and thus almost all dwarven ships are equipped with several banks of oars, as well as square-rigged masts. Dwarves like their ships well-armed, and often carry a variety of powerful weapons for ship to ship warfare, from the more mundane catapults and ballistae to exotic weapons such as chainflingers and alchemist's fire projectors (see chapter 6). In a peculiar deviation from most cultures, dwarves refer to their ships as masculine rather than feminine.

ELVES

Unlike dwarves, elves are more likely to become sailors for the excitement, though most elves tend to become privateers rather than pirates. Elven pirates tend to be flamboyant, swash-buckling types who favor light, nimble weapons that rely on finesse rather than brute force. The elven martial weapon proficiency with bows means that enemy crews can often be shot off the decks before the two ships can close. A favored tactic of elven buccaneers is to sail alongside the unsuspecting target and let loose a devastating volley of arrows and spells before leaping aboard to finish off the stunned crew.

Like dwarves, elven pirates are fairly uncommon, largely due to the distance of most elven lands from the sea. Occasionally, a

wandering high elf will take up with a pirate crew simply for the experience, while gray elves have been known to employ pirates to recover valuable or rare magical tomes from time to time. Wood elves and wild elves generally cannot stand the cramped quarters aboard ship, and thus almost never become pirates. Dark elves are even less likely to become pirates than their surface-dwelling kin, and are as rare as stone dwarf pirates. On the whole, the elves' natural low-light vision and graceful Dexterity make them excellent lookouts and gunners. Many elves also hire themselves out as ship mages.

Elves usually prefer ships that are smaller and faster than the norm, with sails rigged fore-and-aft for greater agility. Many elven pirates and privateers prefer to hire on crews from their own race whenever they can find them, especially as archers or ship mages. Ships with an elven ship mage frequently carry few other weapons, trusting their spellcaster's abilities to see them through most conflicts.

GNOMES

Gnomes with a desire for exploration and adventure are the most likely of their kind to become sailors. Such gnomes often join pirate crews where, despite their small size, they are usually welcome members for their stout Constitution and keen senses. Gnomes are often drawn to the position of ship's carpenter because they like to work with their hands. Of all the major races on Tellene, gnomes are one race commonly found on the open seas, whether in pirate crews or as legitimate merchantmen. Rock gnome sailors are the most common, with forest gnomes somewhat less so and deep gnomes, like all of the subterranean races, rarest of all.

While gnomes do not frequently build their own ships, there are enough gnomish settlements near Reanaaria Bay that some gnome-run shipyards do exist. Gnomish ships are often scaled to gnome size, making it very difficult for larger creatures to operate. Many gnomes, like their dwarven cousins, prefer the "reliability" of oar-powered ships over sail driven ones. Rumors



Pirates of all shapes and sizes: elf, dwarf, halfling, half-orc, human and gnome.

persist that certain gnome inventors are working on a device that will automatically propel a ship, without need for either sails or oars. Such talk is usually dismissed as the drunken ramblings of sailors with too much grog in their bellies.

HALF-ELVES

Half-elves often become pirates when they have no other place to turn. As outsiders in both parents' societies, half-elves sometimes turn to a life of crime because they have never known anything but cruelty, to get some measure of revenge on those that tormented them, or simply to earn enough money to survive. Some, however, become pirates for the adventure. Their natural adaptability makes half-elves well suited for any shipboard task, and they can be found as captains, quartermasters, boatswains or any other position on a sailing ship.

Like their elven parents, half-elves tend to prefer lighter, more nimble vessels that can out-sail their quarries rather than batter them down. As a race, half-elves do not build ships—there are simply no half-elf settlements anywhere near large enough to support a shipyard.

HALF-HOBGOBLINS

Sil-karg are much like half-elves in that they are rarely wanted or appreciated in the society of either of their parents. Unlike half-elves, however, the violent tendencies of most half-hobgoblins make them ideally suited to the pirate lifestyle. Sil-karg raised by their hobgoblin parent fight honorably and offer quarter to their foes. However, assuming that a half-hobgoblin will behave in such a fashion can be dangerous. Many sil-karg deliberately rebel against their hobgoblin parent's sense of honor to become the most ruthless sea dogs on the seas.

While individual tastes vary widely, most sil-karg prefer large, sturdy ships armed with powerful, accurate weapons such as ballistae. Many sil-karg are fond of ramming as a naval battle tactic (see Chapter 7), and sil-karg captains often select their crew based on ferocity and physical prowess.

HALF-ORCS

Half-orcs, like other half-races, are often outcasts in both human and orc societies. Unlike half-elves, however, many half-orcs become pirates because they thoroughly enjoy the chance for violence and larceny. Not all half-orcs are violent savages, but enough are that the stereotype fits, and many pirate captains hire out bands of orcs and half-orcs to serve as marine shock troops—the intimidation factor alone is often enough to make most ships surrender without a fight.

Like half-elves, half-orcs have no nations of their own and thus no ships of their own. In the Brandobian Ocean, as well as off the eastern coast of the Obakasek Peninsula, they are often found serving on orcish war canoes—crude, leaky, shallow-draught vessels that hug the shore, preying on shallow-water merchant vessels and coastal towns alike. Orcish vessels sometimes have a mast with a simple square-rigged sail, but they are predominantly powered by oars, usually manned by slaves.

HALFLINGS

Halflings are, as a rule, not nearly as adventurous as most other races, and thus tend to shy away from the pirate lifestyle. The few halfling pirates that do exist usually plunder out of necessity (perhaps enslaved on a hobgoblin ship of war, or trying to pay off a debt to a merchant), but a rare few find that they enjoy the piratical lifestyle and rise to positions of promi-

nence aboard ship. By and large, however, halflings that take to the sea do so either as merchants or travelers. Lightfoot halflings, being slightly more adventurous than their amberhair cousins, are the most likely to be found at sea.

Halfling ships are rare, and those that do exist are never ships of war. Instead, they are comfortably furnished merchant vessels with large cargo holds and small but snug quarters for the captain and crew. Halfling vessels are usually small, round, coast-huggers or riverboats and almost never have oars—too much effort, the halflings say, and why not go where the wind takes you? Despite their appearance as ripe, fat targets for pirates, halfling ships are often surprisingly defensible, in keeping with the halfling tradition of self-preservation. Hidden arrow slits, traps, and even the occasional trick door that opens out directly over the water are all common features on halfling ships.

HOBGOBLINS

Fiercely honorable and warlike, hobgoblins often consider piracy to be dishonorable and beneath their notice (though they freely trade with pirates, they do not generally stoop to such practices). Privateering, on the other hand, is perfectly acceptable in war, and many hobgoblins take to the seas bearing letters of marque from Ul-Karg. These privateers bring with them the hobgoblin obsession with "winning," and are implacable foes. Rogue hobgoblins, those that have lost their honor, are frequently found serving in the crews of unscrupulous captains. Like dwarves, hobgoblins are popular as quartermasters, but their organizational abilities and intimidating presence makes them excellent boatswains and marines as well.

The hobgoblins of Ul-Karg have mastered the art of sea travel, and their ships tend to be large and blocky, designed to absorb as much punishment as possible while devastating enemy vessels. They are heavily armed with ballistae, catapults, and alchemist's fire projectors, and carry a large compliment of marines to overwhelm enemy crews. Kargi-owned pirate ships tend to follow this model as well.

The Krangi build few ships of their own, except for those that travel up and down the Ek'Ridar river. Likewise, the desert-bound Dazlak and the northern Rankki are less likely to be found aboard sailing ships. The Kors of southern Kalamar are occasionally found aboard Kalamaran naval vessels as part of a marine contingent, but rarely become pirates.

PIRATES OF VARIOUS CLASSES

Character class is one of the most definitive elements of any Dungeons & Dragons character, and a pirate character is no exception. Each class fills its own unique role in a piratical campaign, with some more suited to the pirate's lifestyle than others. This section presents an overview of each of the core classes (and the six variant core classes from the KINGDOMS OF KALAMAR Player's Guide) and discusses their various roles in a pirate campaign. This section also discusses character creation options and variant rules (where applicable) before finishing with suggestions for appropriate skills, feats, and spells. Items marked with an asterisk (*) are new rules presented elsewhere in this book. Note that some spells (those marked with a double asterisk (**)) have been renamed to their Tellenian counterparts. For example, in the D&D Player's Handbook, Alaki's spells are known as Evard's spells; Emmuk's are known as Otiluke's; and Shasseril's are known as Rary's.

Skills, spells or feats that are not defined in this book or the core D&D books are usually taken from another source such as

the KINGDOMS OF KALAMAR Player's Guide. This is often abbreviated as KPG throughout the text. The pantomime skill, for example, is described in the KINGDOMS OF KALAMAR Player's Guide.

BARBARIAN

If pirates have a reputation for savagery in battle, the barbarian is surely the reason why. Though they are almost never found on merchant or military vessels, because of their fearsome rages and ability to shrug off damage, barbarians sometimes serve as shock troops and marines in pirate crews. A common tactic is to pull alongside a merchant vessel, secure boarding grapples, and then send 20 to 30 raging barbarians swarming onto the merchantman's deck. This tactic often overwhelms the defending vessel's crew. On the rare occasions that it does not, the defenders are usually so shaken by the savagery of the boarders' attack that they quickly surrender. Barbarians who progress to positions of leadership in pirate crews usually do so through brute force and intimidation, rather than leadership skills.

When creating a barbarian character for a pirate campaign, players should know how to deal as much damage (to as many foes) as possible. Since most barbarians are the first warriors onto an enemy ship, they will have to face a large quantity of fairly fresh troops, so a good Strength and Constitution score is strongly recommended. In order to drop their opponents quickly and efficiently, barbarian pirates tend to favor large, massively damaging weapons such as greataxes or greatswords.

Also, remember that space is limited on even the largest of pirate vessels, and no crew can afford to have sailors who do not know how to pull their own weight, so barbarian characters should also know their way around a ship. The Profession (sailor) skill is beneficial in this regard. A good Dexterity score is helpful both in combat and in moving around on a swaying ship.

Like all sailors, barbarian pirates prefer light armor that does not greatly hinder their movement or ability to swim. Barbarian characters have even more incentive to wear lighter armors, however, as their Fast Movement ability does not work while wearing heavy armor.

FHOKKI PIRATICAL BARBARIAN STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 40 ft., 20 lb.).

Weapons: Greataxe (1d12, crit X3, 12 lb., two-handed, slashing)

Dagger (1d4, crit 19-20/X2, range inc. 10 ft., 1 lb., light, piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Skill	Ranks	Armor Check	
		Ability	Penalty
Climb	4	Str	-1
Profession (sailor) (cc)	2	Wis	-
Balance (cc)	2	Dex	-1
Jump	4	Str	-1
Swim	4	Str	-2
Use Rope (cc)	2	Dex	-
Intimidate	4	Cha	-

Feat: Weapon Focus (greataxe).

Bonus Feat: Power Attack.

Gear: Clothes, personal items (wooden bear pendant).

Gold: 2d4 gp.

Recommended Feats: Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical, Mobility, Power Attack, Spring Attack, Sunder, Toughness, and Weapon Focus.

BAR

A large group of surly, violent (and often drunk) sailors in close proximity for extended periods of time can quickly become a very ugly situation. A little song and dance may be the only thing standing between a relatively peaceful day of sailing and a violent mutiny. For this reason, many pirate captains hire on a bard for extended voyages. Not only can bards keep a pirate crew entertained, on oar-powered ships a bard can even help the rowers to move the ship faster and more efficiently (see the sidebar "New Bardic Music Effect: Sound of Speed"). Bards are also useful for appraising the value of the captured booty, as many sailors would not know a priceless urn from a moldy old pot. Woe to the bard that tries to cheat his fellows and is found out, however. The punishment for such deception is severe, and usually involves keelhauling (see Chapter 5).

Players interested in creating bardic pirate characters should focus on as many skills as possible, particularly those that will enhance the abilities of others and keep the rowdier elements of a pirate crew under control. To be prepared for combat, bardic pirates should strongly consider weapons and tactics that take advantage of high Dexterity scores.

Bards are most useful, however, when they can inspire their crewmates to crush their foes. A platoon of barbarian and fighter marines, backed up by a bard's Inspire Greatness ability, can overwhelm nearly any foe. Like all members of a pirate crew, bards should have at least a passing familiarity with the day-to-day duties of a sailor. Players should also consider skills that will let their character determine the value of captured booty (and perhaps even lie about its value to the captain).

When making spell selections, bardic pirates need spells that improve mobility in battle, their ability to discern the value of treasure, and improve the combat abilities of their crewmates. Summoning spells can suddenly make boarding parties more formidable or provide unexpected reinforcements should a

New Bardic Music Effect: Sound of Speed (Sp)

A bard with 6 or more ranks in a Perform (percussion instruments) skill can, by pounding out a slow, sonorous rhythm on a drum, increase the speed and efficiency of an oar-powered ship. This application of bardic music increases the vessel's speed by 25% and grants the rowers a +4 circumstance bonus on their Constitution checks to avoid the effects of fatigue (see Chapter 6 for information about oar-powered vessels, rowing, and fatigue). This speed increase and the bonus to Constitution checks lasts as long as the bard continues drumming.

The bard can only increase the speed of an oar-powered vessel; if a ship's speed comes from both oars and sails, Sound of Speed will only work when the vessel is traveling only under power of its oars.

fight go badly, while mind-affecting spells may capture enemy ships without a single shot being fired. Captains also rely upon their bards to communicate with captured prisoners and assist in deals with other captains, so spells that help with communication and bartering are also useful.

If there is no other spellcaster on board, players may wish to consider spells that will aid their ship's maneuverability, or ranged spells that can directly attack an enemy vessel.

REANAARIAN PIRITICAL BARD STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, arcane spell failure chance n/a, speed 30 ft., 20 lb.).

Weapons: Longsword (1d6, crit 9-20/X2, 2 lb., one-handed, slashing)

Light crossbow (1d6, crit 19-20/X2, range inc. 80 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Skill	Ranks	Armor Check	
		Ability	Penalty
Perform (percussion)	4	Cha	-
Spellcraft	4	Int	-
Profession (sailor)	4	Wis	-
Diplomacy	4	Cha	-
Knowledge (trade routes)	4	Int	-
Decipher Script	4	Int	-
Use Magic Device	4	Cha	-
Balance	4	Dex	-
Swim	4	Str	-2
Jump	4	Str	-1
Use Rope (cc)	2	Dex	-

Feat: If Dexterity is 13 or higher, Dodge; if Dexterity is 12 or lower, Improved Initiative instead.

Bonus Feat: Combat Casting.

Spells Known: o-level- *know direction, mending, prestidigitation, resistance*

Gear: Clothes, personal items. Case with 10 crossbow bolts. Drum (common). Spell component pouch.

Gold: 2d4 gp.

Recommended Feats: Combat Casting, Combat Reflexes, Dodge, Empower Spell, Combat Expertise, Extend Spell, Improved Disarm, Improved Initiative, Improved Trip, Leadership, Mobility, Spring Attack, and Weapon Finesse.

Recommended Spells: o-level - *detect currents**, *detect magic, detect swag**, *dry**, *flawless navigation**, *know direction, mending, prestidigitation, read magic, resistance*; 1st-level - *alarm, animate rope, comprehend languages, erase, identify*, 2nd-level - *cat's grace, delay poison, detect thoughts, tongues, whispering wind*; 3rd-level - *confusion, fear, deep slumber, invisibility sphere, secret page*; 4th-level - *detect scrying, legend lore, major image, repel vermin, zone of silence*; 5th-level - *clear sailing**, *cure light wounds (moss), dispel magic (greater), heroism (greater), shadow walk, summon monster V*; 6th-level - *analyze dweomer, cat's grace (mass), find the path, project image, sympathetic vibration*.

* Indicates a new spell presented in this book.

BASIRAN DANCER

Basiran dancers fall into the same general category as bards in pirate campaigns. Ship captains often hire them on to provide entertainment for the crew and distractions from the mind-numbing tedium of shipboard duties. Though many dancers are of a more cultured sort more likely to be found entertaining aristocratic officers on board naval vessels, there are just as many that prefer the bawdier company of pirates and scalawags.

The fact that many Basiran dancers are female sometimes causes captains to think twice about hiring them on, as women on board a ship crewed by men are often seen as a distraction. Some captains will not even take on female passengers. Naturally, the reverse is often true on ships crewed entirely by women, but the Basiran dancer's uncanny combat abilities are impressive enough to offset the distraction their gender can create.

While larger ships might hire on a Basiran dancer for no other purpose than entertainment, on smaller ships all those on board must perform a useful service. In such cases, dancers often pull double-duty as ship's purser, using their natural charm to secure advantageous cargo deals for the captain.

Pirical Basiran dancers should focus on skills and feats that maximize their usefulness on a ship's crew. Perform is obviously a must, as are Balance and Tumble. Basiran dancers should not overlook skills like Diplomacy if they wish to act as ship's purser, or Profession (sailor) for generally useful skills aboard ship. Players should select feats that emphasize speed and mobility, allowing the character to move about efficiently in combat, while on board the often-cramped decks.

KALAMARAN PIRITICAL BASIRAN DANCER STARTING PACKAGE

Armor: Leather (+2 AC, arcane spell failure chance 10%, speed 30 ft., 15 lb.).

Weapons: Rapier (1d6, crit 18-20/X2, 2 lb., one-handed, piercing)

Skill Selection: Pick a number of skills equal to 5 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Skill	Ranks	Armor Check	
		Ability	Penalty
Perform (dance)	4	Cha	-
Balance	4	Dex	-
Tumble	4	Dex	-
Concentration	4	Con	-
Profession (sailor)	4	Wis	-
Gather Information	4	Cha	-
Knowledge* (cc)	2	Int	-
Speak Language	4	Int	-
Pantomime	4	Wis	-
Diplomacy	4	Cha	-
Climb	4	Str	-
Swim	4	Str	-
Use Magic Device	4	Cha	-
Use Rope	4	Dex	-
Appraise (cc)	2	Int	-
Forgery (cc)	2	Int	-

*Trade Routes

Feat: Weapon Finesse.

Bonus Feat: Dodge.

Spells Known: 0-level- *dancing lights, flare, prestidigitation, resistance*

Gear: Dancer's outfit, personal items. Quiver with 20 bolts. Spell component pouch.

Gold: 3d4 gp.

Recommended Feats: Combat Casting, Combat Reflexes, Dodge (Mobility, Spring Attack), Empower Spell, Combat Expertise (Improved Disarm, Improved Trip), Extend Spell, Improved Initiative, Leadership, and Weapon Finesse.

Recommended Spells: 0-level- *dancing lights, dry*, flare, ghost sound, light, prestidigitation, resistance*; 1st-level- *daydream* (KPG), *daze, expeditious retreat, hypnotism, message*; 2nd-level- *bull's strength, cat's grace, daylight, eagle's splendor, enthral*; 3rd-level- *blazing star* (KPG), *dispel magic, emotion, major image, sculpt sound*; 4th-level- *blinding beauty* (KPG), *break enchantment, legend lore, moon blade, rainbow pattern*; 5th-level- *dream, mind fog, mislead, persistent image, wave in motion* (KPG); 6th-level- *mass suggestion, project image, veil, wave of destruction* (KPG)

* Indicates a new spell presented in this book.

BRIGAND

With the possible exception of the rogue, the brigand is the single most archetypal class in a traditional pirate campaign. He has above-average combat abilities (made even better by his sneak attack ability) and several class abilities that allow him to cow and intimidate his prey. Brigands can be found at all levels on a pirate crew, from lowly apprentice sea dogs to the captains of feared and famous pirate ships.

Obviously, most brigands are real, dyed-in-the-wool pirates, though some especially ruthless or mercenary privateers or buccaneers might also have brigand levels. Pirate brigands are the scourge of all the oceans of Tellene, and are hated and feared more than any other class of pirate.

It is difficult to create a brigand character that is not already well suited for a pirate campaign. The brigand class is designed specifically for the kind of ruthless methodical thievery that is the lifeblood of the pirate. Naturally, leadership skills are a must for brigands seeking command positions, and general seamanship skills are required for any competent crewman. Since brigands have slightly more combat ability than rogues, players should consider selecting feats like Combat Expertise or Power Attack that let characters take advantage of the faster base attack bonus progression of the brigand class.

Much of the advice given for rogues later in this section applies equally well to brigands, but since brigands have half the number of skill points of the rogue, players are encouraged to specialize. It is better to be exceptionally good at a few tasks than to be average or poor at a large number.

HOBGOBLIN PIRATICAL BRIGAND STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Bastard sword (1d10, crit 9-20/X2, 6 lb., one-handed, slashing)

Shortbow (1d6, crit X3, 60 ft., 2 lb., medium, piercing)

Skill Selection: Pick a number of skills equal to 2 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Armor Check

Skill	Ranks	Ability	Penalty
Intimidate	4	Int	-
Balance (cc)	2	Dex	-1
Profession (sailor) (cc)	2	Wis	-
Bluff (cc)	2	Cha	-
Climb	4	Str	-1
Search	4	Wis	-
Spot	4	Wis	-
Diplomacy	4	Cha	-
Gather Information	4	Cha	-
Swim (cc)	2	Str	-2
Use Rope (cc)	2	Dex	-

Feat: If Intelligence or Strength is 13 or higher, Combat Expertise or Power Attack respectively; if Strength or Intelligence is 12 or lower, Exotic Weapon Proficiency or Toughness instead, respectively.

Bonus Feat (Brigand): Weapon Focus.

Gear: Clothes, personal items. Quiver with 18 arrows.

Gold: 2d8 gp.

Recommended Feats: Alertness, Circle of Friends (KPG), Combat Expertise, Combat Reflexes, Dodge (Mobility, Spring Attack), Down the Sail*, Fearless (KPG), Peerless Navigator*, Power Attack, Rope Swing*, Sea Legs*, Saltwater in the Veins*, Toughness, Two-Weapon Fighting, and Weapon Focus.

CLERIC

By and large, pirates are not an overly pious lot, and most buccaneers are far more interested in gold than gods. However, clerics do have a number of abilities that make them highly sought after crewmembers. Aside from the obvious benefits of curative magic, clerics also offer spells that can stave off hunger and diseases, discern a ship's position, and gain guidance from the gods above.

Most pirate clerics worship the Landlord (whom pirates usually call the Coinmaster) or the Prince of Chance, though many more sinister clerics serve the Corruptor or the Confuser of Ways. For obvious reasons, many pirate captains and crews consider themselves lucky to have a cleric of the Storm Lord or the Master of the Grape on board as well. Worship of other gods aboard ship is less common, but occasionally clerics of gods with violence, rowdiness, or larceny among their spheres of influence are drawn to the piratical life. Clerics who worship deities of good, law and justice, such as the Knight of the Gods or the Speaker of the Word, seldom become pirates but may be employed to hunt them down.

Players interested in playing a pirate cleric need to decide first of all on the character's personality. Is he a mighty battle-cleric who charges onto the enemy's decks alongside the warriors? Is she a cunning sneak who calls upon the favor of her god to twist fate in her favor? Or is he simply a depraved servant of his god's bloodlust who enjoys looting and killing for its own merits? Clerics are among the most versatile classes in the game, and they can fill a variety of roles in a pirate campaign. For clerics with a more martial bent, much of the advice given for barbarians applies equally well. Focus on dealing damage as quickly and brutally as possible while remaining alive amidst a

large group of foes. Spell selection in this role is key—emphasize personal enhancement spells and spells that hinder enemies in battle. For a less straightforward approach, focus less on combat and more on spells that trick and confound opponents, give allies bonuses in combat, and make the business of running a ship easier for the crew. Spells to help ward off diseases (such as the dreaded scurvy) or keep the ship stocked with fresh food and water will make the character very popular among the crew.

BRANDOBIANPIRATICALCLERICSTARTINGPACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Light wooden shield (+1 AC, armor check penalty -1, 5 lb.)

Weapons: Dire flail (1d8/1d8, crit X2, 10 lb., two-handed, bludgeoning)

Skill Selection: Pick a number of skills equal to 3 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	-
Concentration	4	Con	-
Heal	4	Wis	-
Knowledge (religion)	4	Int	-
Balance (cc)	2	Dex	-2
Profession (sailor)	4	Wis	-
Diplomacy	4	Cha	-
Gather Information(cc)	02	Cha	-
Climb (cc)	02	Str	-2
Swim (cc)	2	Str	-4
Use Rope (cc)	2	Dex	-

Feat: Exotic Weapon Proficiency

Bonus Beat: Combat Casting.

Deity/Domains: the Landlord/Luck and Trade (KPG).

Gear: Clothes, personal items. Gold holy symbol (weight scale).

Gold: 1d4 gp.

Recommended Feats: Blind Fight, Brew Potion, Combat Casting, Craft Wand, Dodge, Enlarge Spell, Exotic Weapon Proficiency, Martial Weapon Proficiency and Power Attack.

Recommended Spells: 0-level- *cure minor wounds, dry*, light, mending, purify food and drink, resistance, virtue*; 1st-level- *cure light wounds, endure elements, entropic shield, magic weapon, message, obscuring mist*; 2nd-level- *aid, bear's endurance, bull's strength, cure moderate wounds, eagle's splendor, make whole*; 3rd-level- *create food and water, cure serious wounds, prayer, water breathing, water form*, water walk*, wind wall*; 4th-level- *air walk, control water, cure critical wounds, divination, repel vermin, tongues*; 5th-level- *break enchantment, cure light wounds (mass), fabricate, flame strike, inflict light wounds (mass), raise dead, walt of water*, waterspout**; 6th-level- *bear's endurance (mass), bull's strength (mass), clear sailing*, cure moderate wounds (mass), heroes' feast, inflict moderate wounds (mass)*; 7th-level- *control weather, cure serious wounds (mass), inflict serious wounds*

(*mass*), *regenerate, resurrection*; 8th-level- *antimagic field, cure critical wounds (mass), fire storm, inflict critical wounds (mass), summon monster VIII*; 9th-level- *gate, heal (mass), miracle, storm of vengeance, true resurrection*

* Indicates a new spell presented in this book.

DRUID

Stalwart protectors of nature and denizens of the forest, druids are of little use in a piratical campaign. Many of their class abilities are geared toward survival in forests, jungles, and other land-bound environs. For players and DMs who wish to incorporate druids into their pirate-themed campaigns, however, a variant is presented here: the sea druid.

SEA DRUID

Like their land-bound kin, sea druids are passionate defenders of the natural balance, striving to keep nature pure and protect it from the depredations of man (or dwarf, or elf, or whatever the case may be). Unlike traditional druids, the sea druid considers the oceans to be his bailiwick. Let others care for vast pine forests or soaring mountain ranges, the sea druid prefers kelp fields and majestic coral reefs. The sea druid loses some of the traditional druid's skills and class abilities, but gains new ones relating to his role as steward of the waves.

While many sea druids offer their aid to vessels traveling the oceans (after all, a sunken hull disrupts the sea's balance much more than a vessel merely sailing atop it), a surprisingly large number take a decidedly less altruistic view of mankind's relationship with the sea. These sea druids believe that man cannot be trusted not to despoil the ocean, and that the best way to prevent this is to make the sea so harsh and dangerous a place that humans and their ilk simply give up on it. To this end, they not only summon devastating storms to destroy ships, they also join the crews of pirate vessels and use the pirates to make trade nearly impossible. With their knowledge of nature and weather, sea druids are often placed in the crow's nest to keep an eye on approaching storms or enemies. As such, sea druids need good sailing skills over Handle Animal and Heal skills. If there is already a ranger aboard ship, the sea druid can focus less on his or her sailing skills.

When creating a sea druidic pirate, the character's biggest strength is his or her selection of weather- and water-controlling spells. Melee combat skills should be a distant second for most sea druids. Instead, focus on using magic first to locate, then to capture, and if necessary to ultimately destroy enemy vessels. After the battle, the druid can use healing magic to patch up the wounded. The sea druid can use divination spells and weather sense abilities to "listen to the wind" and learn of any dangerous storms in the area.

SEA DRUID CLASS FEATURES

Except as described below, the sea druid has all of the standard features of a land-based druid as described in the D&D Player's Handbook.

Weapon and Armor Proficiency: Including those described in the D&D Player's Handbook, sea druids are also proficient with the following weapons: handaxe, harpoon, and marlinspike. The sea druid's armor and shield proficiencies remain unchanged.

Spells: Sea druids, like standard druids, can cast any of the new druid spells from Chapter 4 of this book, the Player's

Handbook or from Chapter 11 of the KINGDOMS OF KALAMAR Player's Guide.

Animal Companion: The sea druid still receives animal companions as normal, but they are always aquatic animals. These are noted in the Druid section of the D&D Player's Handbook. At the DM's discretion, a sea druid might be allowed to take a non-aquatic animal companion, provided it fits the campaign (for example, a parrot in a pirate campaign).

Swift Swimmer (Ex): This ability replaces the woodland stride ability. Starting at 2nd level, a sea druid gains a natural swim speed equal to his or her normal land-based speed. Having a swim speed means that the sea druid never has to make a Swim check to simply swim at his full speed. The sea druid gains a +8 movement mode modifier on Swim checks to perform a special action or avoid a hazard. The sea druid can always take 10 on Swim checks, even if circumstances would normally prevent him or her from doing so.

Amphibious (Ex): This ability replaces the trackless step ability. Starting at 3rd level, a sea druid can breathe both air and water.

Nature Sense (Ex): This ability also lets the sea druid accurately determine exactly when high tide and low tide will be each day, locate ocean currents, reefs, and other hazards, and foretell general weather patterns for the next three days. It is otherwise unchanged.

HIGH ELF PIRATICAL SEA DRUID STARTING PACKAGE

Armor: Leather (+2 AC, armor check penalty n/a, arcane spell failure chance n/a, speed 30 ft., 15 lb.).

Light wooden shield (+1 AC, armor check penalty -1, 5 lb.)

Weapons: Handaxe (1d6, crit X3, 3 lb., light, slashing).

Club (coral cudgel): (1d6, crit X2, 10 ft., 3 lb., one-handed, bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Skill	Ranks	Armor Check	
		Ability	Penalty
Spellcraft	4	Int	-
Concentration	4	Con	-
Balance (cc)	2	Dex	-1
Climb (cc)	2	Str	-1
Knowledge (nature)	4	Int	-
Profession (sailor)	4	Wis	-
Listen	4	Wis	-
Spot	4	Wis	-
Handle Animal	4	Cha	-
Heal	4	Wis	-
Swim	4	Str	-2
Use Rope (cc)	2	Dex	-

Beat: Enlarge spell.

Gear: Clothes, personal items.

Animal Companion: Porpoise.

Gold: 1d6 gp.

Recommended Feats: Brew Potion, Craft Staff, Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, and Scribe Scroll.

Recommended Spells: 0-level- *cure minor wounds, detect magic, know direction, mending, purify food and drink, read magic*; 1st-level- *calm animals, charm animals, endure elements, flawless navigation*, longstrider, obscuring mist, summon nature's ally I, tricky currents**; 2nd-level- *bear's endurance, bull's strength, cat's grace, featherweight*, flaming sphere, fog cloud, leadweight*, warp wood, wood shape*; 3rd-level- *call lightning, cure moderate wounds, protection from energy, shape water*, summon nature's ally III, water breathing, water form*, wind wall*; 4th-level- *air walk, control water, ice storm, repel vermin, scrying, sticks to snakes*, summon nature's ally IV, waterspout**; 5th-level- *atonement, call lightning storm, commune with nature, control winds, cure critical wounds*; 6th-level- *clear sailing*, bull's strength (mass), find the path, ironwood, repel wood, transport via waves**; 7th-level- *control weather, cure moderate wounds (mass), fire storm, monsoon*, transmute metal to wood*; 8th-level- *cure serious wounds (mass), finger of death, summon nature's ally VIII, whirlwind*; 9th-level- *cure critical wounds (mass), elemental swarm, foresight, regenerate, storm of vengeance, tsunami*, typhoon**.

* Indicates a new spell presented in this book.

FIGHTER

Druids, clerics, and wizards may be able to command terrifying elemental forces, bards may be able to enthrall entire crews, and rogues may be able to circumvent the strongest protections placed on captured cargo, but pirates still have a healthy respect for sheer martial prowess. As the absolute epitome of fighting ability, fighters are naturally very common in piratical settings. Fighters can be found at all levels, from lowly dock thugs to the most powerful and influential of pirate lords.

Like the standard fighter, Strength and Constitution are important to the swashbuckling fighter for damage potential and the ability to absorb punishment. However, aboard ship, Dexterity assumes a much greater importance to the lightly armed and armored swashbuckling fighter. Such fighters also enjoy fighting with two weapons.

As a fighter, feats should focus more on style and panache than brute force. A player who chooses this route will have to spend skill points on some cross-class skills (or consider multi-classing), but it is often worth it to have skills like Balance and Tumble. While barbarians charge onto the enemy's deck and hack away, the fighter's preferred tactic in a shipboard battle is to seek out officers and commanders in order to erode the sailors' morale and cripple their ability to fight effectively.

HILL DWARF PIRATICAL FIGHTER STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 20 ft., 20 lb.).

Weapons: Short sword X2 (1d6, crit 19-20/X2, 2 lb., light, piercing).

Note: When striking with both swords, this fighter takes a -4 penalty with the first (primary) short sword and a -8 penalty with the second (off hand) short sword unless he or she has the Two-Weapon Fighting feat. If he or she has a Strength bonus, add only one-half of it to the damage roll with the off hand short sword, but add the full

Strength bonus to the damage roll with the primary short sword.

Skill Selection: Pick a number of skills equal to 2 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Armor Check

Skill	Ranks	Ability	Penalty
Climb	4	Str	-1
Jump	4	Str	-1
Balance (cc)	2	Dex	-1
Profession (sailor) (cc)	2	Wis	-
Swim	4	Str	-2
Intimidate	4	Cha	-
Tumble (cc)	2	Dex	-1
Listen (cc)	2	Wis	-
Spot (cc)	2	Wis	-
Search (cc)	2	Int	-
Use Rope (cc)	2	Dex	-

Feat: Combat Expertise.

Bonus Feat (Fighter): If Dexterity is 15 or higher, Two-Weapon Fighting; if Dexterity is 14 or lower, Dodge instead.

Gear: Clothes, personal items. Case with 10 crossbow bolts.

Gold: 2d4 gp.

Recommended Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Greater Weapon Specialization, Improved Critical, Improved Disarm, Improved Initiative, Improved Trip, Improved Two Weapon Fighting, Lightning Reflexes, Mobility, Quick Draw, Spring Attack, Two Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

GLADIATOR

Much like fighters and barbarians, gladiators (more accurately "ex-gladiators", since there are precious few slave pits on the open seas) are prized and respected by pirate captains and crews for their brutal prowess in battle. As the majority of gladiators are slaves, their owners occasionally force them into service on pirate vessels. However, this is rare, as trained pit fighters are generally too valuable to risk on the high seas.

Gladiators who have earned their freedom, however, sometimes enlist (or are forced into service by press gangs) on pirate ships of their own volition, finding that they like the violent life of a sea dog. Their showmanship in battle is often a useful intimidation technique, and some pirate captains send former gladiators onto an enemy's deck with the first wave of boarders, hoping to shock and awe the prize's crew into a swift capitulation.

When creating a gladiator pirate, the same advice given to fighters and barbarians applies. Gladiators in a piratical campaign should focus on mobility and speed, not heavy armor and weapons. The gladiator's arena veteran ability makes his attacks of opportunity a force to be reckoned with, thus a weapon such as a spiked chain is a good idea. As gladiators receive a free Exotic Weapon Proficiency at first level, the player does not have to spend a precious feat to be able to use it effectively.

The gladiator's critical focus and legendary style abilities also give a powerful boost in single combat, so players might also

consider carrying a second weapon for dispatching enemy captains and the like. Gladiators of 13th level or higher often begin every battle with their notorious style ability—especially against hordes of low-level experts and warriors that make up a typical ship's crew, as they will be more likely to be frightened or panicked.

HALF-HOBGOBLIN PIRITICAL GLADIATOR STARTING PACKAGE

Armor: Brigandine (+4 AC, armor check penalty -3, speed 20 ft., 30 lb.).

Weapons: Spiked chain (2d4, crit X2, 10 lb., two-handed, piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Armor Check

Skill	Ranks	Ability	Penalty
Balance	4	Dex	-3
Bluff	4	Cha	-
Knowledge (fighting styles)	4	Int	-
Tumble	4	Dex	-3
Intimidate	4	Cha	-
Climb	4	Str	-3
Jump	4	Str	-3
Profession (sailor) (cc)	2	Wis	-
Swim	4	Str	-6
Spot	4	Wis	-
Use Rope (cc)	2	Dex	-

Feat: Power Attack.

Gear: Clothes, personal items.

Gold: 6d4 gp.

Recommended Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Critical, Improved Disarm, Improved Initiative, Improved Trip, Improved Two Weapon Fighting, Lightning Reflexes, Mobility, Quick Draw, Spring Attack, Two Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

INFILTRATOR

Although their speed and combat abilities are both impressive, infiltrators are rarely found on pirate ships. With skills that focus primarily on stealth and woodcraft, infiltrators are simply not that useful on the open sea. More often, infiltrators are found hanging about in seedy taverns in pirate towns, offering their services as scouts and guerilla fighters to pirate captains that sack coastal villages rather than other ships. A longboat full of infiltrators, set ashore on a moonless night a few miles from the town, can make life much easier for the attacking pirates. These infiltrators collect intelligence on the number, type, and approximate skill of any defenders the prize might have, disable siege weapons that might be capable of firing upon the pirates' ship, and sometimes even serve as sappers, breaching the town's walls shortly before the main force attacks. Unfortunately, because they are not terribly useful aboard ship, only the wealthiest pirate captain can afford to keep an infiltrator on permanent retainer. Many infiltrators find it beneficial to multiclass as

fighters, rogues, or even barbarians to make themselves more useful on the high seas.

Infiltrators in a pirate game can, unfortunately, expect fairly long stretches of campaign time in which they are unable to use most of their special abilities. While sneak attack is useful to any character, and the infiltrator's ability to divine true north is invaluable on the high seas, the increased movement speed and wilderness abilities of the class are less useful on the confined decks of a sailing ship. It is possible, of course, to "tweak" the abilities of the class to make its abilities relate more to shipboard activity, but doing so ruins much of the infiltrator's unique flavor. A better suggestion to the infiltrator wishing to be useful both on deck and on land is to simply pick skills and feats that focus on nautical aspects. The downside, obviously, is that the infiltrator is now only mediocre at both aspects of his career—his land-bound class abilities are unsupported by skills and feats, while his nautical skills and feats have no special class abilities to compliment them. This does not mean that the infiltrator is unplayable in a pirate campaign—far from it, in fact. Infiltrators can serve a very specific and useful niche in a piratical campaign, but the presence of one or more infiltrators in the party means that the DM should consider adding more land-based adventures into the game.

GNOME PIRATICAL INFILTRATOR STARTING PACKAGE

Armor: Leather (+2 AC, speed 20 ft., 15 lb.).

Weapons: Small rapier (1d4, crit 18-20/X2, 1 lb., one-handed, piercing).

Small shortbow (1d4, crit x3, range inc. 60 ft., 1 lb., piercing)

Skill Selection: Pick a number of skills equal to 2 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Skill	Ranks	Armor Check	
		Ability	Penalty
Profession (sailor)	4	Wis	-
Open Locks	4	Wis	-
Disable Device	4	Int	-
Survival	4	Wis	-
Jump	4	Str	-
Balance	4	Dex	-
Hide	4	Dex	-
Escape Artist	4	Dex	-
Listen	4	Wis	-
Swim	4	Str	-
Use Rope	4	Dex	-

Feat: If Dexterity is 13 or higher, Dodge; if Dexterity is 12 or lower, Combat Reflexes instead.

Gear: Clothes, personal items, three tindertwigs, caltrops. Quiver with 18 arrows.

Gold: 2d4 gp.

Recommended Feats: Alertness, Combat Reflexes, Dodge (Mobility, Spring Attack), Down the Sail*, Peerless Navigator*, Rope Swing*, Sea Legs*, Saltwater in the Veins*, Toughness, Two-Weapon Fighting, and Weapon Focus.



MONK

With their devotion to self-perfection and ascetic values, monks lack the primary motivation to become pirates: the desire for wealth. Nevertheless, monks (particularly evil monks) are often found serving on seagoing ships, even if only for an excuse to practice their martial arts in an adverse environment - such as the heaving, rolling deck of a ship. Other monks put their services at the disposal of the authorities, aiding the royal navies of various nations in hunting down and apprehending particularly dangerous pirates. Regardless of her reasons for being onboard, the monk's natural mobility makes her a natural choice to lead a boarding party or counter an enemy's boarding action.

When creating a piratical monk, players should focus on building up Dexterity and Strength-related skills and abilities. Because they have so many built-in class abilities, however, monks can afford to be very flexible with their feats. The basic skills a monk needs often use most of her skill points, but if the character has a high Intelligence, players should consider investing in at least a few ranks of Profession (sailor).

DEJY PIRITICAL MONK STARTING PACKAGE

Armor: None (speed 30 ft).

Weapons: Quarterstaff (1d6/1d6, crit X2, 4 lb., two-handed, bludgeoning).

Sai (1d4, crit X2, 1 lb., range inc. 10 ft., light, bludgeoning)

Skill Selection: Pick a number of skills equal to 5 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Armor Check

Skill	Ranks	Ability	Penalty
Climb	4	Str	-
Tumble	4	Dex	-
Jump	4	Str	-
Swim	4	Str	-
Balance	4	Dex	-
Profession (sailor)	4	Wis	-
Spot	4	Wis	-
Escape Artist	4	Dex	-
Hide	4	Dex	-
Listen	4	Wis	-
Use Rope (cc)	2	Dex	-

Feat: If Dexterity is 13 or higher, Dodge; if Dexterity is 12 or lower, Improved Initiative instead.

Bonus Feat: If Dexterity is 13 or higher, Dodge; if Dexterity is 12 or lower, Combat Reflexes instead.

Gear: Clothes, personal items.

Gold: 2d4 gp.

Recommended Feats: Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Combat Expertise, Improved Initiative, Weapon Finesse, Weapon Focus.

PALADIN

As paragons of order and virtue, the very idea of a piratical paladin seems contradictory. Indeed, paladins are extremely rare in pirate campaigns, though they sometimes appear as the captains of vessels tasked with rooting out pirates and bringing them to justice, or as privateers in the service of their king and

NEW PALADIN MOUNTS

One of the paladin's biggest advantages, a special mount, is largely useless on a ship. The standard aquatic mount for a Small seagoing paladin is a porpoise, and the standard aquatic mount for a Medium seagoing paladin is a Large porpoise (a porpoise advanced to 6 HD) or Large shark.

Other options for powerful seagoing paladins are flying creatures (with DM approval). Both Small and Medium seagoing paladins typically use pegasi.

country. Provided these privateers give quarter when appropriate and restrict their actions to military vessels of enemy nations (attacking merchant vessels, after all, comes perilously close to attacking the innocent), they can usually remain within the bounds of their oaths. Still other paladin "pirates" operate independently, but restrict their raiding to slave ships or true pirate vessels. Even paladins with such altruistic motives must be extremely careful, for they walk a fine line between justice and lawlessness. Many paladins that pursue careers as buccaneers, no matter how pure their intentions, end up falling from their god's favor.

When creating a paladin for a pirate campaign, many of the suggestions that apply to both fighters and clerics apply just as well. Paladins do not have the bonus feats of the fighter, so players must choose feats a bit more carefully, but with the added advantage of divine spells and powers as backup. Because most paladins are very charismatic, such a character might consider seeking command of his or her own ship, taking spells and feats to attract and augment allies.

BRANDOBIAN SEAGOING PALADIN STARTING PACKAGE

Armor: Brigandine (+4 AC, armor check penalty -3, speed 20 ft., 30 lb.).

Light wooden shield (+1 AC, armor check penalty -1, 5 lb.)

Weapons: Longsword (1d8, crit 19-20/X2, 4 lb., one-handed, slashing).

Shortbow (1d6, crit X3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Armor Check

Skill	Ranks	Ability	Penalty
Heal	4	Wis	-
Profession (sailor)	4	Wis	-
Diplomacy	4	Cha	-
Spot (cc)		Wis	-
Climb (cc)	2	Str	-4
Balance (cc)	2	Dex	-4
Swim(cc)	2	Str	-8
Ride	4	Dex	-
Use Rope (cc)	2	Dex	-
Listen (cc)	2	Wis	-

Feat: Weapon Focus (longsword).

Bonus Feat: Improved Initiative.

Gear: Clothes, personal items. Golden holy symbol (scale balanced on a sword, of The True, god of truth and justice).

Gold: 2d4 gp.

Recommended Feats: Alertness, Combat Expertise (Improved Trip, Improved Disarm), Improved Initiative, Leadership, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), and Weapon Focus.

Recommended Spells: 1st-level- *bless*, *bless water*, *cure light wounds*; 2nd-level- *butt's strength*, *delay poison*, *resist energy*; 3rd-level- *cure moderate wounds*, *heal mount*, *prayer*; 4th-level- *cure serious wounds*, *dispel evil*, *mark of justice*.

RANGER

Peerless hunters and trackers, rangers are often aboard ships hunting the most dangerous quarry—other sentient beings. Whether they are employed by pirates to hunt merchant vessels, or by governments to hunt the pirates themselves, the ranger's keen eyes and natural cunning serve him well on the high seas.

Rangers are often used as navigators or lookouts. Occasionally, however, a ranger with a personal vendetta against a particular group (such as a pirate organization) will join the crew of a ship hunting (or expected to encounter) that group. For example, a ranger who has the Red Scarves, a pirate band known for raiding shipments of silk, as his favored enemy might sign on with the crew of a silk merchant's ship in hopes of finding his quarry.

A ranger in a piratical campaign should focus on navigation and detection, whether through good old-fashioned scanning the horizon or asking the right questions in a seedy dockside tavern. Rangers also have a knack for fighting with two weapons - a very useful ability for the player of such a character. Unfortunately, the ranger's ability to track is next to useless on a sailing ship, and the ranger's favored enemy ability also suffers somewhat. Unless the character's favored enemies are mostly aquatic humanoids or monsters, the ranger will not often benefit from this class feature. At the DM's discretion, players may make the following changes to the ranger class to make it more useful in a piratical campaign.

PIRICAL RANGER CLASS FEATURES

Except as described below, the seagoing ranger has all the standard features of a land-based ranger as described in the D&D Player's Handbook.

Favored Enemy (Ex): Players may select a specific group or organization as the ranger's favored enemy instead of a species. If the player chooses a very specific group (i.e. "the captain and senior officers of the pirate ship Revenge"), the DM may, at his or her discretion, double the normal favored enemy bonus.

Swift Swimmer (Ex): This ability replaces the woodland stride ability. Starting at 7th level, a ranger gains a natural swim speed equal to his or her normal land-based speed. Having a swim speed means that the ranger never has to make a Swim check to simply swim at his full speed. The ranger gains a +8 movement mode modifier on Swim checks to perform a special action or avoid a hazard. The ranger can always take 10 on Swim checks, even if circumstances would normally prevent him or her from doing so.

Camouflage (Ex): This ability is the same as the standard ranger ability, but the term "natural terrain" also includes water.

Hide in Plain Sight (Ex): This ability is the same as the standard ranger ability, but the term "natural terrain" also includes water.

ELF PIRICAL RANGER STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

Weapons: Longsword (1d8, crit 19-20/X2, 4 lb., one-handed, slashing).

Short sword, off hand (1d6, crit 19-20/X2, 2 lb., light, piercing).

Note: When striking with both swords, this ranger takes a -4 penalty with the longsword and a -8 penalty with the short sword unless he or she has the Two-Weapon Fighting feat. If he or she has a Strength bonus, add only one-half of it to the damage roll with the short sword, but add the full Strength bonus to the damage roll with the longsword.

Longbow (1d8, crit X3, range inc. 100 ft., 3 lb., piercing).

Skill Selection: Pick a number of skills equal to 6 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Armor Check

Skill	Ranks	Ability	Penalty
Survival	4	Wis	-
Profession (sailor)	4	Wis	-
Climb	4	Str	-1
Balance (cc)	2	Dex	-1
Spot	4	Wis	-
Listen	4	Wis	-
Knowledge (nature)	4	Int	-
Gather Information (cc)	2	Cha	-
Search	4	Int	-
Use Rope	4	Dex	-
Swim	4	Str	-2
Move Silently	4	Dex	-1
Hide	4	Dex	-1

Feat: Power Attack.

Favored Enemy: The Red Scarves (pirate band)

Gear: Clothes, personal items.

Gold: 2d4 gp.

Recommended Feats: Alertness, Dodge, Improved Initiative, Saltwater In the Veins*, Sea Legs*, and Skill Focus (Navigate, Search, Spot).

Recommended Spells: 1st-level- *endure*, *elements*, *flawless navigation**, *read magic*, *summon nature's ally I*; 2nd-level- *cure light wounds*, *protection from energy*, *wind walk*; 3rd-level- *cure moderate wounds*, *repel vermin*, *water walk*; 4th-level- *commune with nature*, *cure serious wounds*, *non detection*, *summon nature's ally IV*.

*indicates a spell presented in this book.

ROGUE

Not surprisingly, rogues make the quintessential pirates. Their larcenous nature, natural cunning, and devotion to stealth and trickery can help a rogue rise to great heights of power in

pirate circles. Many of the greatest pirate captains in history, including Rogar Blackthorn, have been rogues (or at least multi-classed rogues). Less charismatic rogues (or those who are not drawn to the position of leadership) often serve as appraisers, safecrackers, and general troubleshooters for more influential pirate lords.

Versatility is the rogue's stock in trade, and the character should reflect that. Rogues can, and should, do a little bit of everything. Unless this character plans on entering combat frequently, players should consider taking feats that will improve skills or give the rogue new skill-based abilities. For the fighting rogue, as with virtually all classes in a piratical campaign, mobility and speed are more important than heavy armor and massive damage. When it comes time to pick special abilities, consider abilities like opportunist, skill mastery and slippery mind. Extra feats are also useful.

SVIMOHZISH PIRATICAL ROGUE STARTING PACKAGE

Armor: Leather (+2AC, speed 20 ft., 15 lb.).

Weapons: Short sword (1d6, crit 19-20/X2, 2 lb., light, piercing).

Light crossbow (1d6, crit 19-20/X2, range inc. 80 ft., 4 lb., piercing).

Dagger (1d4, crit 19-20/X2, range inc. 10 ft., 1 lb., light, piercing)

Skill Selection: Pick a number of skills equal to 8 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Armor Check

Skill	Ranks	Ability	Penalty
Spot	4	Wis	-
Listen	4	Wis	-
Search	4	Int	-
Balance	4	Dex	-
Profession (sailor)	4	Wis	-
Climb	4	Str	-
Swim	4	Str	-
Hide	4	Dex	-
Disable Device	4	Int	-
Open Lock	4	Dex	-
Use Magic Device	4	Cha	-
Sleight of Hand	4	Dex	-
Decipher Script	4	Int	-
Bluff	4	Cha	-
Intimidate	4	Cha	-
Use Rope	4	Dex	-

Feat: Improved Initiative.

Bonus Feat: Combat Reflexes.

Gear: Clothes, personal items. Thieves' tools. Case with 10 crossbow bolts.

Gold: 4d4 gp.

Recommended Feats: Alertness, Combat Reflexes, Dodge, Down the Sail*, Mobility, Peerless Navigator*, Rope Swing*, Sea Legs*, Saltwater in the Veins*, Spring Attack, Toughness, Two-Weapon Fighting, and Weapon Focus.

*indicates a spell presented in this book.

NEWSHAMANTOTEMS

While the sample totems presented in the Kingdoms of Kalamar Player's Guide are all useful, they are all land-bound animals. It is difficult to imagine the shaman of a shore-dwelling tribe that survives by fishing, for example, following the Wolf Spirit or the Bear Spirit. For a more nautically-themed shaman, the following new animal companions/totems are suggested. The statistics for each animal can be found in the D&D Monster Manual.

Sample Totem	Benefit
Crocodile	Shaman gains +1 natural AC; +2 bonus on Hide checks
Porpoise	Shaman gains +2 bonus on Swim checks; blindsight (60 ft.)
Shark	Shaman gains +2 bonus on Fort saves; keen scent (as shark)
Squid	Shaman gains +2 bonus on grapple checks; +10 ft to swim speed
Toad	Shaman gains +2 bonus on Ref saves; +4 bonus on Hide checks

SHAMAN

Like druids, shamans are rare in pirate campaigns. Their primitive, tribal origins seldom offer them the opportunity to join up with a pirate crew, and their superstitious natures often make them ill-suited to life at sea. A shaman on a pirate crew is usually a slave owned by the captain or another officer, or one who has struck out alone, separated from her tribe for some reason. Perhaps her tribe has been massacred, leaving the shaman as the sole survivor, or perhaps a rival has usurped the shaman's place and exiled her from the tribe. Regardless of their origins, many shamans treat their crewmates as a kind of surrogate tribe, and their blessings and rituals to appease ocean spirits often make sailors feel a bit more at ease. After all, the sea is a fickle mistress, and to the sailors' way of thinking, it can never hurt to have as much divine aid on their side as possible.

The piratical shaman, much like the druid, should focus less on combat and more on divination magic and magic that can quell or control dangerous storms. Metamagic feats (and wild feats as described in Masters of the Wild) are often good choices for the shaman, as are general-purpose spellcasting feats like Spell Focus and Spell Penetration. Shamans have a decent skill point selection, and thus should consider putting ranks in skills related to sailing and the sea, as well as skills that enable her to offer aid and comfort to her fellow sailors.

Seagoing shamans will likely have animal companions that do not need much room on board ship, such as an eagle, owl or snake. It is also possible to have aquatic animal companions, as seen in the sidebar on New Shaman Totems.

OCEAN SHAMAN CLASS FEATURES

Except as described below, the ocean shaman has all of the standard features of a land-based shaman as described in the KINGDOMS OF KALAMAR Player's Guide.

Animal Companion: As there is little room on board ship for animals, an ocean shaman may begin play with an

NEW FAMILIARS

Sorcerers and wizards seeking to establish a more piratical feel may wish to choose one of the following new types of familiars: parrot or monkey. Both are considered standard familiars (in other words, the Improved Familiar feat is not required to take a parrot or monkey familiar), and offer the following advantages in addition to the standard familiar abilities.

Familiar Special

Monkey Master gains a +3 bonus on Balance checks

Parrot* Master gains four ranks to use on the Speak Language skill.

* A parrot familiar can speak one language of its master's choice as a supernatural ability. Parrots use the statistics for ravens (see the D&D Monster Manual).

animal companion selected from the following list: crocodile, eagle, owl, porpoise, Medium shark, snake and squid. Otherwise, the animal companion follows the rules for druidic animal companions as seen in the revised D&D Player's Handbook.

Animal Totem: When the player creates an ocean shaman character or gains the first level of shaman, he or she must choose a single totem as detailed in the KINGDOMS OF KALAMAR Player's Guide. An ocean shaman may choose a totem that is different from its animal companion, provided the DM approves. Otherwise, an ocean shaman should restrict his or her choices to a single animal totem selected from the following list: crocodile, eagle, owl, porpoise, Medium shark, snake and squid.

Swift Swimmer (Ex): This ability replaces the woodland stride ability. Starting at 2nd level, a ocean shaman gains a natural swim speed equal to his or her normal land-based speed. Having a swim speed means that the ocean shaman never has to make a Swim check to simply swim at his full speed. The ocean shaman gains a +8 movement mode modifier on Swim checks to perform a special action or avoid a hazard. The ocean shaman can always take 10 on Swim checks, even if circumstances would normally prevent him or her from doing so.

Amphibious (Ex): This ability replaces the trackless step ability. Starting at 3rd level, an ocean shaman can breathe both air and water.

DEJY OCEAN SHAMAN STARTING PACKAGE

Armor: Studded leather (+3 AC, speed 30 ft., armor check penalty-1, 20 lb.).

Weapons: Quarterstaff (1d6/1d6, crit X2, 4 lb., two-handed, bludgeoning).

Sling (1d4, crit x2, range inc. 50 ft., 0 lb., bludgeoning).

Skill Selection: Pick a number of skills equal to 5 + Int modifier. The skill table presents the skills in order of probable importance to the character.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	-
Concentration	4	Con	-
Balance (cc)	2	Dex	-1
Heal	4	Wis	-
Knowledge (nature)	4	Int	-
Profession (sailor)	4	Wis	-
Handle Animal	4	Cha	-
Swim	4	Str	-2
Use Rope (cc)	2	Dex	-

Feat: Improved Initiative.

Bonus Feat: Extend Spell.

Animal Companion: Snake (tiny viper).

Gear: Clothes, personal items. Small wooden animal totem (snake).

Gold: 1d6gp.

Recommended Feats: Brew Potion, Craft Staff, Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, and Scribe Scroll.

Recommended Spells: 0-level-*flare, guidance, know direction, light, mending, purify food and drink*; 1st-level-*calm animals, charm animals, endure elements, flawless navigation*, goodberry, obscuring mist, summon nature's ally I, tricky currents**; 2nd-level-*bull's strength, cat's grace, featherweight, gust of wind, leadweight*, owl's wisdom, warp wood, wild sense (KPG), wood shape*; 3rd-level-*call lightning, cure moderate wounds, neutralize poison, shape water*, sleet storm, water breathing, water form*, wind wall*; 4th-level-*air walk, control water, ice storm, reincarnate, repel vermin, rusting grasp, sticks to snakes*, waterspout**; 5th-level-*animal growth, call lightning storm, commune with nature, control winds, wall of fire*; 6th-level-*cat's grace (mass), clear sailing*, ironwood, owl's wisdom, spellstaff, transport via waves*, woodiron (KPG)*; 7th-level-*control weather, cure moderate wounds (mass), fire storm, heal, monsoon*, sunbeam*; 8th-level-*cure serious wounds (mass), finger of death, sunburst, summon nature's ally VIII, whirlwind*; 9th-level-*cure critical wounds (mass), foresight, regenerate, shapechange, storm of vengeance, tsunami*, typhoon**.

*These spells can be found in this book.

SPELLSINGER, SORCERER AND WIZARD

Though arcane magic is uncommon on Tellene, these spellcasters are highly prized by pirate captains. A skilled ship mage, as the position is called, can ensure beneficial weather for the duration of a voyage, ensnare a merchant vessel so that it cannot escape, or even burn an enemy ship down to the waterline. In general, spellsingers and sorcerers are preferred to wizards because their spontaneity makes them better prepared for the unpredictable hazards of the sea. However, with their broader range of spells, wizards are certainly not to be dismissed. Arcane spellcasters of any stripe are rarely found in any position on a pirate ship other than that of ship's mage.

When creating a piratical sorcerer or wizard, spell selection is obviously the most important decision. Utility spells that manipulate the weather or ocean currents are a must, as are spells that can help repair damage to the ship. Attack spells are always useful for shipboard battles, but remember that a sailing vessel is a relatively fragile thing, and many pirates want to capture the enemy's ship as well as its cargo. Spells that can

cripple the crew without affecting the ship itself, or that can stop a ship with minimal damage, are highly prized.

For piratical wizards, the ability to take any Knowledge skill as a class skill is a powerful advantage, and players should strongly consider putting a few ranks into Knowledge skills related to sailing or the sea. Metamagic feats are strongly recommended, particularly feats such as Extend Spell and Enlarge Spell.

KALAMARAN SHIP MAGE STARTING PACKAGE

Armor: None (speed 20 ft.).

Weapons: Quarterstaff (1d6/1d6, crit X2, 4 lb., two-handed, bludgeoning).

Light crossbow (1d8, crit 19-20/X2, range inc. 80 ft., 4 lb., piercing)

Skill Selection: Pick a number of skills equal to 2 + Int modifier (or 3 + Int modifier for sorcerers only). The skill table presents the skills in order of probable importance to the character.

Skill	Ranks	Armor Check	
		Ability	Penalty
Spellcraft	4	Int	-
Concentration	4	Con	-
Knowledge (arcana)	4	Int	-
Knowledge (nature)*	4*	Int	-
Balance (cc)	2	Dex	-
Profession (sailor)	4	Wis	-
Swim (cc)	2	Str	-
Use Rope (cc)	2	Dex	-
Spot (cc)	2	Wis	-
Search (cc)	2	Int	-
Hide (cc)	2	Dex	-
Move Silently (cc)	2	Dex	-

* Cross-class skill for sorcerers (only 2 ranks)

Feat: Toughness.

Bonus Feat: Combat Casting.

Gear: Clothes, personal items. Case with 10 crossbow bolts. Spell component pouch (sorcerer and wizard only).

Gold: 3d4 gp (sorcerer); 6d4 gp (spellsinger); 3d6 gp (wizard).

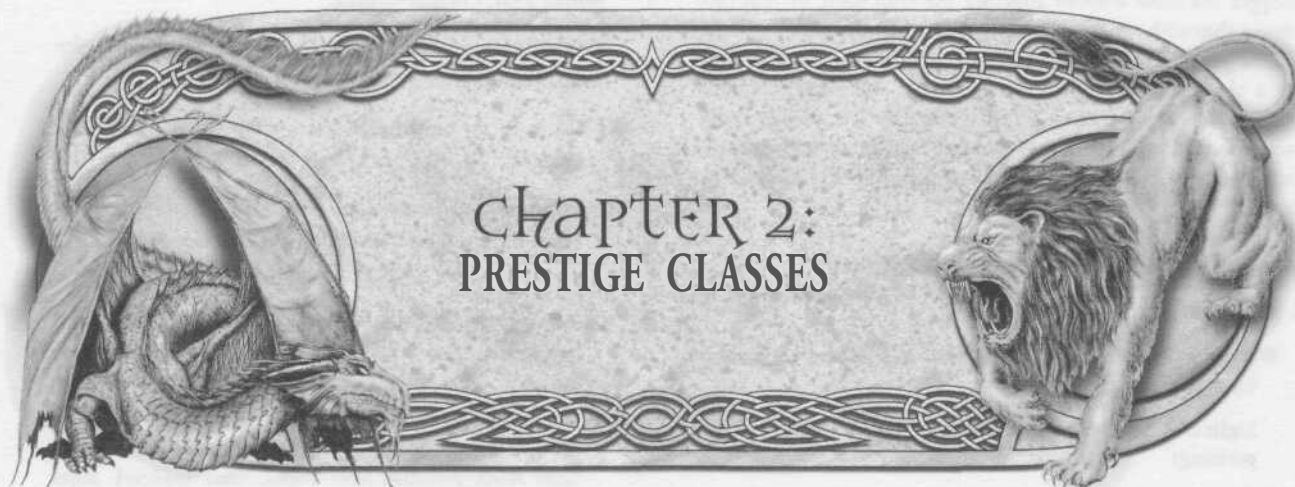
Recommended Feats: Combat Casting, Craft Wondrous Item, Enlarge Spell, Extend Spell, Quicken Spell, Scribe Scroll, Selective Spell, and Toughness.

Recommended Spells: o-level- *arcane mark, daze, detect magic, flare, light, mending, ray offrost, read magic, resistance*; 1st-level- *animate rope, color spray, disinter (KPG), magic missile, shield, unseen servant*; 2nd-level- *arcane lock, bull's strength, cat's grace, icy hands (KPG), imaginary chains (KPG), locate object, protection from arrows, scare*; 3rd-level- *dispel magic, flame arrow, fly, ochre cloud (KPG), protection from energy, stinking cloud, water breathing*; 4th-level- *Alafei's black tentacles*, charm monster, gold lust (KPG), hallucinatory terrain, scrying, Shathy's pestilence (KPG), shout, wave in motion (KPG)*; 5th-level- *cloudsleep (KPG), cone of cold, fabricate, night fighter (KPG), Shasseril's telepathic bond*, shock wave (KPG)*; 6th-level- *bull's strength (mass), circle of death, Emmuk's freezing sphere*, legend lore, probe thoughts (Defenders of the Faith), suggestion (mass)*; 7th-level- *control weather, hold person (mass), limited wish, summon monster VII, teleport (greater), waves of exhaustion*; 8th-level- *discern location, incendiary cloud, polar ray, power word stun, summon monster VIII, sunburst*; 8th-level- *foresight, power word kill, shades, summon monster IV, teleportation circle, weird.*

*Named after characters in the KINGDOMS or KALAMAR campaign setting. In the D&D PHB, Alaki is known as Evard, while Shasseril becomes Rary, and Emmuk is Otiluke.



Two familiars amuse themselves in the ship's rigging.



Those who live their lives on the sea are a diverse lot. From pirates to pirate hunters, ship wizards to combat marines, the sea is home to them all. The following prestige classes present a range of diverse options for characters in a pirate campaign. Owners of the KINGDOMS OF KALAMAR Player's Guide will want to make use of the mariner prestige class from that book as well.

COMBAT MARINE

Rough and rugged warriors specially trained to fight aboard ships, combat marines are often looked upon with awe, respect, and occasionally a little fear by their fellow sailors. Most are given several months of training at a Marine Academy (such as the Mendarn Royal Marine Academy or the Eldoran Marine Academy) and then immediately enter the service of their nation's army. Some combat marines, however, find military duty onerous and discipline harsh; many of these abandon their posts and turn to piracy. Others join the "brotherhood of the coast" after they retire from active duty, seeking to make some extra gold to supplement their pensions. For these reasons, one can find combat marines almost as often on pirate vessels as on the vessels of various nations' royal navies.

Fighters, monks, gladiators, and rangers are the most common combat marines, as their combat training fits well with the class. Paladins make good combat marines, but they almost never serve on pirate ships. Single-classed rogues, infiltrators, brigands, Basiran dancers, and bards can be decent combat marines, but their slightly weaker combat abilities usually relegate them to support roles. Clerics, shamans, and druids occasionally become combat marines, but they are better suited to serving as medics and support spellcasters. Sorcerers, spell-slingers, and wizards rarely become combat marines.

Hit Die: d10.

REQUIREMENTS

In order to become a combat marine, a character must meet all of the following requirements.

Base Attack Bonus: +5.

Skills: Climb 4 ranks, Jump 8 ranks, Profession (sailor) 4 ranks, Swim 8 ranks.

Feats: Combat Reflexes, Toughness, Weapon Focus.

Alignment: Any.

CLASS SKILLS

The combat marine's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Jump (Str), Profession (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the combat marine.

Weapon & Armor Proficiency: The combat marine is proficient with all simple and martial weapons, and light armor.

Boarding Action (Ex): At 1st level, a combat marine can use the Jump skill (such as jumping from one ship to another) while making a charge. This means that any



obstruction that the combat marine can jump over does not block the "clear path" of the charge. As long as the Jump check is successful, the charge occurs normally; if the combat marine fails the Jump check, the charge is lost. The combat marine can only make one Jump during a boarding action.

Agility (Ex): At 2nd level, the combat marine's finely tuned coordination gives him a +2 bonus on Balance and Jump checks. This bonus increases to +3 at fourth level, and an additional +1 at every other level afterwards (+4 at sixth level, +5 at eighth level, and +6 at tenth level).

Improved Weapon (Ex): At 3rd level, the combat marine gains the ability to pick up loose boards, catapult shot, or any other flotsam that might happen to be lying about and use it as a deadly weapon. Regardless of the item, the improvised weapon deals 1d6 (x2 on a critical hit) points of slashing, piercing, or bludgeoning damage, as appropriate to the item. Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give a +2 bonus on Disarm attempts. Finally, he can upend items with large, flat surfaces (such as tables) to serve as makeshift tower shields.

Uncanny Dodge (Ex): At 4th level, the combat marine gains the extraordinary ability to react to danger before his senses would normally allow him to be aware of it. At 4th level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus to AC if immobilized.

If a combat marine already has uncanny dodge from a different class (a combat marine with four levels of rogue, for example), he automatically gains improved uncanny dodge instead.

Improved Bull Rush (Ex): At 5th level, the combat marine gains the improved bull rush feat, even if he does not meet the prerequisites. In addition, he counts as one size category larger for the purpose of who he can bull rush and what bonuses he gets when bull rushing and when being bull rushed. These bonuses stack with those granted by the improved bull rush feat.

Improved Uncanny Dodge (Ex): At 7th level, the combat marine's enemies can no longer flank him, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank

TABLE 2-1 THE COMBAT MARINE

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1	+1	+2	+2	+0	Boarding action
2	+2	+3	+3	+0	Agility +2
3	+3	+3	+3	+1	Improvised weapon
4	+4	+4	+4	+1	Uncanny dodge, agility +3
5	+5	+4	+4	+1	Improved bull rush
6	+6	+5	+5	+2	Agility +4
7	+7	+5	+5	+2	Improved uncanny dodge
8	+8	+6	+6	+2	Agility +5
9	+9	+6	+6	+3	Leatherneck
10	+10	+7	+7	+3	Agility+6, Brawler

attacks to sneak attack the combat marine. A character at least four levels higher than the combat marine can still flank him and thus sneak attack him.

If the combat marine has the uncanny dodge ability from a different class (not the combat marine class), the character automatically gains improved uncanny dodge instead. In addition, all levels from the other class that grants uncanny dodge stack with the combat marine levels to determine the minimum level a character must have to sneak attack the combat marine.

Leatherneck (Ex): Combat marines are legendary for their toughness and ability to shrug off blows. At 9th level, the combat marine receives damage reduction 2/-.

Brawler (Ex): The combat marine is a master of fighting against overwhelming odds. At 10th level, whenever three or more opponents threaten the combat marine, he gains an extra melee attack at his highest base attack bonus. The combat marine must take a full attack action to gain the benefit of this extra attack. However, all of his attacks for the round suffer a -2 attack penalty.

DREAD PIRATE

This prestige class first appeared in *Song & Silence*, and is highly appropriate to a pirate campaign. To use the dread pirate class with the new rules in this book, make the following changes:

CLASS SKILLS

Add Pantomime (Wis) [KPG] as a class skill.

CLASS FEATURES

Add the following features:

Wind At Your Back: This ability allows any ship captained by the dread pirate to move 10% faster than normal (see Chapter 6 for information about ship speeds).

Leadership Bonus: This bonus also applies to Charisma checks made to attract a crew (see Chapter 5).



TABLE 2-2: THE MASTER NAVIGATOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Instinctive navigation, master of the stars +2
2	+1	+0	+0	+3	Speed plotting
3	+1	+1	+1	+3	Efficient course
4	+2	+1	+1	+4	Master of the stars +4
5	+2	+1	+1	+4	Course awareness
6	+3	+2	+2	+5	Optimal course
7	+3	+2	+2	+5	Master of the stars +6
8	+4	+2	+2	+6	Course recognition
9	+4	+3	+3	+6	Intercept course
10	+5	+3	+3	+7	Master of the stars+8, perfect course

Come About: The dread pirate's ability to steer his vessel is legendary. At 6th level, any ship he captains has its maneuverability increased by one category (see Chapter 6).

Hoist the Black Flag (Sp): The dread pirate's hoist the black flag ability stacks with the ability of the same name of the pirate lord prestige class. If a character has both abilities, allies within 50 feet of the flag gain a +4 morale bonus on attacks (the ability can only be used three times per day, however).

MASTER NAVIGATOR

There are navigators, and then there are navigators. The master navigator is a character for whom the ability to read the stars and plot a course straight and true seems to be in his blood. He can shave hours or days off of voyages, plot a course to nearly any location, and at higher levels, he can even track and plot a course to a moving point such as another ship. Master navigators are highly prized on any ship, and many have made a legendary name for themselves in the numerous seafaring communities across Tellene. On many pirate ships, a particularly skilled navigator might get a larger than normal share of any booty taken, and so many are lured into a life of larceny on the high seas. Others serve on merchant vessels or naval ships of war, where they are paid well and given special privileges for their skills.

Rangers and rogues are the most common master navigators in civilized lands. Among the more primitive cultures on Tellene, barbarians, shamans, and druids often navigate great war-canoes by "listening to the spirits." Most other classes are less common, but occasionally a spellsinger, sorcerer, or wizard (often a diviner) with skill points to spare becomes a master navigator, using spells to aid him. Clerics are only occasionally master navigators, with the notable exception of clerics of The Traveler. The Journeymen take to this prestige class naturally, and many of their members fill the ranks of the master navigator.

Hit Die: d6.

REQUIREMENTS

In order to become a master navigator, a character must meet all of the following requirements.

Skills: Knowledge (astronomy) 8 ranks, Profession (navigator) 10 ranks, Profession (sailor) 8 ranks.

Feats: Peerless Navigator.

Special: The character must have successfully navigated at least one seafaring journey of at least 100 miles with no navigational aids.

CLASS SKILLS

The master navigator's class skills (and the key ability for each skill) are Balance (Dex), Craft (cartography) (Int), Knowledge (astronomy) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Profession (navigator) (Wis), Profession (sailor) (Wis), Spot (Wis), Survival (Wis) Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int

modifier.

CLASS FEATURES

All of the following are features of the master navigator.

Weapon & Armor Proficiency: The master navigator gains no proficiency with any weapon or armor.

Instinctive Navigation (Ex): Beginning at 1st level, the master navigator's innate sense of direction is so keen that he needs no navigational devices to plot his courses. As such, he no longer suffers any penalty for not having them (uncharted destinations no longer apply a +4 modifier to the navigation DC). He still receives the bonuses for using navigational devices, if he chooses to.



Master of the Stars (Ex): At 1st level, the master navigator gains a +2 bonus to all Profession (navigator) skill checks. This bonus increases by +2 for every three levels after first (+4 at fourth level, +6 at seventh level, and +8 at tenth level).

Speed Plotting (Ex): At 2nd level, the master navigator can plot courses much more quickly than the average navigator can. He suffers no modifier to the DC for plotting the course in only 30 minutes, and he may attempt to plot the course in fifteen minutes with only a +3 modifier to the DC.

Efficient Course (Ex): At 3rd level, the master navigator has such an understanding of prevailing winds and ocean currents that he can plot his ship's course in the most efficient manner possible. If his ship is traveling along a course plotted by the master navigator, it moves at its maximum speed instead of its average speed.

Course Awareness (Ex): At 5th level, the master navigator can sense when his ship is off course. As a free action once per day, he may make a Profession (navigator) check at DC 20. If he succeeds, he knows whether his ship is heading towards the intended destination or off course. In addition, the DC to determine the vessel's current location is reduced to 10.

Optimal Course (Ex): At 6th level, the master navigator can shave additional time off of his course. For every 4 points by which the master navigator beats the DC of a Profession (navigator) check, he subtracts 10% from the travel time. This ability replaces the normal travel time reductions for a good Profession (navigator) check and allows the master navigator to shave additional time off of the voyage by beating the DC by a larger amount than ten.

Course Recognition (Sp): At 8th level, the master navigator can use the Profession (navigator) skill to guess the port of origin and port of destination of any ship he sees moving on the open water. The DC is 30 to learn the general area of origin or destination (he must make a separate check for each location), and a DC of 40 for the specific port. He receives a +5 bonus to his check if the course is a well-known route.

Intercept Course (Su): At 9th level, the master navigator can actually plot a course to intercept a target that is on the move. The master navigator need not know the target's location or course, but he must have observed it directly. This ability requires a successful Profession (navigator) check (though the DC is increased by +10). If the target unexpectedly changes its own course, the master navigator must make another profession (navigator) check (also with a +10 DC). Other than the DC, this ability works exactly like the Intercept a Ship naval combat maneuver described in Chapter 7, albeit it functions on a much larger scale.

Perfect Course (Su): At 10th level, the master navigator's ability to plot a course is so flawless that he rarely goes off course. He must fail his Profession (navigator) check by more than 8 (instead of more than 4) to actually drift off course. In addition, he only drifts by 1d6X10 miles for every 250 miles in the route.

TABLE 2-3: THE PIRATE HUNTER

Level	Base Attack			Fort Ref Will			Special
	Bonus	Save	Save	Save	Save	Save	
1	+1	+2	+0	+0	+0		Favored enemy: pirates +2
2	+2	+3	+0	+0	+0		Subdual expert
3	+3	+3	+1	+1	+1		Relentless pursuit
4	+4	+4	+1	+1	+1		Naval engagement
5	+5	+4	+1	+1	+1		Favored enemy: pirates+4
6	+6	+5	+2	+2	+2		Improved relentless pursuit
7	+7	+5	+2	+2	+2		Pirate tracking +8
8	+8	+6	+2	+2	+2		Berating oratory
9	+9	+6	+3	+3	+3		Pirate tracking +10
10	+10	+7	+3	+3	+3		Favored enemy: pirates+6

PIRATE HUNTER

For every man or woman that turns to a life of piracy, there are those who would hunt them. Pirate hunters are fiercely dedicated, often captains in the navy of a nation or city-state that is plagued by pirates. Others are not affiliated with any military force, instead stalking their prey for their own motives. Regardless of their employment, all pirate hunters are driven by their desire to see piracy ended, and every pirate on the seas hanging from the end of a gibbet. Pirate hunters can make excellent player characters for campaigns set in Reanaaria or Svimohzia, but they can also be used to equal effect as villains (or at least adversaries) in a pirate campaign.

Fighters, paladins, gladiators, brigands, and rangers are the most common pirate hunters. Barbarians, while they might be useful in a fight, generally lack the organization and leadership skills necessary to command any ship, much less one dedicated to hunting pirates. Rogues, infiltrators, clerics, and bards often have the requisite skills necessary to become pirate hunters, but



because of their lesser fighting abilities, they are slightly less common than more martially-inclined classes. Pirate hunters like to be in the thick of battle, taking the fight directly to their hated foes, and weaker classes do not excel at this. Monks, Basiran dancers, sorcerers, and wizards are more rare as pirate hunters, but sea druids take up this class from time to time when the depredations of piracy threaten the natural balance.

Hit Die: d10.

REQUIREMENTS

In order to become a pirate hunter, a character must meet all of the following requirements.

Base Attack Bonus: +5.

Skills: Profession (sailor) 4 ranks, Knowledge (local) 4 ranks, Survival 4 ranks.

Feats: Endurance, Self-Sufficient, Track.

Special: The character must have some special driving motivation to hunt down pirates, such as orders from a superior officer, revenge for the loss of a loved one, etc.

CLASS SKILLS

The pirate hunter's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

CLASS FEATURES

All of the following are features of the pirate hunter.

Weapon and Armor Proficiency: The pirate hunter is proficient with all simple and martial weapons, light armor, and shields.

Favored Enemy: Pirates (Ex): The pirate hunter has studied the ways of pirates, and knows special techniques for locating, tracking, and attacking these criminals. He gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when used against pirates. In addition, he receives a +2 bonus to all damage rolls against pirates. These bonuses increase to +4 at 5th level, and to +6 at 10th level.

This ability is similar to the ranger's favored enemy ability. Any bonuses from the ranger class will stack with the favored enemy: pirates ability, but gaining this ability does not count as gaining another favored enemy for a ranger.

Subdual Expert (Ex): Whenever possible, pirate hunters prefer to take their quarries alive so that they may face judgment back on land. At 2nd level, the pirate hunter suffers no penalty to his attacks when he attempts to deal nonlethal damage.

Relentless Pursuit (Ex): At 3rd level the pirate hunter has learned to focus his determination when his prey is in sight. When the pirate hunter can see a pirate that he is chasing, he gains a +4 bonus to all endurance checks and a +1 morale bonus to saving throws.

Naval Engagement (Ex): Beginning at 4th level, the pirate hunter gains a competence bonus equal to his class level

to all Profession (navigator) rolls for naval combat maneuvers against pirates. Alternately, he may bestow the bonus on one other character within ten feet, provided the pirate hunter takes a full-round action to direct the recipient.

Improved Relentless Pursuit (Ex): At 6th level, the pirate hunter's hatred for pirates is such that he can travel more quickly while chasing them. When the pirate hunter can see a pirate that he is chasing, his movement is increased by 10 ft. If he is commanding a ship, that ship's movement is increased by 10%.

Water Tracking (Ex): At 7th level, the pirate hunter can use the Track feat to track pirate ships over the water. The "tracks" must be less than thirty minutes old per pirate hunter level. The DC of the check is 25, plus any other applicable modifiers.

Berating Oratory (Ex): Once per day beginning at 8th level, the pirate hunter can give a speech filled with such vitriol toward piracy that affected pirates are too scared to fight properly. The pirate hunter gains a +4 bonus to Intimidate checks against pirates, and can use the Intimidate skill to demoralize all pirates within 10 ft. (as the demoralize opponent use of the Intimidate skill).

Greater Relentless Pursuit (Ex): At 9th level, the pirate hunter's determination to catch his quarry at all costs seems to infuse his very essence, driving him to unbelievable deeds. As long as a pirate he is chasing is in sight, the pirate hunter can act continuously for one day plus one additional day per point of Constitution bonus.

PIRATE LORD

Any scalawag can sign on for a stint with a pirate crew, but it takes a special breed of buccaneer to rise to the title of pirate lord. Pirate lords command fleets of ships, in some cases more than an entire nation's navy, and a veritable horde of cutthroats, assassins, thugs, and other undesirables. The pirate lord is usually retired from the active pirating life, but occasionally a pirate lord leads his fleets from the deck of his flagship, inspiring his subordinates to acts of reckless courage and derring-do. The pirate lord's true specialty, however, lies in managing his fleets and learning the schedules of merchant fleets and naval patrols, the better to target the former and avoid the latter.

Without a doubt, rogues are the most common pirate lords - they have the skills to excel in the areas necessary to becoming a pirate lord, and their general knack for skullduggery is a useful asset. Bards are the next most common pirate lords, followed by brigands, infiltrators, rangers, and barbarians. Because of their spiritual oaths, paladins and monks cannot become pirate lords without losing most of their original class abilities. Sorcerers, spellcasters, and wizards occasionally follow the path of the pirate lord, using the money earned through piracy to fund arcane research. Fighters and gladiators are probably the least common characters to become pirate lords, because they lack the requisite class skills and the skill points necessary to buy them as cross-class skills.

Hit Die: d6.

REQUIREMENTS

In order to become a pirate lord, a character must meet all of the following requirements.

Alignment: Any non-lawful, non-good.

Skills: Bluff 6 ranks, Diplomacy 10 ranks, Gather Information 10 ranks, Intimidate 6 ranks, Profession (sailor) 6 ranks.

Feats: Leadership

Special: The character must own a fleet of at least three ships.

CLASS SKILLS

The pirate lord's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier

CLASS FEATURES

All of the following are features of the pirate lord.

Weapon & Armor Proficiency: The pirate lord is proficient with all simple and martial weapons and light armor.

Blow of Riches (Ex): Once per week, the pirate lord can attempt to call upon the riches that his fleet of ships brings in. To access this wealth, the pirate lord rolls a d20, adds his pirate lord level, his Charisma modifier, and the

TABLE 2-4: THE PIRATE LORD

Base					
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1	+0	+0	+2	+2	Flow of riches
2	+1	+0	+3	+3	Contact
3	+2	+1	+3	+3	Impressive aura -2
4	+3	+1	+4	+4	Established turf
5	+3	+1	+4	+4	Contact, Pirate diplomacy
6	+4	+2	+5	+5	Impressive aura -4
7	+5	+2	+5	+5	Hoist the black flag
8	+6	+2	+6	+6	Contact
9	+6	+3	+6	+6	Impressive aura -6
10	+7	+3	+7	+7	Host of minions

number of ships in his fleet, and multiplies the total by 25. 1d3 days later (it takes time to have valuables liquidated, coins sorted, and funds transferred to the pirate lord), the pirate lord receives a number of gold pieces equal to this total. This money does not magically appear in the pirate lord's purse; a minion must acquire and deliver it. The DM is free to rule that the pirate lord cannot access his riches in certain circumstances (such as on the high seas or in the depths of a dungeon).

Contact (Ex): At second level, the pirate lord gains a contact, a minor NPC ally who can provide information, small favors, and other benefits. The pirate lord's player and the DM should work together to determine the exact nature of the contact, and the DM is encouraged to create statistics and a background for the contact. The exact nature of the contact determines the type of information or aid the pirate lord can expect - a shipping clerk for a Brandobian merchant coster, for example, would be unlikely to know about troop strength at a Svimohzish navy garrison, but could provide schedules for merchant convoys or help the pirate lord smuggle something. Regardless of the contact's nature, however, he will not voluntarily enter combat or otherwise risk his life for the pirate lord.

Impressive Aura (Ex): Beginning at third level, the pirate lord projects such an aura of power and menace that weaker characters find it hard to face him. Any character or creature with fewer character levels or Hit Dice than the pirate lord must make a Will save (DC 10 + one half the pirate lord's character level + the pirate lord's Charisma modifier) or suffer a -2 penalty to attack rolls and skill checks (such as Bluff, Intimidate, etc) against the pirate lord. This penalty increases to -4 at sixth level and -6 at ninth level. This ability counts as a fear effect.

Established Turf (Ex): Beginning at 4th level, the pirate lord's minions have committed enough piracy that the pirate lord has an area of established turf equal to one hex per level. Hexes in the KINGDOMS OF KALAMAR fantasy campaign are 25 miles across. The turf must be continuous but the pirate lord may establish a new turf that is not adjacent to the old one. Doing so requires a year of sailing the waters of the new turf. After the new turf is established, the old one becomes abandoned. All enemy ships suffer a -1 morale penalty to attacks against the pirate lord or his minions while in his turf. As a result, ships tend to avoid the pirate lord's turf, making the



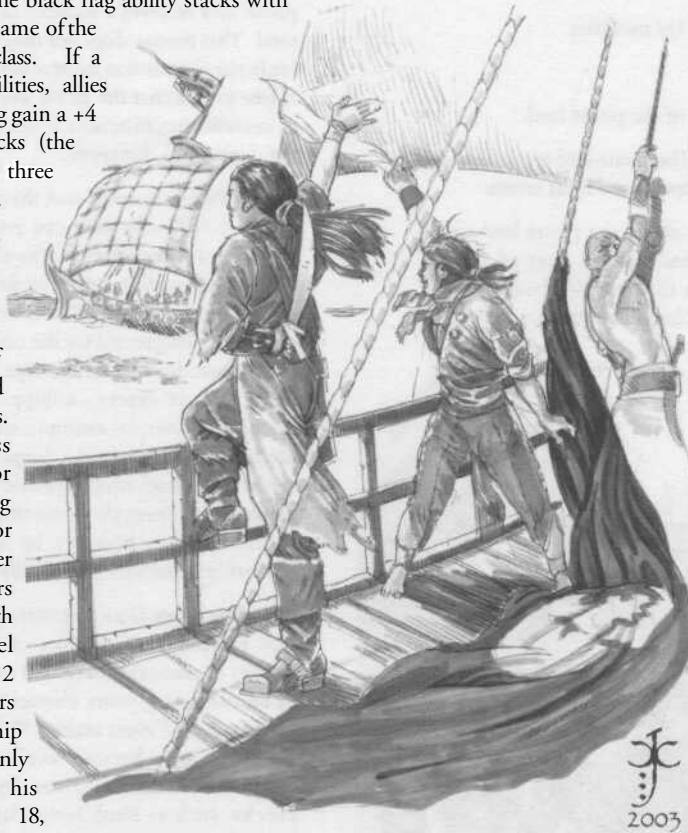
waters relatively quiet. Note that the turf of multiple pirate lords may overlap.

Pirate Diplomacy (Ex): By 5th level, the pirate lord has learned how to make people see reason through "polite discussion." Whenever he makes a Diplomacy check, he may choose to add one half of his Intimidate ranks to the check.

Hoist the Black Flag (Ex): The unique insignia of a pirate lord of 7th level or higher is so well known that when it is displayed on a flag or banner, every ally within 50 feet of it gains a +2 morale bonus on attacks. This bonus lasts for 10 rounds after the flag is revealed, or until it is destroyed or lowered, whichever comes first. Hoist the black flag may be used three times per day, and the pirate lord must either hoist the flag personally or hand it to an ally who then hoists it.

The pirate lord's hoist the black flag ability stacks with the ability of the same name of the dread pirate prestige class. If a character has both abilities, allies within 50 feet of the flag gain a +4 morale bonus on attacks (the ability can only be used three times per day, however).

Host of Minions (Ex): At 10th level, the pirate lord's pirate empire is so vast that he controls a veritable army of sailors, strong-arms, and scoundrels of all sorts. His pirate lord class levels are doubled for purposes of calculating his leadership score for determining the number and levels of his followers only. For example, a 7th level rogue/10th level pirate lord with a 12 Charisma gains followers as if he had a Leadership score of 28. He still only gains a cohort as if his Leadership score is 18, however.



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wish to become privateer captains, in command of their own vessels.

Rogues and multiclass fighter/rogues are the most common privateers, though members of any class can be found among a privateer's crew. Barbarians, brigands, infiltrators, bards, and rangers have both the skill points and the fighting ability to become good privateers, and the arcane power of sorcerers and wizards can be a useful asset to a privateer. Clerics, shamans, and druids are more rare, and since even legal piracy is still piracy, monks and paladins find their personal codes incompatible with privateering.

Hit Die: d8.

REQUIREMENTS

In order to become a privateer, a character must meet all of the following requirements.

Base Attack Bonus: +5.

Skills: Intimidate 4 ranks, Profession (navigator) 5 ranks, Profession (sailor) 6 ranks, Diplomacy 3 ranks.

Special: The character must possess a letter of marque.

CLASS SKILLS

The privateer's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (navigator) (Wis), Profession (sailor) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier

CLASS FEATURES

All of the following are features of the privateer.

Weapon & Armor Proficiency: Privateers are proficient with all simple and martial weapons, and light armor.

Favored Enemy Nation (Ex): The privateer has studied the ships and sailors of the enemies of his patron government (that is the supplier of his letter of marque) extensively. At 1st level, he picks one nation that is hostile toward his own (the DM determines what nations are available based on the campaign). Thanks to his study of this foe's naval tactics and maritime practices, he gets a +2 bonus on Bluff, Gather Information, and Sense Motive checks against members of this nationality. He also gains a +2 bonus on Profession (sailor) checks for performing maneuvers in naval combat with ships of his enemy nation and on

PRIVATEER

A step above the common pirate on the moral scale (or at least they like to think so), privateers are essentially "legal" pirates. Nominally in the service of their government, privateers are given letters of marque which allow them to offload and sell their booty in allied ports. All that his government asks in return is that the privateer restrict his depredations to the vessels of their nation's enemies. Privateers run risks only marginally less than other pirates, however - after all, if the privateer is captured by a hostile nation, it is very unlikely that his letters of marque will do him any good at all. While any character with a letter of marque is technically a privateer, this prestige class is geared specifically toward those characters who

TABLE 2-5: THE PRIVATEER

Base					
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1	+1	+0	+2	+0	1st favored enemy nation
2	+2	+0	+3	+0	Treasure sense +2
3	+3	+1	+3	+1	Market savvy
4	+4	+1	+4	+1	Treasure sense+4
5	+5	+1	+4	+1	2nd favored enemy nation
6	+6	+2	+5	+2	Treasure sense +6
7	+7	+2	+5	+2	Improved market savvy
8	+8	+2	+6	+2	Treasure sense +8
9	+9	+3	+6	+3	3rd favored enemy nation
10	+10	+3	+7	+3	Treasure sense +10

weapon damage rolls against both ships and characters of his enemy nationality.

At 5th and 9th levels, the privateer may select a new enemy nation, and the bonus associated with one previously selected enemy nation increases by +2. Thus a 9th level privateer with 3 enemy nations could have bonuses of +6, +4, and +2 or +4, +4, and +2. Note that the privateer may need to get another letter of marque to attack a new nation's ships legally. These bonuses stack with a ranger's favored enemy bonus (if applicable), but do not allow the ranger to add bonuses to his other favored enemies who are not of this nationality.

Treasure Sense (Ex): At 2nd level, the privateers familiarity with treasure types and the manner it is hidden grants him a +2 bonus to all Appraise and Search checks related to treasure or loot. This bonus increases by +2 every even level, starting at 4th level.

Market Savvy (Ex): Privateers spend as much time in the market selling their loot as they do on the high seas taking it. At 3rd level, the privateer's knowledge of trade routes, economies, and supply and demand in his patron country is superb. He receives a +2 bonus to all Bluff and Diplomacy checks dealing with buying or selling goods in his patron country. In addition, he can sell his goods at 10% above the normal asking price (as determined by the DM).

Improved Market Savvy (Ex): By 7th level, the privateer's command of the markets in his patron countries is masterful. He receives a +4 bonus to all Bluff and Diplomacy checks dealing with buying or selling goods in

his patron country. In addition, he can sell his goods at 25% above the normal asking price (as determined by the DM). These bonuses replace those from market savvy; they do not stack with them.

SHIP MAGUS

Arcane magic is rare on Tellene, and people in many places look upon it with fear and suspicion. This is not the case among sailors. While those who live on the sea are as superstitious as land-dwellers (perhaps more so), they recognize the value of having a crew member who can mend leaks with a gesture and quell storms with a word. In a world where the cannon has yet to be invented, mages are also prized for their ability to dish out massive damage in a naval battle—after all, a spellcaster is more efficient and accurate than a catapult or ballistae. Ship magi are rare but highly prized men and women who have honed their arcane arts to function best on the high seas, whether for naval combat or simply for getting a ship to its destination safely.

Obviously, sorcerers, spellsingers, and wizards are the most common ship magi, though a fair number of bards take up the calling. Members of other classes lack the requisite spellcasting abilities to become ship magi. However, at the DM's discretion, the arcane magic requirement of the ship magus may be exchanged for divine spellcasting, opening the class up to clerics, shaman, and druids.

Hit Die: d4

REQUIREMENTS

In order to become a ship magus, a character must meet all of the following requirements.

Skills: Balance 4 ranks, Concentration 6 ranks, Knowledge (arcana) 10 ranks.

Feats: Enlarge Spell, Widen Spell, Empower Spell

Spellcasting: Ability to cast 4th level arcane spells.

CLASS SKILLS

The ship magus's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (astronomy) (Int), Profession (navigator) (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the ship magus.

TABLE 2-6: THE SHIP MAGUS

Base						
	Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	Spellcasting
1	+0	+0	+0	+2	Spell power +1, improved enlargement 150%	+1 level of existing class
2	+1	+0	+0	+3	Nautical casting	+1 level of existing class
3	+1	+1	+1	+3	Spell power+2, improved enlargement 200%	+1 level of existing class
4	+2	+1	+1	+4	Ship spell 0-level	+1 level of existing class
5	+2	+1	+1	+4	Improved enlargement 250%	+1 level of existing class
6	+3	+2	+2	+5	Spell power+3, ship spell 1st level	+1 level of existing class
7	+3	+2	+2	+5	Spell power+3, improved enlargement 300%	+1 level of existing class
8	+4	+2	+2	+6	Ship spell 2nd level	+1 level of existing class
9	+4	+3	+3	+6	Spell power +4, improved enlargement 350%	+1 level of existing class
10	+5	+3	+3	+7	Ship spell 3rd level	+1 level of existing class

Weapon & Armor Proficiency: The ship magus gains no new weapon or armor proficiencies.

Spellcasting: A ship magus continues training in magic as he advances his studies of the sea. Thus, when he gains a new ship magus level, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class to which he belongs. However, he does not gain any other benefit a character of that class would have gained (like metamagic or item creation feats, and so on). This means that a ship magus adds his level of ship magus to his level of another arcane spellcasting class that he already has then determines spells per day and caster level accordingly.

If the character had more than one spellcasting class before he became a ship magus, he must decide which class he adds each level of ship magus to for purposes of determining spells per day.

Spell Power (Su): At 1st level, the ship magus has learned to harness the magical power of the sea to increase the potency of his spells. Whenever he is on a ship on the open ocean, he adds +1 to the DC of all saving throws against his spells and a +1 bonus on all caster level checks to overcome spell resistance. This ability only applies to arcane spells. At 3rd level, the bonus increases to +2, at 6th level to +3, and at 9th level to +4.

Improved Enlargement (Su): At sea, conflicts between ships often take place at much greater ranges than on

land. In order to be effective at such long ranges, the ship magus learns to cast his spells farther than most wizards would deem possible. At first level, any spell the ship magus modifies with the Enlarge Spell feat has its range increased by 150%. This bonus improves to a 200% increase at level three, 250% at level five, 300% at level seven, and 350% at level nine.

Nautical Casting (Ex): At 2nd level, the ship magus has become accustomed to practicing his arts while on the deck of a ship. He receives a +4 bonus to all Reflex saves, Balance and Concentration checks related to spellcasting while on board a ship at sea.

Ship Spell (Su): Beginning at 4th level, the ship magus can cast limited spells upon the ship itself. He can only cast spells that have a range of personal or touch and a target of "you" or "creature touched," and he can only affect sea-going vessels with this ability. Certain spells are ineffectual. Because of the very nature of a ship, a ship cannot use the Jump skill, so the jump spell is useless, and a ship cannot attack on its own, so a spell such as *true strike* is likewise ineffective. This ability is most commonly used to render a ship invisible, to allow a vessel to fly, or even to teleport an entire ship to another location. A ship spell uses up a spell slot six levels higher than normal.

At 4th level, the ship magus can only cast 0-level spells as ship spells. At 6th level he can affect 1st-level spells, at 8th level he can affect 2nd-level spells, and at 10th-level he can affect 3rd-level spells.





CHAPTER 3: SKILLS, FEATS, AND EQUIPMENT

On the high seas, a sailor's skills, feats, and equipment can mean the difference between life and death. This section presents a variety of new uses for the standard skills from the PHB and several new feats, as well as a list of common sailing equipment.

NEW USES FOR OLD SKILLS

While the skill descriptions in the Player's Handbook are very comprehensive, they tend to focus more on the skills' uses during land-based adventures. Here are some suggestions on how to use the existing skills of a character in a seafaring or piratical campaign.

BALANCE

Moving across a ship's deck in anything worse than light seas requires a Balance check. The DC for this check depends upon the turbulence of the waters and winds. Characters that fail this check fall prone and risk being swept off the deck of the ship (see Chapter 8: Weather Hazards for more information on stormy seas).

Weather Turbulence	Balance DC
Light	5*
Moderate	15
Heavy	20
Severe	25

* Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

CLIMB

Sailors often swing on ropes to cross the large deck of a ship or to board another ship more easily. In order to swing on a rope, the rope must be fixed to an object (usually the rigging) some distance in front of the character. This is called the anchor point. On a successful Climb skill check at DC 15, the character can travel a distance equal to twice the distance between his starting position and the anchor point. Swinging on a rope is a full round action.

CRAFT

Craft DCs for the new weapons and items presented later in this chapter are as follows:

TABLE 3-1: NEW CRAFT DCs

Item	Craft Skill	DC
Alchemist's fire projector	Weaponsmithing	20
Ballista	Carpentry	15
Catapult, heavy	Carpentry	15
Catapult, light	Carpentry	12
Chainflinger	Weaponsmithing	18
Thunder cannon	Weaponsmithing	20

DECIPHER SCRIPT

The character can decipher semaphores, a form of crude communication based on signal flags. The base DC is 25, but the DM may modify this based on visibility, range, or the speed at which the semaphores are displayed. However, a character who has any skill ranks in Pantomime gains a +2 synergy bonus when using Decipher Script for this use. Alternately, the character may use his or her Pantomime skill to decipher the semaphore message.

HELMSMANSHIP

See Profession (sailor).

JUMP

The main use of the Jump skill in seagoing campaigns is for boarding parties jumping from one ship to another. However, on his or her own ship, a character may need to jump from a higher open deck to a lower one, from a position in the rigging to the deck, and so on.

KNOWLEDGE

Rather than invent new areas of expertise, the DM may allow characters to use preexisting Knowledge skills to handle aspects of life aboard ship. Below are listed typical fields of study for seagoing characters, including the new Knowledge (astronomy) skill.

- Arcana (pirate superstitions)
- Astronomy (movement of celestial bodies, constellations, notable "landmarks" of the night sky)
- History (old or long-used trade routes, famous pirates and their flags, hidden treasures)

TABLE 3-2: SAMPLE CIRCUMSTANCE MODIFIERS

Condition	DC Modifier
Destination well-known	-4
Voyage less than 50 miles	-2
Simple, straight-line course	-2
Spend twice as much time (two hours) plotting course	-2
Course takes vessel through treacherous waters (reefs, storms, monster-infested islands, etc)	+2 or more
Must navigate around major obstacle (large island, storm, etc.)	+2
Spend half as much time (30 minutes) plotting course	+2
Destination uncharted	+4

TABLE 3-3: OFF-COURSE DIRECTION

d100	Direction
01-12	Due north
13-24	Northwest
25-36	Due west
37-49	Southwest
50-62	Due south
63-74	Southeast
75-87	Due east
88-00	Northeast

- Local (new or less-used trade routes, penal codes, salvage laws, rights and responsibilities of captain and crew)
- Monsters* (recognize aquatic animals and magical beasts)
- Nature (aquatic animals and vermin, prevailing currents, seasons and cycles, tides, trade winds, weather signs)

*Further information can be found on page 74 of the Kingdoms of Kalamar Player's Guide.

LISTEN

While on the high seas, the lapping of the waves makes listening more difficult.

Condition	Listen DC	Circumstance Modifier
Light seas		-2
Moderate seas		-4
Heavy seas		-6
Severe seas		-15

PANTOMIME*

The Kingdoms of Kalamar Player's Guide adds the Pantomime skill for communicating by using hand gestures (between creatures that do not share any languages). Characters can use this skill to communicate with semaphores. On Tellene, every nation that has a navy has its own set of semaphore flags (usually kept as secret as possible). There is also a standard set of semaphore flags for merchant vessels of all races; this is roughly akin to the Merchant's Tongue (common) language, and was set in place long ago by Ahznomahni merchant ships.

*DMs without access to the Kingdoms of Kalamar Player's Guide may use the Speak Language skill in place of the Pantomime skill.

Profession (Navigator)

Unlike a common sailor (or even a captain), a navigator is a specialized profession. Navigators normally have at least two ranks in Profession (sailor) as well, though it is not required.

Check: The result of the Profession (navigator) check determines whether or not the navigator plots a successful course,

and how long the journey takes. To plot a course, use a base DC of 30. Special circumstances and certain tools (see the Equipment section below) give modifiers to this check.

A failed check indicates that the navigator has plotted an incorrect course or that she encounters some sort of mishap along the way (such as sailing too near to a cursed island or running aground on a reef) at the DM's discretion.

Travel time is calculated based on the vessel's average speed, which is given in its description (see Chapter 6). Truly skilled navigators, however, can cut that travel time significantly. If the navigator succeeds at his Profession (navigator) check by 5 or more, reduce the travel time by 10%. If the character succeeds by 10 or more, reduce the time by 20%.

If the character fails the check by 4 or less, he still successfully plots the course, but it adds 10% to the traveling time. If, however, the navigator fails the roll by 5 or more, he has plotted the course incorrectly and ends up badly off-course. In this case, roll on Table 3-3: Off-Course Direction to determine the direction the ship has strayed from its course. Next, roll 1d6 per 100 miles of distance to the original destination (minimum of 1d6) and multiply the result by 10 to see exactly how far (in miles) from the intended destination the ship drifts. If the result of the off-course checks would place the ship on land, it actually arrives at the shoreline closest to the indicated destination. If visibility is poor or the lookout is not on the alert, the ship may run aground.

Action: A single Profession (navigator) check generally represents one hour of work.

Try Again: Varies. A character that failed a Profession (navigator) check will probably not realize it until the ship arrives at an unexpected destination. Another check may be made after a day to determine a new course. An attempt to chart a course can usually be retried.

Special: The Profession (navigator) skill can also be used to determine the vessel's current location by examining the stars, the position of the sun and other celestial phenomena. Doing so requires a Profession (navigator) check at DC 15. The navigator does not need navigational equipment to determine the location, though astrolabes, cross-staffs, quadrants or sextants will give bonuses on the check (as seen in the Equipment section). It takes approximately 15 minutes to determine the ship's current location in such a manner.

EXAMPLE OF NAVIGATION

Raizix the Navigator is plotting a course from Zoa to Dynaj, a journey of two hundred miles. His ship is a Golden Alliance galleon, with an average speed of 7 miles per hour (so the journey should take about 28 hours). Raizix has Good quality charts (see Tools, later), so the base DC for his check is 15.

Raizix's player rolls his Profession (navigator) check, but the d20 comes up a 2! Raizix only has 3 ranks in navigation and a 16 Wisdom, for a total skill modifier of +6. Since a result of 8 fails by more than 5, Raizix has plotted a bad course. The DM rolls on the Off-Course Direction table and gets a 79 - Raizix's ship has drifted east of its intended destination. Since the original journey was 200 miles, the DM next rolls 2d6 x 10 to see how far off course Raizix's ship is. The dice come up a 6 and a 4, for a total of 100 miles; however, since that would put the ship in the Khydoban desert, the DM rules that they make landfall about fifty miles southeast of Dynaj (the closest spot on the shoreline based on a straight line between the starting point and the off-course destination). With supplies running low and no clear idea of exactly where they are (since the DM rolled the off-course dice), the crew begins to discuss keelhauling, and Raizix begins to consider a new career...

Profession (Sailor)

The Profession (sailor) skill is actually a number of separate skills. The greater a character's rank in the base skill, the more he or she knows about shipboard life.

A character with this skill knows the proper terms for places, items, and actions on the high seas. She knows that port means the left side of the ship and starboard means the right side. She knows that the floor is called the "deck" and that stairs are called "ladders," and exactly what the captain means when he says "helms a-lee" or "jibe, ho!" This character also knows basic maritime safety; to keep her head down when the boom swings across the deck, to keep one hand free for support in case she should slip, and how to avoid illnesses such as scurvy.

Check: A successful check lets the character perform one of many skills needed by those who routinely travel the seas. Throughout this book, Profession (sailor) checks are made to steer a ship, stay on course during a storm, avoid capsizing, and perform a naval combat maneuver are sometimes referred to as Helmsmanship checks.

Task	Profession (sailor) DC
Clean the decks	3
Man the rigging	10
Perform basic repairs	12
Steer the ship (helmsman)	15
Stay on course in a storm	see text
Perform naval combat maneuvers	see text

Clean the Decks: The sailor knows the proper way to swab a ship's deck and how to treat the planks properly to keep them from becoming slippery.

Man the Rigging: This includes setting the sails, tying knots (though the Use Rope skill is necessary for complex knots), securing the rigging in case of a storm, and so on. Having 5 ranks in Profession (sailor) grants a +2 synergy bonus on Use Rope checks made to tie knots. Unless the circumstances are truly extraordinary, manning a ship's rigging does not normally require a skill check.

Perform Basic Repairs: While a ship's carpenter is required for more complicated repair jobs, the sailor knows how to plug minor leaks with tar, braid ropes, and repair holes in the sails. See Chapter 7: Naval Combat for information on how to resolve ship repairs.

Steer the Ship: The character is able to keep his or her ship pointed in the desired direction. Characters whose

primary job is to steer the ship are known as helmsmen. A helmsman cannot make accurate course changes unless assisted by a navigator.

Stay on Course in a Storm: When the seas are rough and the wind is strong, it can be very difficult to keep a ship on a steady course. Doing so requires a Profession (sailor) check, with a DC based on the intensity of the wind. Windstorms require a DC of 20, while Hurricane-force winds have a DC of 30.

Naval Combat Maneuvers: From boarding actions to broadsides, the Profession (sailor) skill covers a whole host of naval combat maneuvers. Chapter 7: Naval Combat contains detailed information on naval combat maneuvers and their DCs.

Untrained: Untrained helpers and assistants (that is, characters without any ranks in the Profession (sailor) skill) earn an average of 1 silver piece per day.

SPOT

A character can use this skill to act as a ship's lookout, scanning the horizon for other vessels or unexpected landmasses. Use the rules on Table 3-4: Nautical Spotting Distance and Table 3-5: Nautical Spotting Difficulty to determine the distance at which a character can spot another ship without the aid of a spyglass.

For example, a Colossal galleon sailing on a clear, moonlit night can be spotted anywhere up to 7,875 feet (about 1 1/2

TABLE 3-5: NAUTICAL SPOTTING DIFFICULTY

Circumstances	DC
Base	20
Size	+4 per size category above Medium -4 per size category below Medium
Stillness (not moving)	+5
Contrast (haze) ¹	-/+5 or more
Rain ²	+4
Moonlight ³	+5
Starlight ⁴	+10
Total darkness	Impossible ⁵

1 This refers to the brightness/darkness of the sky, or the haze that is always present in the atmosphere, even on clear days. On heavily overcast days, this DC penalty may increase to as much as +10.

2 Also reduces spotting distance on Table 3-4: Nautical Spotting Distance by half

3 +5 bonus on Spot check if the spotter has low-light vision or if he or she has darkvision that extends far enough.

4 +5 bonus on Spot check if the spotter has low-light vision or +10 if he or she has darkvision that extends far enough.

5 Unless the spotter has darkvision that extends far enough.

TABLE 3-4: NAUTICAL SPOTTING DISTANCE

Terrain	Distance*
Open sea or ocean	6d6 x 375 ft. (avg. 7,875 ft.)

*Rain reduces this distance by half, while fog reduces this distance to 5 ft., as detailed in the Weather section of the DMG.

TABLE 3-6: FEATS

General Feats	Prerequisites	Benefit
Deckhand		+2 bonus on Profession (sailor) and Use Rope checks
Down the Sail	Proficient with any bladed slashing or piercing weapon, Balance 3+ ranks	You have mastered the classic swashbuckling trick of using a dagger in a sail to slow your fall.
Gunner	Base attack bonus +4 or higher, Profession (siege engineer) 7 ranks	You are particularly skilled with a single type of ship weapon
Lookout	Alertness	You have a sharp eye and can pick out objects at a great distance
Master Seaman	Deckhand, Sea Legs, Knowledge (the sea) 1 rank	You know the ways of the sea better than most people know their own spouses
Peerless Navigator	Profession (navigator) 6 ranks, Intuit Direction 6 ranks	You have an unerring sense of direction, and can plot a good course even with inferior equipment
Rigging Monkey	Climb 12 ranks	You can clamber around a ship's rigging as easily as most people can walk
Swinging Charge	Jump 4 ranks	You can attack a foe as you swing on a rope
Saltwater In the Veins		The sea is in your blood, and you are more at home on a ship than on dry land
Sea Legs		Your long experience on ships makes you sure-footed and unafraid of falling overboard
Metamagic Feats	Prerequisites	Description
Selective Spell		You can choose to make a single substance immune to your spell

miles) on the horizon, with a DC of 14 (20 base, -16 size, +5 haze, +5 moonlight).

SURVIVAL

Though this skill is primarily useful on land, the Survival skill is also quite helpful in seagoing campaigns. The list below gives the DCs for various tasks that require Survival checks.

Survival DC Task

- | | |
|----|---|
| 10 | Provide food by fishing; and provide water by boiling or filtering the impurities out of freshwater or saltwater. |
| 15 | Gain a +2 bonus on all Fortitude saves against severe weather.* |
| 15 | Predict the weather by up to 24 hours in advance.* |
| 20 | Like a helmsman (see the Profession (sailor) skill), the character is able to keep his or her ship pointed in the desired direction. Note that the task is more difficult than it would be for a professional sailor. |

*See the Survival skill in the PHB for more information.

USE ROPE

Tying off a ship's rigging requires a variety of special knots, including slipknots, square knots, surgeon's knots, and timber hitches. Each of these knots is considered a "special knot" with a Use Rope DC 15, as detailed in the PHB.

NEW FEATS

Life on the sea can be hazardous even to the heartiest soul. Fortunately, pirates have developed a number of tricks of the trade that give themselves an edge. Many of these are defined in game terms as feats in Table 3-6: Feats. Most of these feats are geared towards a nautical campaign, but many of them can be used just as easily in a more traditional land-bound D&D game (albeit with some minor adjustments).

DECKHAND [GENERAL]

You are an experienced sailor who knows how to run a ship and secure rigging lines.

Benefit: You gain a +2 bonus on all Profession (sailor) and Use Rope checks.

DOWN THE SAIL [GENERAL]

You have mastered the classic swashbuckling trick of using a dagger in a sail to slow your fall.

Prerequisite: Proficient with any bladed slashing or piercing weapon, Balance 3 or more ranks.

Benefit: If you have a bladed slashing or piercing weapon (e.g. an axe, a dagger or sword) and are falling within arm's reach of a ship's sail, you gain the equivalent of the monk's slow fall special ability for the remaining height of the sail except that you can slow fall up to 20 feet at first level. Thereafter the increased height progression by level is the same as the monk. If you already have the slow fall ability, the two effects do not stack. On land, this feat can be used on a large curtain, tapestry, wall hanging, or similar object.

Normal: Without this feat, you do not so much slide gracefully down the sail as plummet like a stone.

GUNNER [GENERAL]

You are particularly skilled with a single type of ship weapon.

Prerequisites: Profession (sailor) +4 or Profession (siege engineer) +6. A novice siege engineer is not accustomed to firing siege weapons from moving ships.

Benefit: Choose a single ship weapon from the following list: ballista, chainflinger, alchemist's fire launcher, stinger or thunder cannon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new ship weapon.

LOOKOUT [GENERAL]

You have a sharp eye and can pick out objects at a great distance.

Prerequisites: Alertness

Benefit: You gain an additional +2 bonus on Spot checks, and you are always roll the maximum possible roll on the Nautical Spotting Distance table.

Normal: You must roll on Table 3—4: Nautical Spotting Distance to see when you have a chance of spotting an encounter.

MASTER SEAMAN [GENERAL]

You know the ways of the sea better than most people know their own spouses.

Prerequisite: Deckhand, Sea Legs, Knowledge (the sea) 1 rank.

Benefit: You gain a +2 bonus on all Knowledge (nature) and Profession (sailor) checks.

PEERLESS NAVIGATOR [GENERAL]

You have an unerring sense of direction, and can plot a good course even with inferior equipment.

Prerequisites: Profession (navigator) 4 ranks, Survival 4 ranks.

Benefit: You gain a +2 bonus on all Profession (navigator) checks, and you are always assumed to have at least Average quality navigational charts, even if you have Poor quality charts or none at all.

Special: At the DM's discretion, rangers may take this feat as a bonus feat at 1st level in place of Track, even if they do not meet the prerequisites.

RIGGING MONKEY [GENERAL]

You can clamber around a ship's rigging as easily as most people can walk.

Prerequisites: Climb 5 ranks.

Benefit: When climbing ropes, knotted ropes, or rope ladders (in general, anything one would expect to find in a ship's rigging), you may either climb half your speed as a move action with no penalty to Climb checks, or you can choose to retain your Dexterity bonus to AC. You may only use one benefit of this feat per round.

Normal: You can climb one quarter your speed as a move action or half your speed with a -5 penalty to Climb checks. You are denied your Dexterity bonus to AC.

SWINGING CHARGE [FIGHTER, GENERAL]

You can attack a foe as you swing on a rope.

Prerequisites: Jump 4 ranks.

Benefit: If, after swinging on a rope, you end your movement adjacent to an enemy, you may make a charge attack against that opponent.

Normal: Swinging on a rope is a full-round action.

Special: See the rules for swinging on a rope in the Climb skill, above.

SALTWATER IN THE VEINS [GENERAL]

The sea is in your blood, and you are more at home on a ship than on dry land.

Benefit: While on a ship or boat on the open seas, you gain a +1 morale bonus on all attacks, saves and checks. However, while on dry land farther than 1 mile from the sea, you suffer a -1 penalty to all attacks, saves, and checks.

SEA LEGS [GENERAL]

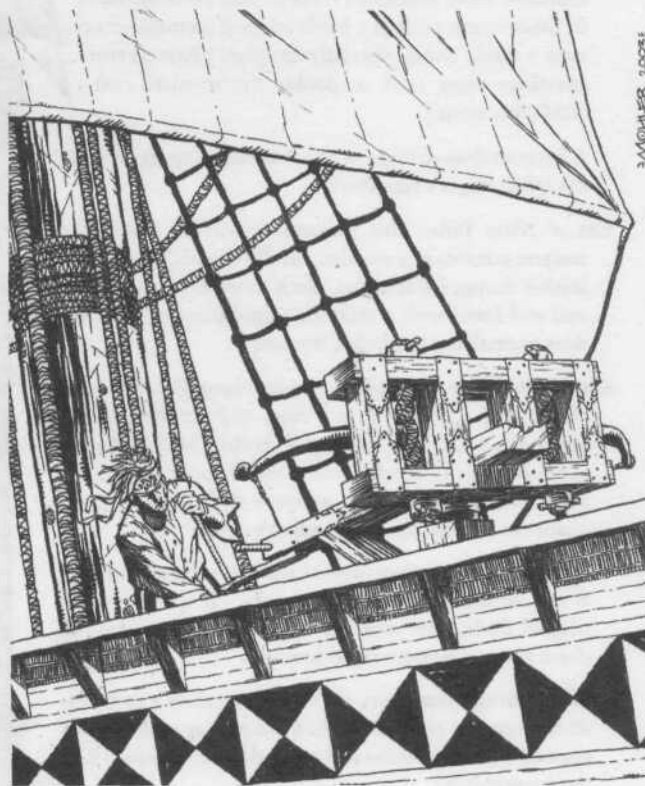
Your long experience on ships makes you sure-footed and unafraid of falling overboard.

Benefit: You gain a +2 bonus on all Balance and Swim checks.

SELECTIVE SPELL [METAMAGIC]

You can choose to make a single substance resistant to your spell.

Benefit: When you cast a selective spell, you designate a single substance (e.g. wood, stone, or paper) or a single type or subtype of creature (such as animals, humanoids or magical beasts). Creatures receive a +4 bonus to their saving throw or gain a saving throw if they would otherwise not have one (DM chooses the most appropriate save). Substances are immune to the effects of the spell. Shipboard spellcasters often use this feat to ensure that spells like *fireball* do not damage their own vessel. A selective spell uses up a spell slot three levels higher than normal.



A gunner readies a ballista for firing.

WEAPONS

From marlinspikes to astrolabes, sailors use all sorts of strange and exotic gear to keep their ship sailing smoothly and to aid them in naval combat. This section details weapons, clothing, navigational gear and other equipment vital in a seafaring campaign.

COMMON WEAPONS

Weapons common in pirate campaigns include a variety of swords, axes, and spears, though anything that can be found on the deck of a ship has probably been used as a weapon at some time. Weapons that are most common in a pirate campaign include all simple weapons (except for sickles), all ranged weapons (except for bolas) and the following martial and exotic weapons: throwing axe, handaxe, sap, short sword, battleaxe, longsword, rapier, trident, greataxe, greatclub, greatsword, bastard sword, whip and net.

Weapon Descriptions

The weapons found on Table 3-7: Weapons are described below, along with any special options the wielder ("you") has for their use.

Bayonet: This long, thin-bladed dagger is designed to be mounted on a crossbow or similar ranged weapon. When mounted in this fashion, the bayonet counts as a weapon of that size (for example, a bayonet mounted on a heavy crossbow is considered a Medium weapon).

Though the standard bayonet is designed for use with a crossbow, more expensive versions may be designed to fit other items, such as a bard's musical instrument or even a magic wand. Specially designed bayonets cost anywhere from 150% to double the standard cost (DM's discretion).

A bayonet does damage as the punching dagger listed in the D&D Player's Handbook.

Cat o' Nine Tails: This particularly vicious Kalamaran weapon consists of a wooden handle to which nine short leather thongs are attached. Each thong is knotted at the end and fitted with a spike or jagged piece of iron that does normal, not nonlethal, damage.

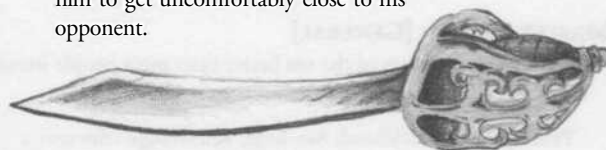
Chain, Star: The star chain is a 10-foot long Malavla (Dejy) chain whip. One end is a ring, and on the other is attached a weighted, star-shaped slashing blade. The star chain has reach, allowing you to strike opponents 10 feet away. Unlike many other weapons with reach, the star chain can be used against an adjacent opponent.

Because the chain may wrap around an opponent's limbs, it can be used to make trip attacks. If the wielder is tripped during his own trip attempt, he may drop the chain to avoid being tripped himself.

When using a star chain, the wielder receives a +1 bonus on his opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the attempt fails).

The wielder may use the Weapon Finesse feat (see the D&D Player's Handbook) to apply his Dexterity modifier to attack rolls, instead of the Strength modifier.

Cutlass: Long associated with the ocean, the cutlass is a shorter iron sword with a curved, single-edged blade and a halfbasket hilt. The tip of the cutlass is double-edged. It is favored by ship crews who need a powerful weapon to wield in the confined spaces below decks. The cutlass is light and thin enough to be carried without interfering with swimming or rope climbing. With skill and experience, a man of only average strength can lop off an enemy's limb with a cutlass, but its lack of reach requires him to get uncomfortably close to his opponent.



Dagger, Parrying: This long, straight dagger features an upturned crossbar and a hand guard. Some parrying daggers are spring-loaded and designed to split into three blades at the simple push of a button. The parrying dagger is designed to parry an opponent's weapon and then break it. When attempting to sunder with a parrying dagger, you don't provoke an attack of opportunity and receive a +2 bonus on your opposed attack roll.

Gaff: This large, barbed hook is most commonly used for landing fish, but in a pinch, it can be used as a weapon. Because of its shape, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the gaff to avoid being tripped.

Some pirates who have lost a hand choose to have a gaff fitted over the stump to create a fearsome image. This has the benefit of providing the pirate with a weapon that cannot be disarmed. Hand-fitted gaffs cannot make trip attacks.

Harpoon: The harpoon is a broad-bladed spear forged with cruel barbs. The shaft of the harpoon has a trailing rope to control harpooned opponents. Though intended for use in hunting whales and other large sea creatures, the harpoon can also be used against smaller opponents.

If you inflict damage on your opponent, the harpoon may lodge in the victim if the victim fails a Reflex saving throw against a DC of 10 + the damage you inflicted. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can only move within the limits that the rope allows (the rope is 30 feet long). If the harpooned creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or lose the spell.

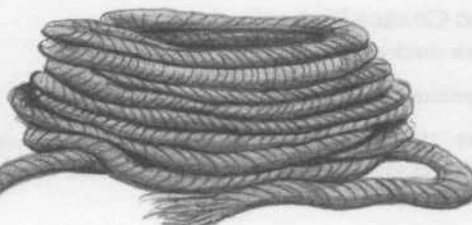
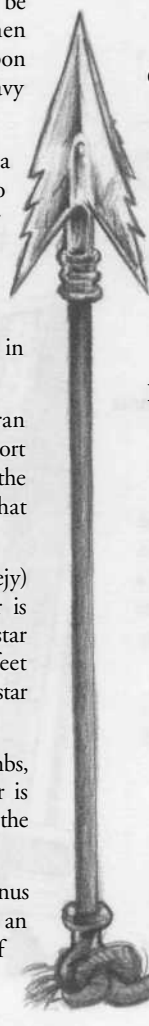


TABLE 3-7: WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Light Melee Weapons</i>							
Bayonet	*	1d3	1d4	x3	1	lb.	Piercing
Dagger, parrying	4 gp	1d3	1d4		18-20/x2	1lb.	Piercing
Knife, folding	3 gp	1d3	1d4	19-20/x2	10ft.	1lb.	Piercing or Slashing
Marlinspike	5 sp	1	1d2	x2		2lb.	Piercing
Martial Weapons							
<i>One-Handed Melee Weapons</i>							
Cat O'Nine Tails	2 gp	1d2	1d3	x2		3lb.	Slashing
Cutlass	12 gp	1d6	1d8	x2		2lb.	Slashing
<i>Two-Handed Melee Weapons</i>							
Gaff	3 gp	1d4	1d6	x2		5lb.	Piercing or slashing
Harpoon	10 gp	1d8	1d10	x3	15ft.	11lb.	Piercing
Mauvootir	15 gp	1d6	1d8	x2	10 ft.	4lb.	Piercing
Pike	11 gp	1d8	1d10	x3		11lb.	Piercing
Exotic Weapons							
<i>Two-Handed Melee Weapons</i>							
Chain, star ³	15 gp	1d4	1d6	x2		8lb.	Piercing
Mausaano ³	12 gp	1d6/1d4	1d8/1d6	x3		15lb.	Piercing or bludgeoning

* see text

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

3 Reach weapon.

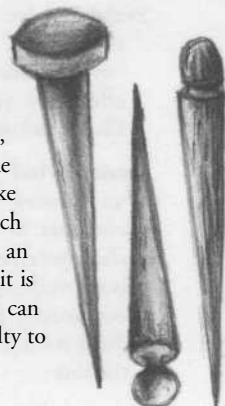
The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but in so doing it takes damage equal to the initial damage the harpoon dealt. For example, if you hit a creature with a harpoon and deal 8 points of damage and the creature removes the harpoon, it takes another 8 points of damage.

Knife, Folding: This small knife's blade is attached to a hinge that allows it to be folded back into the handle. This gives you a +2 circumstance bonus on Sleight of Hand checks to conceal the knife on your person.

A folding knife does damage as the standard dagger seen in the PHB.

Marlinspike: This small, ice pick-like item is most commonly used to secure ropes or separate lines that have become tangled, but it can be used as a last-resort weapon. Mutinous crews often take marlinspikes into battle, since most sensible officers keep more effective weapons under lock and key.

Mausaano: This Reanaarese pike is some 18 feet long and topped with a small, leaf-shaped blade. The other end of the pike is weighted with a blunt, mace-like head. Like all polearms and other reach weapons, this weapon cannot attack an adjacent opponent directly. However, it is balanced such that the iron mace head can strike nearby opponents with a -4 penalty to the attack roll.



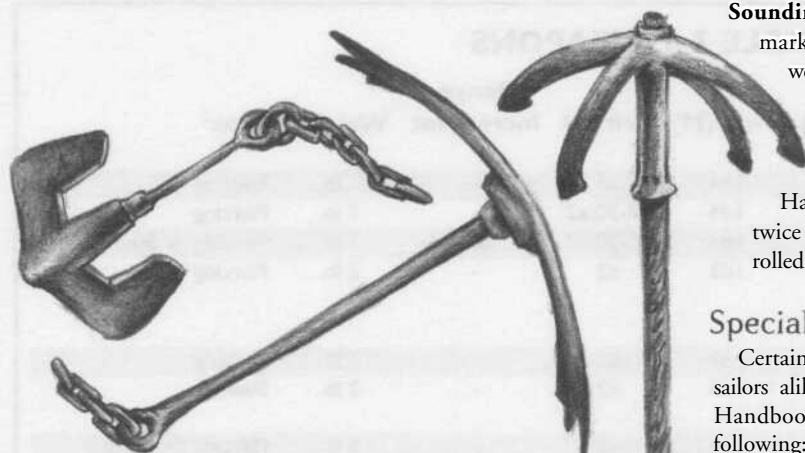
Mauvootir: This Reanaarese polearm is similar in appearance to a trident, though the three tines are perfectly straight. This means the two tines on the sides do not point directly forward, but each out at a slight angle. The central tine has two barbs on its tip, while the outer tines have one barb only.

A mauvootir does damage as the trident found in the PHB.

Pike: This 15-foot long polearm generally has a small diamond-shaped steel head. The pike is the traditional footman's weapon used against horsemen, and almost always used in large infantry groups, only rarely in single combat. Brandobians in particular outfit all their footmen with pikes. Because of its incredible reach (15 feet), it is a popular pirate weapon used for fighting alongside other ships. However, the pike cannot be used against adjacent foes. If you use a ready action to set a pike against a charge, you deal double damage on a successful hit against a charging character.

ARMOR

In general, heavy armor is not terribly common in pirate campaigns. The weight tends to be the most prohibitive factor—falling overboard in 50-pound full plate is a death sentence—and armor check penalties apply to many skills that are vital to shipboard movement. Occasionally, combat marines or other shock troops will don light or medium armor for a battle, but most of the time sailors go unarmored. A lucky few (usually the PCs and important NPCs) have magic items that improve their AC, but most pirates rely on their natural Dexterity, bucklers, or feats such as Combat Expertise and Dodge.



GOODS AND SERVICES

Of course, characters need more than just weapons and armor. Table 3—9: Seafaring Goods and Services provides costs and weights for other items a seagoing character may wish to purchase.

Sailing Gear

Sailors and pirates face many different challenges on the high seas, and the right equipment can make all the difference between success and failure. Most of the following gear is basic equipment that might come in handy aboard ship, regardless of the character's skills or class.

Some of the basic gear is described below, along with any special benefits they might confer on the user. The adventuring gear from the PHB can also be found on board most ships, with the following exceptions: caltrops, portable ram, sledge and tent.

Anchor: Except for tying up at a dock, nothing keeps a ship from drifting better than a heavy metal anchor.

Boarding Hook: Essentially a grappling hook mounted on the end of a pole, a boarding hook is used to hook onto an enemy ship's railings, grappling it in order to keep it from breaking away. A boarding hook is similar to a grappling hook. See Chapter 7: Naval Combat for more information on attaching boarding hooks and breaking away from boarding actions.

Flag: Flags can be purchased in the colors and patterns of various nations. Pirate vessels commonly hoist a "Jolly Roger" (a black flag with a morbid insignia, usually unique to each pirate captain) when they go into battle.

Flags, Semaphore: A complete set of signal flags. A character should have the Pantomime skill to use these effectively.

Leg, Wooden: Pirates who have lost a leg in battle (and do not have convenient access to magical healing) often attach a wooden peg to the stump to allow them to move about. While a significant improvement over having only one leg, a wooden leg is clumsier and harder to use than a real leg. Treat a character with a peg leg as if he or she is carrying a medium load (counts as medium armor) for the purpose of abilities or skills that are restricted by armor. If the character is actually wearing armor, or carrying a load, the penalties stack.

Sounding Line: This is a 500-foot-long coil of rope with marks every 10 feet and a large weight at the end. The weight sinks to the bottom when thrown overboard, and the depth of the ocean can be seen by reading off the length marks.

Spyglass: As noted in the D&D Player's Handbook, a spyglass magnifies viewed objects to twice their size. This also doubles the spotting distance rolled (see Table 3-5: Nautical Spotting Distance).

Special Substances And Items

Certain substances are much prized by both pirates and sailors alike. The special substances from the D&D Player's Handbook are rarely found aboard ship, except for the following: acid, alchemist's fire, antitoxin, sunrod, and tinder-twig. Special substances from the Kingdoms of Kalamar Player's Guide that can be found aboard ships are briefly noted below, along with a new item - the sunstone. Craft DCs and more details on the previously published substances can be found in the Kingdoms of Kalamar Player's Guide.

Dragonhide: This is not the actual hide of a dragon, but the nickname of a tough coating that gives a wooden item (no larger than a tower shield) 5 additional points of hardness. An application protects the item for one week. It is said that the Kalamaran navy is experimenting with this substance, in the hopes of developing a more powerful version that they can use to coat their ships.

Greatsalt: A base agent available in powder or paste form. Each application renders up to one pint of acid harmless, washing it off of skin or other surfaces. Greatsalt immediately ends continuous damage from normal acid, Folnester's acid arrow, or other similar acidic effects. It is most commonly carried aboard ships in Reanaaria Bay.

Merfolk Musk: This white, grainy powder causes water to churn and bubble for several minutes. Merfolk musk deters the attack of marine creatures for 3d4 minutes if they fail a Will save (DC 10). Creatures that successfully save are immune to the effect for 24 hours.

Smotherblend: Shaking this mixture violently causes it to erupt into a thick white foam that quenches fire on contact. A single vial contains enough to extinguish a 5-foot cube of flame. It can be thrown as a grenade-like weapon or applied directly to the fire by an adjacent character as well. It has no effect if applied to objects or people before ignition. Though it can be found anywhere, it is most commonly carried by the Brandobian navy.

Sealskin Salve: This balm resists cold and does not wear off in the water. The user gains a +2 circumstance bonus to any Fortitude saves made to resist the effects of cold. Its effects last 2d4 hours. It is typically used only by the Fhokki sailors of northern Reanaaria Bay and Lake Jorakk.

Second Wind: This sweet syrup removes fatigue for up to 30 minutes. While in effect, it allows an exhausted character to act as if merely fatigued. Once used, a character receives no benefit from a second dose until her body recovers (via full rest) for a period of 8 hours. It is occasionally used aboard Brolenese ships, where rowers drink it when the captain demands superhuman levels of stamina.

Sunstone: This peculiar lump of crystal is normally a yellowish hue, but when sunlight hits it at a 90 degree angle, the light refracts and turns the stone blue. Though inaccurate and crude, the sunstone has the advantage of being usable even when thick cloud cover prevents direct sighting of the sun—it can even be used up to one hour after the sun has set. Because it relies largely on guesswork, however, using a sunstone to navigate only garners a +2 circumstance bonus to Profession (navigator) checks. Still, it is better than nothing at all.

You must succeed at a Craft (alchemy) check with a DC of 25 to craft a sunstone.

Tools

Obviously, one of the greatest challenges on the open sea is figuring out where you are and where you need to be. The Profession (navigator) skill allows a character to do this, though doing so successfully is difficult indeed, at least without help from some of the following instruments.

Most navigational devices are used to determine the angle from the navigator's position to a celestial body: the sun during the day or the northernmost point of the triangle in the Enlightener constellation at night (see page 231 of the Kingdoms of Kalamar campaign setting sourcebook). Through very complex mathematical procedures, the navigator can determine a ship's position.

Astrolabe: The astrolabe is an ancient but effective device used to determine a ship's position by, in essence, creating a miniature map of the heavens. It can also be used to determine the positions of various celestial bodies, measure the time of day or night, or determine the altitude of celestial bodies. An astrolabe consists of several movable disks that let the navigator set the appropriate date and time, and allows him to compare the stars in the sky to the star map on the astrolabe. The astrolabe is a very accurate navigational instrument, and grants a +5 bonus on Profession (navigator) checks when used.

Charts, Navigational: Various maps, charts, and tables used to convert the data gained from other instruments into useful navigational data are essential to the professional navigator. Cheap, poor-quality charts often have distortions or flat-out inaccuracies (for example, listing a region of water as safe to travel despite dangerous reefs), while high-quality maps made by professional cartographers are much more accurate.

If the navigator has no charts or information about the region the ship is traveling to, she must rely on her general geographical knowledge and hope that she points her ship in the right direction.

Poor Quality Charts: These charts are often made by people with little or no knowledge of cartography. They tend to be wildly inaccurate, and may even include pure guesswork. Most hand-drawn maps to buried swag fall into this category.

Average Quality Charts: Made by an apprentice or journeyman cartographer, these charts are usually far more accurate than those made by untrained cartographers. All the data is based on actual nautical research (though some of that research itself may be spotty).

Good Quality Charts: Master cartographers often travel to the locations they are mapping and check the data firsthand. These charts are the standard for most well-to-do merchants and royal navies.

Amazing Quality Charts: Quite simply the finest charts money can buy, these are as accurate as the mapmakers of Tellene can produce. Some might even be made with magical assistance, and a rare few are actually enchanted in their own right. Unless stated otherwise, magic maps are always considered to be Amazing quality.

Compass: The most basic of navigational instruments, the compass contains a magnetic needle that always points north, allowing a navigator to determine her current course. Unfortunately, without some other tool, she cannot determine where she is, so a compass cannot be used on its own to navigate. A compass grants a +2 bonus to Profession (navigator) checks.

Cross-Staff: The cross-staff is a long, straight shaft of wood that comes with a series of crosspieces of varying lengths. It can be used to find the angle between the horizon and a fixed celestial body for navigational purposes. It serves a similar purpose as the astrolabe, but is not as accurate. If you use a cross-staff as a navigational tool, you gain a +1 bonus to your check. The cross-staff is most commonly employed by less advanced cultures.

Dead Reckoning Gear: This set of navigational equipment includes a compass, a logbook, and a crude form of speedometer which uses the time it takes a bit of flotsam thrown overboard at the bow to reach the stern to calculate a vessel's approximate speed. Each day, heading and speed are entered into the logbook, and the navigator uses that to calculate the ship's distance and bearing from a known point (such as the ship's port of sail) to estimate the ship's position. Profession (navigator) checks gain a +3 bonus while using dead reckoning.

Nocturnal: This device is used to determine time rather than position. First, a ring on the device is set to the current date. A star (usually the northernmost star in the constellation of the Enlightener) is then sighted through the hole in the middle, and an arm is rotated around until it is parallel with one side of the triangle of the Enlightener. Times are marked along the circumference of the nocturnal, and when the arm is properly placed, it marks the time. A nocturnal does not count as a navigational instrument for the Profession (navigator) skill.

TABLE 3-8: CHART MODIFIERS TO PROFESSION (NAVIGATOR) CHECKS

Chart Condition	Reader's Profession (navigator) Check Modifier
Poor quality	+5
Average quality	+10
Good quality	+15
Amazing quality	+20

Quadrant: This simple device is shaped like a quarter circle and has a small, weighted string hanging down from it. A navigator sights a star along one of the edges, then notes where along the circular edge the string hangs. This gives him the angle to the star which, when compared to star charts, gives his position. The quadrant is more accurate than the cross-staff but less so than the astrolabe. A quadrant grants a +4 bonus on Profession (navigator) checks when used.

Sextant: The most accurate navigational device available on Tellene, the sextant utilizes mirrors to allow extremely precise calculations. The navigator looks through an eyepiece and centers the horizon on the mirror he sees. He then adjusts an arm, connected to a second mirror, until that mirror's light is reflected onto the first mirror. When the navigator sees the sun or star superimposed over the horizon, he simply notes the angle indicated on the sextant's scale. Sextants are accurate down to a tiny fraction of a degree—using one grants a +6 bonus on Profession (navigator) checks.

Spellbook, Waterproof: This spellbook has been specially oiled and treated to resist water damage. It is a popular item among ship mages.

TABLE 3-9: SEAFARING GOODS AND SERVICES

Sailing Gear

Item	Cost	Weight
Anchor	30 gp	50 lb.
Boarding Hook	15gp	15 lb.
Flag	2 gp	2 lb.
Flags, semaphore	10 gp	8 lb.
Leg, wooden	3 gp	2 lb. ¹
Sounding line	10gp	50 lb.
Spyglass	100 gp	1 lb.

Special Substances and Items

Item	Cost	Weight
Dragonhide	10 gp (vial)	-
Greatsalt	20 gp (vial)	-
Merfolk Musk	20 gp (vial)	-
Smotherblend	20 gp (vial)	-
Sealskin Salve	20 gp (vial)	-
Second Wind	25 gp (vial)	-
Sunstone	25 gp (per stone)	1 lb.

Tools

Item	Cost	Weight
Astrolabe	100 gp	4 lb.
Chart, poor quality	10gp	3 lb.
Chart, average quality	20 gp	3 lb.
Chart, good quality	50 gp	3 lb.
Chart, amazing quality	100 gp	3 lb.
Compass	75 gp	1 lb.
Cross-staff	15 gp	2 lb.
Dead reckoning gear	20 gp	5 lb.
Nocturnal	50 gp	4 lb.
Quadrant	15 gp	3 lb.
Sextant	500 gp	5 lb.
Spellbook, waterproof	50 gp	3 lb. ¹

Clothing

Item	Cost	Weight
Officer's Garb	75 gp	10 lb. ¹
Pirate's Outfit	10 gp	4 lb. ¹
Sailor's Outfit	1 sp	2 lb. ¹

Food and Drink

Item	Cost	Weight
Grog, keg of	3 gp	80 lb.
Hardtack (per day)	5 cp	1 lb. ¹

- No weight, or not weight worth noting.

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Clothing

A sailor's clothes must be able to stand up to much harsher abuse than most land-dwellers' clothing. From devastating ocean storms and baking hot suns to the day-to-day work needed on a ship, sailor's clothing must be made of sterner stuff.

A beginning character is assumed to have a pirate's outfit or sailor's outfit. This first outfit is free and does not count against the amount of weight a character can carry.

Officer's Outfit: A silk shirt or blouse, velvet coat with buttons and brocade, form-fitting knee breeches, and sturdy leather boots. This outfit is a favorite of ship captains everywhere and may be accented with a tri-corner hat or similar accessories. Officer's garb worn by a naval officer may vary from this description considerably depending upon the uniform of his country. This outfit is not designed to survive rough weather or work; it is a status symbol (as well as a nice, big target).

Pirate's Outfit: Any one of many eclectic costumes worn by common pirates, this outfit may include any of the following: oiled canvas breeches or baggy trousers, silk shirt, canvas sash, bandanna, leather vest or apron, leather belt or bandoleer, and just about anything else that a pirate might take as booty and decide to wear. Earrings, eye patches, and other accessories are optional. Boots or shoes are not included, as most pirates prefer to go barefoot to improve their balance on wet decks.

Sailor's Outfit: Baggy, oiled canvas trousers, a sash wound around the waist, and a loose shirt. For naval sailors, this outfit is often decorated in his nation's colors. As with the pirate's outfit, no shoes are included. This outfit is common among typical sailors on virtually any ship.

Food And Drink

Grog, Keg of: A large gallon keg of grog (watered down rum).

Hardtack: Essentially stale biscuits, hardtack is the typical ration most sailors are given.

Other Drinks: Pirates many also acquire other types of drinks through raids. For more information, see pages 55-56.



CHAPTER 4: SPELLS

While most magic that would be useful in normal combat is equally useful in naval combat, some spells are particularly useful, or have additional effects associated with them.

EXISTING SPELLS

Acid Bog: This spell deals damage to any sections of a ship's hull (or rigging, for that matter) caught in its area of effect — including the caster's, so it's best to cast this at the longest range possible.

Animate Rope: There is always ample rope on the deck of a ship to cast this spell. Casting this spell on a ship's rigging and commanding it to "untie" has the same effect as destroying the ship's rigging, though the ship can be re-rigged with about 4 hours of work.

Bigby's Hand Spells: All of the damage dealing Bigby's hand spells can be used to attack and damage ships.

Burning Hands: This spell causes any flammable object within the area of effect, which includes a ship's hull and rigging, to catch fire. Burning portions of a ship take 1d6 damage per round until put out by a character (which takes one full round). Each round, there is a cumulative 5% chance that the fire will spread to an adjacent section of hull (burning rigging spreads randomly to one of the ship's hull sections). This spreading can continue indefinitely, eventually engulfing the entire ship if not contained.

Chain Lightning: Sections of a ship's hull, as well as the rigging, count as separate objects for the purposes of this spell.

Cone of Cold: This spell causes objects within its area of effect to become very brittle, losing one half of their normal hardness (round down) for 1d4 rounds.

Control Water: This spell can increase or decrease the wave intensity within its area of effect by up to one category/4 levels.

Control Winds: You can use this spell to shift the wind to a direction favorable to you and unfavorable to your enemy, or to becalm an enemy ship and leave it stranded.

Delayed Blast Fireball: This spell causes any flammable object within the area of effect, which includes a ship's hull and rigging, to catch fire. Burning portions of a ship take 1d6 damage per round until put out by a character (which takes one full round). Each round, there is a cumulative 5% chance that the fire will spread to an adjacent section of hull (burning rigging spreads randomly to one of the ship's hull sections). This spreading can continue indefinitely, eventually engulfing the entire ship if not contained.

Disintegrate: You can only target a single section of a ship's hull or the ship's rigging with this spell.

Earthquake: A casting of this spell has a 2% chance of creating a tsunami (see Chapter 8, weather). Casting this spell multiple times in succession (once per round) increases this chance by 2% each time, but you only get to roll once.

Enlarge: Unlike most spells that affect ships, enlarge targets the entire vessel (assuming you are high enough level to affect the entire ship, of course).

Fabricate: As noted in "Damage and Sinking," this spell can repair damaged sections of a ship, provided the appropriate amount of raw material (wood, rope and/or canvas) is available.

Fireball, fire seed, fire storm, fire trap, flame arrow, flameblade, flameshield, flamesphere: These spells cause any flammable object within the area of effect, which includes a ship's hull and rigging, to catch fire. Burning portions of a ship take 1d6 damage per round until put out by a character (which takes one full round). Each round, there is a cumulative 5% chance that the fire will spread to an adjacent section of hull (burning rigging spreads randomly to one of the ship's hull sections). This spreading can continue indefinitely, eventually engulfing the entire ship if not contained.

Forcecage: The cage of force created by this spell is immobile, even if cast on a ship. Particularly nasty mages cast this spell on enemies on the deck of a ship, forcing them to watch helplessly as their ship literally sails out from under them.

Grease: When cast on the deck of a ship where an enemy force is boarding, the boarders suffer a —2 penalty to their saves (since leaping onto the deck of another ship requires great force and speed). Canny spellcasters can also position the effect of this spell so that creatures slipping on the grease risk falling overboard.

Gust of Wind: This spell produces a blast of severe wind in the direction you choose. Though the effect is not large enough to have a major impact on a ship, it can still damage the rigging if aimed properly (ranged touch attack, 1d4 points of damage).

Hallucinatory Terrain: Some unscrupulous pirates use this spell to make a small island or large reef look like open ocean. When ships run aground on the hidden obstruction, the pirates sail in, kill the crew, and take the cargo.

Incendiary Cloud: This spell causes any flammable object within the area of effect, which includes a ship's hull and rigging, to catch fire. Burning portions of a ship take 1d6 damage per round until put out by a character (which takes one full round). Each round, there is a cumulative 5% chance that the fire will spread to an adjacent section of hull (burning rigging spreads randomly to one of the ship's hull sections). This spreading can continue indefinitely, eventually engulfing the entire ship if not contained.

Ironwood: When cast on a section of a ship's hull, that section's (or rigging's) hardness increases to 10, and its hit points are doubled. Naturally, you must be high enough level to affect the entire section.

Keen Edge: This spell can be cast on ballista bolts and chain-flinger barrels, but not catapult stones or thunderstones.

Levitate: Like enlarge, this spell affects an entire ship, not just one section.

Magic Weapon: If cast on a catapult or a catapult stone, this spell grants a +1 enhancement bonus on Profession (siege engineer) checks to operate the catapult and on damage rolls.

Major and Minor Creation: With a successful Craft (carpentry) check (DC 25), these spells can briefly repair even a completely destroyed section.

Make Whole: Provided a damaged ship section has not been completely destroyed, or the subject of fire, warping, or disintegration, this spell can completely repair the section.

Mending: This spell restores 1d8 hit points to any section of a ship it is cast on.

Message: Admirals in charge of entire fleets often use this spell to communicate with the ships under their command.

Meteor Swarm: This spell causes any flammable object within the area of effect, which includes a ship's hull and rigging, to catch fire. Burning portions of a ship take 1d6 damage per round until put out by a character (which takes one full round). Each round, there is a cumulative 5% chance that the fire will spread to an adjacent section of hull (burning rigging spreads randomly to one of the ship's hull sections). This spreading can continue indefinitely,

eventually engulfing the entire ship if not contained.

Mirage Arcana: Much like hallucinatory terrain, pirates use this spell to disguise islands or reefs as open sea. Since this spell can hide structures, as well, pirates often build their base on the island, the better to get to the loot quickly. Some pirates also use this spell to hide their lairs from prying eyes.

Otiluke's Freezing Sphere: The "frigid sphere" application of this spell can be used to trap a ship in ice, provided you can affect a large enough area. If at least half of the ship is encased in ice, the ship is slowed to one half speed (unless the ice is attached to a landmass, in which case the ship is immobilized) until the ice melts.

Otiluke's Telekinetic Sphere: Ship mages often use this spell to lift particularly troublesome foes off of a ship and drop them into the sea.

Protection From Arrows: This spell provides damage resistance against ship weapons as well as personal weapons.

Quench: This spell puts out fires caused by spells such as *fireball*, *flame strike*, and *wall of fire* and, as such, is a popular spell among sea druids.

Repel Wood: This spell will push any ship away from you at a rate of 40 feet per round.

Repulsion: Though this spell cannot affect ships directly, it can affect their crews (who may then refuse to sail closer to you).

Sending: This spell is useful for coordination and communication with multiple ships.

Shatter: This spell can only be used against a single section of a ship, provided you are high enough level to affect the appropriate area.

Teleport: When teleporting onto the deck of a ship at sea, your familiarity can never be higher than "studied carefully," because the ship is moving.

Transmute Metal to Wood: This spell can be used to eliminate an enemy ship's armor plating, weaken its ability to attack (wooden weapons that are normally made of metal suffer a -1 to attack and damage), and other similar effects.

True Strike: The insight bonus granted to attack rolls can be added to attack rolls with ship weapons.

Wall of Fire: This spell causes any flammable object within the area of effect, which includes a ship's hull and rigging, to catch fire. Burning portions of a ship take 1d6 damage per round until put out by a character (which takes one full round). Each round, there is a cumulative 5% chance that the fire will spread to an adjacent section of hull (burning rigging spreads randomly to one of the ship's hull sections). This spreading can continue indefinitely, eventually engulfing the entire ship if not contained.

Warp Wood: This spell deals 2d4 points of damage to a ship's section of hull (but not rigging), +1 per two levels. A second casting of *warp wood* can restore the same amount of damage (but only damage that came from warping).

Web: If cast into the rigging of a ship, this spell reduces the ship's speed by 10 ft. or reduces its maneuverability rating by one (choose one when you cast the spell).

Whirlwind: This spell creates a waterspout (see Chapter 8: Weather).

Wood Shape: Wood shape is too crude to be used to repair damage to a ship.

NEW SPELLS

The sea is a place of mystery and superstition, so it is only natural that arcane and divine spellcasters alike have created powerful spells to harness its might. These spells are mostly for use in a piratical campaign, and most will not function well if cast away from the sea. Several of the spells, however, are perfectly usable in any Dungeons & Dragons game. The druid spells in this section are added to the spell lists of the standard druid and the sea druid variant.

NEW BARD SPELLS

1ST-LEVEL BARD SPELLS (CANTRIPS)

Detect Currents: Divine speed, strength and direction of ocean currents.

Detect Swag: Detect presence, value of treasure.

Dry: Dry off one creature or object.

Flawless Navigation: You gain a +20 on Navigation checks for 1 hour.

5TH-LEVEL BARD SPELLS

Clear Sailing: Calm winds, lower waves, change wind direction to create favorable sailing conditions.

NEW CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Dry: Dry off one creature or object.

3RD-LEVEL CLERIC SPELLS

Water Form: Meld into a body of water.

4TH-LEVEL CLERIC SPELLS

Sticks to Snakes: Transform 1d4+1 sticks into snakes.

5th-LEVEL CLERIC SPELLS

Wall of Water: Wall of water hampers ranged attacks, provides concealment.

Waterspout: Blast of water deals 1d6 damage/level, flings opponents.

6TH-LEVEL CLERIC SPELLS

Clear Sailing: Calm winds, lower waves, change wind direction to create favorable sailing conditions.

NEW DRUID AND SHAMAN SPELLS

0-LEVEL DRUID AND SHAMAN SPELLS (ORISONS)

Dry: Dry off one creature or object.

1ST-LEVEL DRUID AND SHAMAN SPELLS

Flawless Navigation: You gain a +20 on Navigation checks for 1 hour.

Tricky Currents: Currents and eddies entangle creatures, small ships.

2ND-LEVEL DRUID AND SHAMAN SPELLS

Featherweight: Creature or object becomes less dense and floats.

Leadweight: Creature or object becomes more dense and sinks.

3RD-LEVEL DRUID AND SHAMAN SPELLS

Shape Water: Sculpt water into any shape.

Water Form: Meld into a body of water.

4TH-LEVEL DRUID AND SHAMAN SPELLS

Waterspout: Blast of water deals 1d6 damage/level, flings opponents.

Sticks to Snakes: Transform 1d4+1 sticks into snakes.

5TH LEVEL DRUID AND SHAMAN SPELLS

Wall of Water: Wall of water hampers ranged attacks, provides concealment.

Wave Stride: Step from one body of water to another far away.

6TH-LEVEL DRUID AND SHAMAN SPELLS

Clear Sailing: Calm winds, lower waves, change wind direction to create favorable sailing conditions.

Transport Via Waves: Move instantly from one body of water to another of the same type.

9TH-LEVEL DRUID AND SHAMAN SPELLS

Tsunami: Create a tidal wave that capsizes ships, damages structures.

Typhoon: Increase storm to hurricane status.

NEW RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Tricky Currents: Currents and eddies entangle creatures, small ships.

4TH-LEVEL RANGER SPELLS

Wave Stride: Step from one body of water to another far away.

NEW SPELLSINGER, SORCERER AND WIZARD SPELLS

0-LEVEL SPELLSINGER, SORCERER, AND WIZARD SPELLS (CANTRIPS)

Dry: Dry off one creature or object.

1ST-LEVEL SPELLSINGER, SORCERER, AND WIZARD SPELLS

Div Detect Currents: Divine speed, strength, and direction of ocean currents.

Detect Swag: Detect presence, value of treasure.

Flawless Navigation: You gain a +20 on Navigation checks for 1 hour.

2ND-LEVEL SPELLSINGER, SORCERER, AND WIZARD SPELLS

Trans **Featherweight:** Creature or object becomes less dense and floats.
Leadweight: Creature or object becomes more dense and sinks.

3RD-LEVEL SPELLSINGER, SORCERER, AND WIZARD SPELLS

Trans **Shape Water:** Sculpt water into any shape.

4TH-LEVEL SPELLSINGER, SORCERER, AND WIZARD SPELLS

Trans **Boarding Grapple:** Pull enemy ship toward yours to board.
Transport Swag: Teleport treasure from one point to another.

5TH-LEVEL SPELLSINGER, SORCERER, AND WIZARD SPELLS

Conj **Wall of Water:** Wall of water hampers ranged attacks, provides concealment.
Trans Clear Sailing: Calm winds, lower waves, change wind direction to create favorable sailing conditions.
Keelhaul: Drag target under ship for 3d4 damage/round for 1 round/level.

7TH-LEVEL SPELLSINGER, SORCERER, AND WIZARD SPELLS

Evoc **Concussive Fireball:** Ball of fire deals 1d6 damage/level, half fire and half force.

9TH-LEVEL SPELLSINGER, SORCERER, AND WIZARD SPELLS

Conj **Tsunami:** Create a tidal wave that capsizes ships, damages structures.

SPELL DESCRIPTIONS

The spells herein are presented in alphabetical order.

BOARDING GRAPPLE

Transmutation

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 action

Range: Medium (100ft. + 10ft./level)

Target: One vehicle

Duration: 1 minute/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You create powerful grappling hooks of magical energy that latch onto an enemy vessel and pull it alongside your own. These magical grappling hooks unerringly attach to the target vehicle and immediately begin exerting a powerful pull. Every minute, you make a caster level check, opposed by the helmsman of the target vessel's Profession (sailor) check. If you succeed, the target vessel is pulled 30 feet closer to yours and rotates up to its maximum turn rate toward a course parallel to

your own. If you fail the check, the target vessel's movement rate is halved for the minute, but is otherwise unimpeded.

If at any time this spell pulls the target vessel to less than 30 feet from yours, the target vessel is instead pulled directly alongside yours and held there, matching your movement and speed each round—at this point, the target vessel cannot escape and is held there until the spell's duration expires. Conversely, if the target vessel makes enough of its opposed checks to maneuver beyond the spell's maximum range, the target has broken free.

If you cast this spell on a ship that is already within 30 feet of your own, the target gets no opposed checks to evade.

For saving throw purposes, a ship with a helmsman is considered an attended object, and makes saving throws at its helmsman's save bonus.

Material Component: A miniature grappling hook tied to a length of thread.

CLEAR SAILING

Transmutation

Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 5

Components: V,S

Casting Time: 5 minutes

Range: 1 mile

Area: 1-mile radius circle, centered on you

Duration: 1 hour/level (maximum 8 hours)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless)

By subtly manipulating wind and water currents, you can dispel storms, calm choppy seas, and create favorable winds to speed your vessel along. This spell takes 5 minutes to cast, and once cast, an additional 10 minutes for the changes to take effect. Changes possible with this spell include any and all of the following:

- Lower the wind speed by up to 3 steps (to a minimum of Light)
- Decrease sea chop by up to 3 steps (to a minimum of Smooth)
- Dispel other adverse weather effects (rain, sleet, hail, etc.)
- Change wind direction by up to 90 degrees toward your ship's course. This can increase your ship's speed, as discussed in Chapter 8.

The area of this spell remains centered on you, even if you move after casting it. After the duration expires, normal weather conditions return in ten minutes.

CONCUSSIVE FIREBALL

Evocation [Fire, Force]

Level: Sor/Wiz 7

As *fireball*, except that half of the damage is concussive (force) damage and not subject to fire resistance. In addition, all creatures or unattended objects that fail their saves are affected by a bull rush attack as if initiated by a Large creature with a 20 Strength (this bull rush pushes all affected targets back the maximum possible distance from the center of the *fireball*). This spell is popular among shipboard mages both to blow holes in enemy ships' hulls and to scatter enemy crews before boarding actions.

DETECT CURRENTS

Divination

Level: Brd 1, Sor/Wiz 1**Components:** V, S**Casting Time:** 1 action**Range:** 60 ft.**Area:** Quarter circle emanating from the character to the extreme of the range**Duration:** Concentration, up to 1 minute/level (D)**Saving Throw:** None**Spell Resistance:** No

You can detect the presence, speed, and size of water currents, whether in oceans, rivers, or other bodies of water. The amount of information revealed depends on how long you study an object or area:

- 1st Round: Presence or absence of currents.
- 2nd Round: Approximate strength of currents.
- 3rd Round: Direction and approximate size of currents.

Note: Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Adventurers often use this spell to avoid dangerous undertows and rapids in rivers or streams. Aboard a ship, mages often use this spell to find currents that will bear the vessel to its destination more swiftly.

DETECT SWAG

Divination

level: Brd 1, Sor/Wiz 1**Components:** VS**Casting Time:** 1 action**Range:** 60ft.**Area:** Quarter circle emanating from the character to the extreme of the range**Duration:** Concentration, up to 1 minute/level (D)**Saving Throw:** None**Spell Resistance:** No

You are able to detect the presence of gold and other valuables. When you cast this spell, you may specify exactly what you determine to be "valuables" either by type (art objects, gems, magic items, etc.) or by gold piece value (more than one gold piece, more than 10 gold pieces, etc.). The amount of information revealed depends on how long you study an object or area.



The *detect swag* spell comes in handy for this ship mage.

- 1st Round: Presence or absence of valuables.
- 2nd Round: Approximate number of valuables and relative value of each (coins are treated as one valuable).
- 3rd Round: Location and gold piece value (within 10%) of each valuable.

Note: Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DRY

Transmutation

Level: Brd 1, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When cast on an object or creature that has gotten wet (for example, from falling into a lake, being caught in the rain, or having a bucket of water dumped on them), this spell dries the creature off. Water squeezes itself out of hair, drips completely off of armor, and so on. Note that *dry* does not dehydrate the target in any way, nor does it deal any sort of damage (unless the target faces some sort of adverse effect from not being wet). Only harmless fluids are affected by this spell—acids, contact poisons, and other harmful substances are not affected by this spell.

FEATHERWEIGHT

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell, though his weight does not change, becomes much less dense and unable to dive below the surface in water, no matter how much weight he is carrying. In order to dive, the target must make a Swim check (DC 25) every round. If he fails this check, or does not attempt it, he ascends at a rate of 60 feet per round until either he reaches the surface of the water or the spell's duration expires.

featherweight counters and dispels *leadweight*.

Material Component: A feather.

FLAWLESS NAVIGATION

Divination

Level: Brd 1, Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Duration: 1 hour

You gain a supernatural understanding of currents, trade winds, and astronomy, allowing you to plot a safe course without the need for charts, compasses, or sextants. You gain a +20 to all Profession (navigator) skill checks for the next hour, and you suffer no penalties for a lack of proper equipment.

Material Component: A miniature brass sextant.

KEELHAUL

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature

Duration: 1 round/level (maximum 5)

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

The *keelhaul* spell is only effective on the deck of a ship. The target is snatched up and hurled into the water, only to be dragged slowly along the ship's keel from port to starboard, then out of the water and around again and again, until the duration expires. Each revolution takes one round, and deals 1d4 points of slashing damage from the razor-sharp barnacles that cover a ship below the waterline. If, for some reason, the ship's hull is clear of barnacles (for example, it has recently been dry docked and cleaned), the target takes only one-half damage (Reflex save for no damage). The target gets to make a Reflex save each time he is dragged under. Because the target of this spell is brought out of the water at regular intervals, drowning is not usually a risk. When the spell's duration ends, the target is deposited back on the deck.

This spell is a magical version of a common punishment on seafaring vessels, and some captains prefer to demonstrate their power with a spell as opposed to merely using a rope.

Material Component: A piece of barnacle, with which the caster must prick his finger.

LEADWEIGHT

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell, while remaining the same weight, becomes much more dense and unable to stay afloat in water. In order to remain afloat, the target must make a Swim check (DC 25) every round. If he fails this check, or does not attempt it, he descends at a rate of 60 feet per round until either he reaches the ocean floor or the spell's duration expires.

Leadweight counters and dispels *featherweight*.

Material Component: A tiny lead weight.

MONSOON

Conjuration (Summoning) [Cold]

Level: Drd 7

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius spread
Duration: Instantaneous (see text)
Saving Throw: Fortitude half
Spell Resistance: Yes

You summon a powerful, sudden downpour that soaks everyone in the area with preternaturally cold rain. All creatures within the area of effect instantly take 1d4 points of cold damage per caster level (maximum 20d4), and in addition are treated as one category more encumbered than they actually are (light to medium, medium to heavy, etc.) as the rain soaks into their clothing and gear, making it heavy and awkward. This encumbrance penalty lasts for 10 minutes or until the affected creatures find a way to dry themselves (such as the *dry* spell).

SHAPE WATER

Transmutation
Level: Drd 3, Sor/Wiz 3
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: One volume of water no larger than 10 cu. ft. + 1 cu. ft./level
Duration: 1 hour/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

Shape water allows you to form a volume of water into any shape you desire. For example, you might create a sculpture out of water as a gift to impress the king, or create a boat out of seawater. Objects created with this spell remain liquid, but can be picked up and manipulated (a water object has a hardness of 0 and 5 hit points).

Alternately, you may use this spell to freeze water into ice. The water does not naturally melt (though unnatural heat, such as a red dragon's breath or a *fireball*, may melt it) until the duration of the spell ends, at which point it melts again, unless of course the environment is cold enough to maintain ice naturally.

STICKS TO SNAKES

Transmutation
Level: Clr 4, Drd 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1d4 sticks + 1 stick/level in a 10 ft. radius.
Duration: 2 minutes/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You transform a number of sticks (or stick-like objects, such as torches, quarterstaves, clubs, etc.) into an equal number of snakes. These snakes have the same statistics as a viper of the same size as the original object (so, for example, a quarterstaff would become a Large viper, a torch would become a Medium-size viper, and so on). The snakes created by sticks to *snakes* are under your control, and will attack those you designate as enemies. At the end of the spell's duration, all the snakes revert to their original forms (at the DM's option, slain snakes might be broken, warped, or otherwise rendered useless when they revert to normal). Magic items, such as wands, staffs, or magic clubs, are unaffected by this spell.

Material Component: A piece of bark and a few snake scales.

TRANSPORT SWAG

Transmutation [Teleportation]
Level: Sor/Wiz 4
Range: Short (25 ft. + 5 ft./2 levels)
Target: Treasure weighing up to 50 lbs./level
Area: 20-foot cube (S)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

As *teleport*, but only on valuable materials (such as gold, gems, spices, etc.) that weigh no more than fifty pounds per level and that fit within a 20-foot cube. Exactly what is considered a "valuable material" is determined by the DM, though certainly the contents of a merchant ship's hold would qualify. Living creatures are not affected, but occasionally an undead (such as a mummy in a solid gold sarcophagus) or a construct (such as a gem-encrusted golem) might be. At the DM's discretion, rare or exotic creatures might qualify as valuables affected by this spell.

TRANSPORT VIA WAVES

Transmutation
Level: Drd 6
Components: V, S
Casting Time: 1 action
Range: Unlimited
Target: You
Duration: 1 round.

You can meld with any body of water that occupies at least a 10 foot cube and move any distance (on the same plane) to another body of water of the same type (saltwater, fresh water, or brackish [mixed salt and fresh] water). The destination body of water does not need to be familiar to you. If you are uncertain of the exact location of a body of water, you need only designate the distance and direction you wish to travel (i.e. "a freshwater pond eighty miles east") and the spell delivers you as closely as possible. At the DM's option, an ocean or similarly vast body of water might be broken up into smaller areas for this spell's purpose.

This spell does not function with water creatures such as water elementals.

TRICKY CURRENTS

Transmutation
Level: Drd 1, Rgr
Components: V, S, DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: Water in a 40-ft. radius spread
Duration: 1 minute/level
Saving Throw: Reflex (see text)
Spell Resistance: No

When you cast *tricky currents*, lakes, rivers, or portions of the ocean suddenly develop treacherous currents, eddies, and undertows that impede the movement of swimmers and ships in the area. Creatures (and vessels of up to Large size) in the area, or who move into the area, of the spell are caught by the currents and effectively entangled. An entangled creature suffers a -2 penalty on attack rolls, suffers a -4 penalty to effective Dexterity, and can't move (except to stay afloat). An entan-

gled character must make a Swim check (DC 10) to stay afloat every round. Failure indicates that the character begins to sink at a rate of 10 feet per round until he passes another Swim check (which halts his downward motion; he must make another Swim check at the same DC to swim up 10 feet) or sinks more than 40 feet from the center point of the spell. If an entangled character attempts to cast a spell, she must make a Concentration check (DC 15) or lose the spell. She can attempt to break free and move half her normal speed (remember, however, that swimming characters move only one-quarter their speed as a standard action or one half their speed as a full round action) by using a full-round action to make a Strength check or a Swim check (DC 20). A creature that succeeds at the initial Reflex save is not entangled but can still only move at half speed through the area. Each round, however, all creatures within the spell's area risk being re-ensnared by the currents.

TSUNAMI

Conjuration

Level: Drd 9, Sor/Wiz 9

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 5-ft./level high wave

Duration: Special (see text)

Saving Throw: See text

Spell Resistance: No

You create a powerful earthquake at the ocean floor that generates an enormous tidal wave. This wave reaches a height of 5 feet per caster level and stretches to a width of three times its height. It takes 10 rounds to create the tsunami, which moves in the direction you indicate at a speed of 400 feet per round. Once created, the tsunami continues along its course until it encounters a landmass at least the size of a small island. Once it reaches land, the tsunami crashes into the shore with devastating force, reaching as far up the shore as its height.

The tsunami exerts lethal force on anything in its path. On the open sea, it automatically capsizes any ship of less than Colossal size (larger ships get a DC 20 Reflex save based on the save bonus of the helmsman) and deals 10d6 damage to anything caught in its path. When it reaches the shore, however, is when the true power of the tsunami is revealed. Every object and creature on the shoreline takes 1d6 points of damage per 5 feet of the wave's height (maximum of 20d6) and is affected as if by a bull rush from a Colossal creature with a Strength of 30. Fortunately, the tsunami spends itself rather quickly—for every 50 feet back from the shoreline an object or creature is, the effect of the tsunami is reduced: damage is halved, and the bull rush's effective creature size is reduced by 1.

Unlike most other spells, a *tsunami* spell can, after a fashion, be counterspelled after it has been cast. By succeeding at a Knowledge (the sea) check (DC 24), another spellcaster may cast a *tsunami* spell moving in the opposite direction which will, in effect, cancel out the effects of both spells when the waves collide.

TYPHOON

Transmutation

Level: Drd 9

Components: V, S, DF

Casting Time: 1 minute

Range: Long (400 ft. + 40 ft./level)

Target: One severe ocean storm

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: No

When you cast a *typhoon*, you cause a single storm to mutate into a powerful marine cyclone, more commonly known as a hurricane or a typhoon. Though the magical effects of this spell are instantaneous, the actual change to a typhoon takes 1d4 days, minus one hour per caster level. Once the typhoon is created, this spell offers you no control over the storm, though other weather-influencing effects (such as a *control weather* spell) might.

Chapter 8 contains information about typhoons and ocean storms, but here is a brief explanation of a typhoon's effects:

Winds: Hurricane-force winds automatically extinguish all sources of fire and make personal ranged attacks impossible (except with ship weapons, which suffer a —8 penalty). Medium or smaller creatures are blown away, Large creatures are knocked down, and Huge creatures are checked. All of these effects can be reduced by a Fortitude save (DC 20). Finally, the winds render characters unable to make Listen checks (all that can be heard is the roar of the winds). Ships in hurricane-force winds have severe difficulties staying on course. They move at their full normal speed with sails open, but their rigging takes 20 points of damage per round. If a ship furls its sails in hopes of riding out the storm, the rigging still takes 10 points of damage per round.

Rain: Thick sheets of icy rain accompany a typhoon, reducing visibility greatly. All creatures suffer a -8 to Search and Spot checks within the storm's effect.

Thunderstorms: Once per minute (ten rounds), a lightning bolt dealing 1d10 damage strikes an object in the area. DMs can either determine the target randomly or use the bolts for dramatic effect.

Flash Floods: Once a typhoon makes landfall, it creates a serious danger of flash flooding.

WALL OF WATER

Conjuration (Creation)

Level: Clr 5, Drd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of water up to one ten-foot square/level

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell conjures up a flat, vertical wall of water at a point you designate. The wall is one foot thick per four caster levels. The water's swirling, rippling surface makes it hard to see creatures on the other side, granting all creatures concealment (20% miss chance) versus attacks coming from the other side of the wall.

Because the water in the wall is constantly rushing upwards before falling back down like a geyser, it is difficult to make accurate ranged attacks through the wall of water. Such attacks suffer a -2 penalty per foot of thickness.

Any creature attempting to move through the wall must make a Reflex save or be flung into the air one and a half times

the height of the wall (possibly taking falling damage in the process). Use the Missing with a Thrown Weapon diagram on page 158 of the D&D Player's Handbook to determine where flung creatures land in relation to their starting space. As the spell has no range increment, roll only 1d6 for distance thrown in feet. Charging or running creatures gain a +2 bonus to this save, and large creatures gain a +2 size bonus per size category above Medium. Conversely, smaller creatures suffer a —2 penalty per size below Medium.

Fire attacks, including a *fireball* spell or red dragon breath, can evaporate a wall of water. If any 5 foot section of the wall of water takes more than 20 points of fire damage in a round, that section boils away, leaving behind a cloud of steam that dissipates after 1 minute (even beyond the spell's duration).

Material Components: A small piece of lapis lazuli.

WATER FORM

Transmutation

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Waterform allows you and all your possessions to meld into a body of water, becoming one with the liquid. This body of water must be large enough to enclose you fully in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the water. If either condition is violated, the spell fails and is wasted.

While in the water, you remain aware of the passage of time and can cast spells on yourself. Nothing that goes on outside the water can be seen, but you can still hear what happens around you. Should the water be removed or destroyed (for example, by evaporating) to the extent that you no longer fit within, it expels you and deals 5d6 points of damage. The complete evaporation of the water expels you and slays you instantly unless you succeed at a Fortitude save (DC 18).

At any time before the duration expires, you can step out of the water through the surface. If the spell's duration runs out or the effect is dispelled before you voluntarily exit the water, you are violently expelled and take 5d6 points of damage.

The following spells and magic items harm you if cast upon the water that you are occupying: *Control water* expels you and deals 5d6 points of damage to you. *Shape water* deals 3d6 points of damage, but does not expel you. *Dust of dryness* expels the character and then slays the character instantly unless the character succeeds at a Fortitude save (DC 18), in which case the character is merely expelled.

WATERSPOUT

Evocation

Level: Clr 5, Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *waterspout* produces a sudden, powerful blast of water that leaps up from a lake, river, or ocean, damaging any creature or

object unfortunate enough to be caught in its area. The waterspout deals 1d6 points of bludgeoning damage per level (maximum 15d6) and flings any creature that fails its saving throw 60 feet into the air. Use the Missing with a Thrown Weapon diagram on page 158 of the D&D Player's Handbook to determine where flung creatures land in relation to their starting space. As the spell has no range increment, roll only 1d6 for distance thrown in feet.

Canny spellcasters often use this spell to strike at the relatively unprotected keels of opposing ships, blasting holes through the deck planks in order to sink the ship (see Chapter 7 for more information on sinking ships).

WAVE STRIDE

Transmutation [Teleportation]

Level: Drd 5, Rgr 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level or until expended (see text)

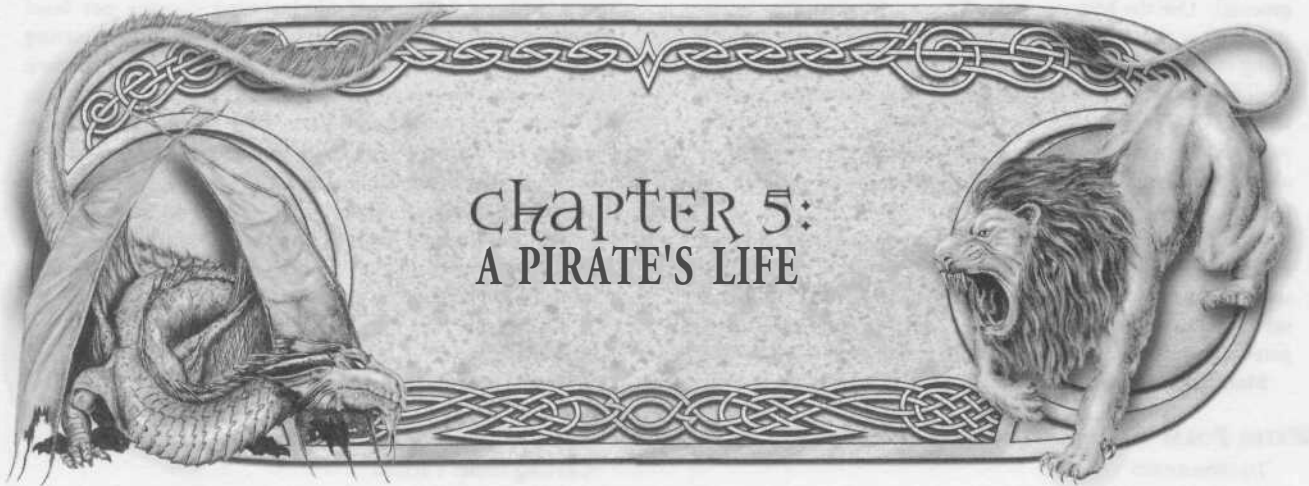
You gain the ability to enter a body of water and move from inside one body of water to inside another body of water. The first body of water the character enters and all others the character enters must be of the same type (i.e. ocean, lake, river), must all be natural, and must have depth at least equal to your height. By moving into a river (for example), you instantly know the location of all other rivers within transport range (see below), and may choose whether you want to pass into one or simply step back out of the river you moved into. You may choose to pass to any body of water of the appropriate kind within the transport range shown in the following table:

You may move into a body of water up to one time per level (passing from one body of water to another counts only as moving into one body of water). You may choose to exit the same body of water at a different point within the transport range. The spell lasts until the duration is expended or until you exit the final body of water allowed based on your level. Each transport is a full-round action.

You can, at your option, remain within a body of water without transporting, though you are forced out when the spell ends. If the body of water in which you are concealed is evaporated or otherwise destroyed, you are slain if you do not exit before the process is complete.

TABLE 4-1: WAVE STRIDE

Body of Water	Range of Transport
Ocean	3,000 feet
Major river	2,000 feet
Lake	1,500 feet
Minor river or pond	1,000 feet
Stream, brook, or fountain	500 feet



This chapter details everything you need to know about playing a pirate game, from role-playing a pirate to running a ship. It also provides information for DMs who wish to run pirate campaigns, including discussions of the various kinds of pirate campaigns, random swag tables to determine the contents of a captured ship's treasure hold, and random pirate NPCs.

ROLEPLAYING A PIRATE

This section provides suggestions, tips, and pointers on how to create a convincing pirate character, whether you want to play a swashbuckling hero or a gritty, grizzled old sea dog.

Motivations

While the desire for wealth is certainly a standard motivation for piracy, it is not actually the most common. Rather, most sailors turn to piracy to escape the tyrannical discipline, miserable living conditions and wretched pay common in royal navies and merchant fleets. Other pirates join the lifestyle to dodge some sort of trouble on land, such as debt or some other crime they have committed.

Privateers are a different story, of course. Privateers are almost always contacted by some representative of their monarch, given Letters of Marque, and sent off to raid the enemies of King (or Queen) and Country. Duty is the primary motivation of a privateer, with patriotism often a close second. Of course, the prospect of tremendous wealth seldom pushes a character away from privateering. In fact, many privateers continue their plundering even after their Letters of Marque have expired, becoming true pirates. When developing your character's motivation for piracy, consider the following:

Social class: If your character comes from poor peasant stock, he might be a deserter from the Meznamishii Royal Navy, driven to piracy by the random punishments of a sadistic captain. He might also be a farmer who borrowed a large sum of money from a moneylender, only to have a miserable harvest and find himself unable to repay the loan. Rather than face the unpleasant visit of the moneylender's brutal collection agents, your character fled to the sea. Whether he or she fled to earn enough money to make good on the debt and return to the farm, or to simply become rich and powerful, depends upon your character.

Characters from the nobility might turn to piracy at the behest of their monarch, raiding an enemy nation's shipping lanes and disrupting trade. This is often used to hinder the enemy's war effort or to avenge some slight over which the monarch feels it is not worth going to war. Wealthy characters might also be the younger sons and daughters of noblemen who turn to piracy because they know they will never inherit their fathers' wealth or titles.

Character class: Different classes join the "Brotherhood of the Coast" for a variety of reasons. Barbarians and fighters, for example, might simply be seeking an opportunity to make some coin with the strength of their sword-arm. Bards might join a pirate crew to learn new songs and tales from the sailors, or even to create a few of their own. Sorcerers and wizards might become pirates in order to fund expensive spell research, or to plunder a ship that carries a certain rare, valuable spell component in its hold. Rogues are most likely to turn to piracy for the money, and the remaining classes might have any number of motivations.

Desires: Is piracy a temporary occupation, or a lifelong goal for your character? Life can be difficult on Tellene, and sometimes characters have to make hard choices. Do you steal a loaf of bread, or watch your family starve? Or do you turn to piracy to make ends meet?

Some characters make piracy their lifelong occupation, until they either earn enough booty to retire comfortably, grow too old or injured to sail, or are caught and hanged. Other characters simply see piracy as a last resort to earn some quick, much-needed coin. To reuse two previous examples, the farmer with the debt might serve on one or two cruises with a pirate crew, enough to earn the coin he needs to repay the moneylender, then leave the sea behind forever. The wizard who needs funds for her magical research might commission a pirate crew to plunder fat merchant ships until her research is complete, then return to her tower and her magical studies.

Of course, the lure of gold is a powerful one. Many characters join a pirate crew with the firm intent of earning only the plunder they need, then find the promise of vast riches within easy reach is tempting enough to make them lifelong pirates.

PERSONALITY AND ATTITUDE

Pirates run the gamut of personalities, from violent, bloodthirsty psychotics to noble outlaws with hearts of gold. Primarily, the type of pirate campaign should govern your choice of personality for your pirate character. In a light-hearted, swashbuckling epic, for example, a bloodthirsty, extremely violent character would probably be an inappropriate choice. Likewise, in a darker game based more on real, historical piracy, a swashbuckling hero will be extremely out of place.

Regardless of the tone of your character's personality, most pirates are bombastic, larger-than-life individuals. When role-playing a pirate, you should try to remember to speak and act in a grandiose manner. Never use one adjective when three will do, and always remember your pirate jargon.

SPECIFIC PERSONALITIES

To help you get started, here are a few sample pirate personalities. They can be used as-is, combined in interesting ways, or simply used as a launching point for your own creations.

The Gallant Buccaneer: This personality type is appropriate for swashbuckling, high-adventure campaigns. The gallant buccaneer is a character who sees piracy as a great adventure, with riches to be won, fame to be earned, and wenches (or louts) to woo. Gallant buccaneers are usually privateers, or pirates who willingly restrict their raids to the ships of a tyrannical or evil nation. They are almost always of good alignment, usually neutral good or chaotic good. Gallant buccaneers are valiant fighters, but they fight with honor and offer quarter when asked. Provided the gallant buccaneer's opponents do not resist, they will be treated with impeccable courtesy and politeness. Some gallant buccaneers even leave cargo intact and undamaged — but only if it is too large or unwieldy to carry away.

The Reluctant Pirate: This personality type is appropriate for any pirate campaign. The reluctant pirate did not choose to join the Brotherhood of the Coast, but rather had the life of a pirate forced upon him. He might be attempting to escape a large debt, or he might have been accused of a crime (justly or otherwise) and now must flee to the seas in order to evade his pursuers. The reluctant pirate might find his current occupation repugnant and morally offensive, or he might decide that he enjoys plundering ships for treasure. Oftentimes, the reluctant pirate is not a sailor by trade, so he must attempt to learn how to operate a ship even as he avoids whatever drove him to piracy in the first place.

The Unrepentant Scalawag: This personality type is appropriate for a more gritty, realistic type of pirate campaign, though it can also make a good villain personality in a swashbuckling adventure campaign. This black-hearted fiend is a pirate through and through, exemplifying the worst traits of the breed. Her initial motivation for turning to piracy might have been desperation or fear for her own life, but she quickly learned that a woman can make far more money through piracy than through most honest occupations. The unrepentant scalawag sails with any pirate crew seeking nice, fat merchant convoys carrying large sums of gold and other exotic goods. The unrepentant scalawag is usually of evil alignment, and has no qualms whatsoever about torturing or executing any enemies that dare to resist.

PIRATE GRAMMAR

The lexicon in Appendix B: Glossary gives many examples of pirate slang and nautical terminology. This section provides a few suggestions on how to alter your speech and grammar to sound more piratical.

Pronunciation: Pronounce the suffix "-tion" (as found in words like commotion, promotion, or infiltration) like "see-un," not "shun." For example, the word "commotion" would be pronounced "co-mo-see-un." Another key to piratical pronunciation is to drop the letters "g" and "v" from your vocabulary. For example, pronounce "sailing" and "never" as "sailin'" and "ne'er." Also, remember that nautical terminology often has unusual pronunciation (see "leeward" or "boatswain" for examples). This book mentions most of the extreme examples, and most dictionaries include the proper pronunciation for other nautical terms.

Nautical Terminology: Sailors, including pirates, often use nautical terminology in their day-to-day conversations. Calling the floor the deck, using "port" and "starboard," and using nautical terms as metaphors can all help to give your character a uniquely piratical flavor. For example, try saying "Anchors aweigh" when encouraging your companions to get moving, or "batten down the hatches" when preparing for a storm.

"To Be:" Stereotypically, the verb "to be" should never be conjugated. In other words, say "I be, they be, she be" instead of "I am, they are, she is." Of course, well-educated pirates will speak similarly to land-dwellers.

PIRATE CREWS

The general assumption in most seafaring campaigns is that the PCs will be the captains and senior officers of their ship, with NPCs filling out the remainder of the crew. This ensures that the PCs will have the freedom to pursue whatever quests interest them within the campaign, as well as relegating the tedious details of life and work on a sailing ship to the background where it belongs. This approach, however, necessitates the recruiting of a crew by the PCs. The following sections provide information about the typical pirate crew and game rules for attracting a crew.

THE TYPICAL PIRATE CREW

Unlike the crews of naval and merchant vessels, which generally remain fixed both in the number of crewmen and the specific individuals that make up the crew, pirate ships are rarely crewed by the same bunch twice. Typically, the captain of a pirate ship puts out a discreet call for crewmen in some seedy pirate town (Chapters 9 and 10 discuss several of these towns in both Reanaaria Bay and the Straits of Svimohzia) when she plans to go to sea. If she has a good reputation, various scalawags and ne'er-do-wells will choose to sign the Articles of Piracy for the voyage. While some captains may require their crews to sign on for multiple cruises, the general rule is that once the ship has returned to port and the booty has been divided up, the crew departs (usually to spend their ill-gotten gains on as much alcohol as possible). While the officers on a pirate ship often remain together for numerous cruises, or even for their entire careers, the enlisted crew is seldom the same twice.

Aside from their constantly changing nature, pirate crews are set apart by their size. Most pirate ships carry anywhere from

one and a half times (x1.5) the standard crew for a vessel of its size to double the standard crew compliment. This larger crew compliment means that each individual sailor has less work to do, which contributes greatly to ship morale, but it also means that pirate ships can successfully attack ships much larger than their own and still have a good chance at victory. Many merchant captains, upon seeing a small pirate sloop approaching, have confidently decided that their crews could deal with the buccaneers only to find themselves outnumbered by a substantial margin. Of course, a captain seeking a rich prize must be careful not to overstock his ship with too many crew and not enough cargo space.

DUTIES OF THE CREW

It often takes a large crew to keep a ship operating smoothly. Below is a description of some of the various positions that must be occupied in a typical crew. The emphasis is placed on pirate crews, but most of the descriptions here can be applied to any ship.

THE CAPTAIN

Pirates have a tremendous innate dislike for authority. As such, the captain of a pirate ship is very different than the captain of most naval or merchant vessels. Because officers in most navies are given their posts based on heredity (as opposed to their ability to lead men), life on board naval vessels is often a hellish experience, replete with draconian rules and discipline that could easily be described as sadistic. Since many pirates are escapees of such environments, they often take special steps to ensure that their captains do not have that level of power over them.

Though more famous pirate captains can attract a crew simply by virtue of their reputation, most of the time a pirate crew elects the most capable of its number by popular vote. Provided the captain acquits himself well (in other words, leads the crew to lots of booty), he will likely be permitted to continue acting as captain. If, however, the captain leads his crew on a fruitless voyage, he may find himself at best put off at the nearest port, and at worst thrown overboard or marooned.

Contrary to popular image, pirate captains do not rule over their ships with an iron fist. In fact, outside of battle (when the captain has absolute authority), the captain really has very little power at all. All major decisions, such as when to sail, when to put in for port, and even what course to take are put to a popular vote, with the majority's decision being final. If the crew rules against the captain's wishes, the captain might step down in protest (if the captain has a reputation for making spectacularly successful voyages, that threat might sway many crewmen over to his side). In trivial matters, the crew tends to follow the captain's orders with little to no grumbling. Generally, however, any attempt to act contrary to the wishes of the crew will likely result in a quick, violent end.

QUARTERMASTER

In most cases, the quartermaster is the second in command of a pirate ship. In the simplest of terms, the quartermaster's job is to act as a distributor of rations, work duty, treasure or punishment. As the individual in charge of the ship's stores, the quartermaster often possesses more power than the captain does. Because the quartermaster also keeps custody of all weapons on board the ship, mutineers often try to sway her to their cause.

The quartermaster's powers stem from the typical pirate's distrust of authority. Rather than simply hand all the power over to the captain, most pirate crews prefer to split the duties of running the ship between the captain and the quartermaster. While the captain leads in battle and deals with the duties of navigating the ship, the quartermaster usually commands boarding parties and keeps custody of any booty taken.

The quartermaster's duties also include deciding what of a prize's cargo is worth taking. While coins, precious metals and gems are almost always taken, the quartermaster must decide what other valuables to take. This is usually based on the availability of space in her ship's hold, the potential trade value of other cargo in the pirates' port of call and other factors. If the quartermaster decides that some item of the booty is infeasible, the treasure is usually burned or - in the case of fine spirits or other foods -, consumed by the crew.

Once the booty is safely on board the pirates' ship, the quartermaster has the job of seeing it divided amongst the crew. Exactly how much each man or woman earns is usually laid out in the crew's Articles of Piracy (see below). A typical arrangement is that the captain earns one and a half shares, other senior officers earn one and a quarter shares, and the rest of the crew earns a single share each. Though in most cases any crewman has the right to challenge the quartermaster's division of treasure, there is seldom much serious dispute.

Finally, the quartermaster is also responsible for doling out punishment for any infractions of the Articles of Piracy. Although the captain usually proscribes the punishment, the quartermaster must carry it out, though she has the right to refuse. This ensures that any punishment, be it a simple forfeiture of a crewman's share of booty or a marooning, is the will of at least two individuals. The quartermaster also has the authority to act as a mediator and witness in duels between individual crewmembers.

FIRST MATE

On most ships, the first mate is the officer who ranks just below the captain of the ship and takes over in the event that the Captain can no longer perform his duties. While some pirate crews include a first mate, this position is more common on naval and merchant ships. On pirate ships, the quartermaster predominantly fills the first mate's duties.

BOATSWAIN

A boatswain (pronounced and sometimes spelled "bos'n") is a skilled sailor of middling rank. He is less senior than an officer, but entrusted with more authority than the rank and file crewmen. Most crews include several boatswains, each of whom is in charge of one or more specific aspects of the ship. For example, one boatswain might be in charge of the deck crews, while another is in charge of the ship's rigging and yet another is in charge of the ship's anchors and associated equipment. On smaller ships, boatswains generally have authority over multiple aspects of the ship.

CARPENTER

Though not a terribly senior crewman, the ship's carpenter is nonetheless a vital member of a ship's crew. As the name suggests, the carpenter's duties include repairing battle damage, plugging leaks and other duties required for the general upkeep of the ship. Along with the ship's surgeon, the carpenter is one of the most respected crewmen on a ship.

GUNNER

While most ship weapons require a crew of several to operate effectively, only one operator is generally referred to as the gunner. The gunner is a well-trained, highly skilled siege engineer in charge of aiming his weapon properly in order to hit his target. Depending on the size of the ship's crew, an individual gunner might be in charge of a single ship weapon, an entire battery, or even the ship's entire armament. Trained gunners are especially prized on ships with more exotic weapons such as chainflingers and thunder cannons.

SURGEON

The ship's surgeon is probably the single most respected member of the crew, even more so than the captain and the quartermaster. Unfortunately, few surgeons turn to the piratical lifestyle, so most pirate ships have to make do without one, or press the surgeon of another ship into service. Because a surgeon's services are so valuable, the ship's surgeon is usually the only member of the crew not forced to sign the Articles of Piracy. Some particularly generous crews give surgeons a share of the booty even if they refuse to sign the Articles of Piracy.

The best surgeons are clerics, druids and other classes with healing magic. If such a spellcaster is not available, the next best alternative is a trained expert in the medical profession. Though, given the level of development present on Tellene, such an expert may well do more harm than good. If a trained doctor is likewise not available, the position of surgeon usually defaults to the ship's carpenter. The carpenter, so the reasoning goes, has the proper tools and knows how to cut quickly.

DECK MONKEY

The term "deck monkey" is a Merchant's Tongue phrase that refers to a young boy (often no more than ten or 11 years old),

that performs various menial and usually dangerous jobs on a ship. Deck monkeys are commonly street urchins pressed into service, and are without doubt the bottom rung of the hierarchy of a ship. Because the crew of a naval vessel often abuses its deck monkey, these urchins are among the first to sign Articles of Piracy when pirates seize their ships. Though their positions on pirate ships are little improvement, they at least get a full share of the booty.

CABIN BOY

On "legitimate" ships (that is, merchantmen and naval vessels), the cabin boy is usually the son of a nobleman or well to do merchant sent to sea to learn the maritime trade. The cabin boy's primary duty is serving the captain and other senior officers. He might clean and mend their uniforms, run messages for them or even serve and prepare their meals. Eventually, once the cabin boy has learned all aspects of life on a ship, he is usually promoted to the rank of ensign, or some other junior officer.

Though the position is far more common on naval and merchant vessels, some pirate captains have been known to take on cabin boys. In fact, many famous Reanaarian pirates are rumored to have gotten their start as a cabin boy.

ATTRACTING A CREW

Only in the most open of pirate towns can a captain simply walk into a dockside tavern and announce that he is looking for pirates to accompany him on a cruise. The rest of the time, the captain must be a bit more surreptitious. Attracting a pirate crew involves equal parts reputation and luck, as described below.

Step One: The character attempting to attract a crew must first locate an appropriate place in which to do his



A ship captain, quartermaster, first mate and boatswain.

Table 5-1: Attracting a Pirate Crew

The captain...	Charisma Check Modifier
Has a reputation for taking extremely rich prizes	+2
Is known as a fair, trustworthy captain	+1
Has a reputation as a skilled seaman	+1
Succeeded (brought home plunder) on previous cruise	+1
Failed to take any prizes on his last voyage	-1
Has a reputation for failure	-2
Is known for cruelty	-1

LEADERSHIP VS. ATTRACTING CREW

While these rules for attracting a crew may seem to overlap or even replace the followers gained by taking the Leadership feat, this is not necessarily the case. The followers gained from the Leadership feat are loyal servants who stick with the character rather than departing after a single mission. While these followers can take the form of a crew, there is no requirement that they be so - they can just as easily be personal bodyguards, scouts, spies, or just about anything else. It should also not be overlooked that the followers gained from the Leadership feat can be higher than 1st-level, while the sailors attracted using the rules in this book are all 1st-level characters.

recruiting. No matter how fearsome a pirate's reputation is, he is not going to be able to recruit a crew from the Dalen Royal Marines. The Gather Information skill (usually DC 10, in this case) can help to locate taverns and other establishments frequented by pirates.

Step Two: Once a suitable den of pirates has been located, the prospective captain must put the word out that he is looking for a crew. In heavily pirate-controlled regions, this can be as simple as making an announcement or posting a notice, but in areas where piracy is frowned upon, a more subtle approach is required. An evening's worth of work visiting multiple taverns and gambling dens is usually adequate.

Step Three: After putting the word out, the pirate captain must now roll to determine how many sailors he attracts to his crew. The captain rolls a Charisma check, modified by circumstance (as described on the chart below). Next, multiply the result by half the captain's character level. The result is the number of sailors that arrive at the captain's ship within 1d4+1 days. These sailors are, at this point, under no obligation to actually join the crew. If the captain demands they sign particularly oppressive Articles of Piracy or otherwise attempts to abuse his authority, the DM should feel free to have some or all of the sailors depart. Of course, at this point the captain may use his or her Diplomacy skill to attempt to persuade any potential crewmen who are hesitant about signing up.

Note that the modifiers on Table 5-1 are applied before multiplying by the character's level. The sailors attracted by this roll are all 1st-level experts and warriors. If the number of sailors attracted is not sufficient to man the ship, the captain may try again one day after the last of the sailors arrives.

Example: Captain Torist of the pirate ship Bloody Siren is attempting to attract a new crew in the port city of Dayolen. She has heard rumors of a band of cutthroats and rogues that

frequent the Humble Giant Inn, and hopes that her reputation will enable her to attract their attention. At the Giant, she makes a few veiled comments to a group of seedy-looking sailors. The seeds have been planted, now it is up to Captain Torist's reputation to do the rest. Her player rolls a Charisma check, rolling a 15 with her +3 Charisma modifier. Captain Torist is known as a very successful pirate (a +2 modifier), but her last voyage was fraught with bad luck, and no prize was taken (a -1 modifier). All told, Captain Torist's result is a 16. Multiplied by 6 (half of Captain Torist's character level), the result is 96. Since the Bloody Siren only requires a crew of 30, Captain Torist has easily attracted enough sailors to join her crew for her next voyage. The sailors arrive in 2d3-1 days, and the Bloody Siren prowls the sea again.

ARTICLES OF PIRACY

Despite their reputation as lawless, bloodthirsty savages, many pirates actually have a surprisingly organized society. They elect captains, put important decisions to the vote, and sign documents that list the rules they are to follow while at sea. These documents are called Articles of Piracy (or occasionally Pirate Codes), and each crew decides what articles it will choose to follow. Though every ship and crew has slightly different Articles, several common themes can be found in all Articles of Piracy:

Division of Booty: This is the most important reason for the existence of Articles of Piracy. Many Articles have quite a few entries dealing with the division of booty, but the most common arrangement is this: the booty is divided into equal shares based on the number of crewmen on the pirate ship. The captain (and sometimes the quartermaster) gets a share and a half, while other senior officers, including gunners, boatswains, carpenters, and surgeons get a share and a quarter, while the rest of the crew gets a share each.

Interpersonal Relationships: Articles of Piracy often contain at least a few points regarding relations between crewmembers. Because pirates tend to be a violent lot, most such points discuss fighting and the resolution of conflicts. Depending upon the individual crew, things such as dueling might be freely allowed, allowed with supervision of the quartermaster, or forbidden outright. In most cases, it falls to the quartermaster to arbitrate disputes between crewmembers as he sees fit. Regardless of the rest of the points, brawling while on duty is usually harshly punished.

Shipboard Conduct: In order to maintain safe and efficient operation of the ship, Articles of Piracy often detail what is and is not permissible, either on duty or simply on the ship in general. Examples include punishment for drunkenness on duty, forbiddance of carrying open flames on the ship, and so on.

Enforcement: Obviously, for Articles of Piracy to have any force at all, there must be punishments for those that break the rules. Punishment aboard a pirate ship is harsh, with popular sentences including flogging, keelhauling, hanging, and even marooning.

SAMPLE ARTICLES OF PIRACY

This is a sample Articles of Piracy that illustrates the principles discussed above:

Article One: Every man shall obey civil orders given by a superior without question.

Article Two: The captain shall receive full share and a half in all prizes. The Carpenter, Boatswain, and Gunner shall have one share and quarter.

Article Three: Any man that steals, from another member of the crew, anything of greater value than one gold piece, shall be marooned or hanged as the crew sees fit.

Article Four: Any man who attempts to join the crew, or pass himself off as one of the crew without the consent of the captain shall suffer such punishment as the crew deems fit.

Article Five: Any crewmember that strikes another crewmember while these Articles are in force shall receive forty lashes less one.

Article Six: Any man who attempts to desert or betray the crew shall be marooned with a crossbow, a bottle of water, and ten bolts.

Article Seven: Any man that carries an open flame, smokes tobacco without cap for his pipe, or creates other unnecessary risk of fire, shall receive forty lashes less one with a cat o' nine tails.

Article Eight: Any crew member that neglects the care and upkeep of his weapons, or that refuses to participate in a battle, shall be docked his share of the swag and shall suffer additional punishment as the captain sees fit.

Article Nine: Any man who suffers permanent injury in battle shall be awarded 400 gold pieces. Should a man lose a limb, he shall be given 800 gold pieces.

Article Ten: Any man who has dispute with a fellow crewmember shall present his grievance to the quartermaster for judgment.

CRIME AND PUNISHMENT

Life at sea is harsh, and only strong discipline, ensuring that orders are carried out promptly and without question, can keep a ship from sinking and an entire crew from being lost at sea. Consequently, punishment at sea tends to be harsh and unforgiving out of necessity. Below are several of the more common forms of punishment performed on land and the high seas.

By the King's Code

A pirate captured by the authorities typically suffers a combination of mutilation and hard labor, though more infamous pirates experience dungeon imprisonment or death, prominent place (often the docks of a major port) as a warning to other would-be pirates.

The public mutilation or execution of a pirate is typically a grand show, with businesses closing for the day and people coming in from several neighboring towns to view the spectacle. The condemned is placed in a one-horse cart, firmly bound, and paraded through the streets to the place of mutilation or execution. Depending upon the government performing the act, the air might be reminiscent of a fair or festival, with acrobats, fire-eaters, and other performers entertaining the crowd before the execution, or it might be a solemn, stern occasion with clergy giving sermons about the evils of piracy. In either case, the main event usually takes place in the late morning or early afternoon, witnessed by dozens, sometimes hundreds of spectators. A rare few pirates have even drawn crowds numbering in the thousands.

A mutilated pirate commonly suffers one of two fates. He may either be released, to the scorning (and possible assault) of the crowd, or taken away to serve hard labor. If hard labor is the intended fate of the pirate, the mutilation is usually minor. If the pirate is to be released, he may lose an arm or leg instead.

When a pirate is executed, the corpse is buried facedown "between the tides" (below the high-water mark). According to legend, this ensures that the pirate's soul will never find rest.



Hard at work: a cabin boy/deck monkey, gunner, carpenter, surgeon and navigator.

Alternatively, the corpse is wrapped in chains or bands of iron and hung in some prominent place.

Pirates and sailors who decide to execute one of their own generally have even more colorful methods of execution, as noted below.

FLOGGING

Flogging is another particularly nasty form of punishment, usually performed aboard ship. Unlike walking the plank, however, flogging is not so much a slow, exhausting way to die as a harsh, agonizingly painful punishment. Though its purpose is not generally to kill, flogging nevertheless ends in death more often than not. Maritime tradition is for 39 lashes with a cat o' nine tails (usually described as "forty lashes less one"), a number which is more than enough to render a human being unconscious and often enough to kill even an exceptionally tough man.

The process of flogging is an unpleasant one, to say the least. The victim-to-be is tied, usually to the mast, and stripped to the waist. The crewmember administering the flogging (usually the quartermaster) then strikes the victim across the back and shoulders until the sentence is done. This form of punishment causes massive trauma, and so despite the tradition, captains frequently mete out fewer lashes for less severe infractions. The full 39 lashes are reserved for the most severe offenses that are punishable by flogging.

In game terms, because the victim of the flogging is bound and helpless, treat the flogging as a coup de grace attack (see Helpless Defenders and Coup de Grace in the D&D Player's Handbook) with the cat o' nine tails or other whip. If this is too lethal for your game, you may ignore the coup de grace and simply roll damage for the appropriate number of lashes.

KEELHAULING

Pirates seldom practice keelhauling, but its use in the royal navies of nations such as Meznamish and Kalamar has driven more than a few honest naval officers to a life of piracy. Keelhauling involves passing a rope under the ship, from port to starboard, to which the convicted man's hands are tied. The victim's feet are often bound as well, to prevent him from swimming. The victim is then thrown overboard while a group of sailors haul on the other end of the rope, dragging the poor unfortunate under the hull and up the other side.

Keelhauling, in general, has two possible results: if the victim is pulled under slowly, he will almost certainly drown, as the shock of the cold water and the force of the ship's wake fills his lungs with water. If he is pulled more quickly, he might not drown, but he will be smashed against the ship's hull, which is usually covered with sharp barnacles. On rare occasions, the rope used to keelhaul the victim snaps, and the crew rarely returns to retrieve the victim.

A character can hold his breath, but only for a limited time (see Water Dangers and Drowning in the D&D DUNGEON MASTER'S GUIDE). In general, assume that the character is underwater for a number of rounds equal to the ship's special size modifier (also used for ship Seaworthiness and creature grapple checks). The keelhauled character can be pulled more quickly, so as to be underwater for half that time, but he takes 2d4 points of slashing damage per round as he is scraped against the barnacles on the hull.

Crew manning ships of Medium or smaller size cannot effectively keelhaul another character - the hull is simply too small.

MAROONING

Marooning is a punishment generally found only on pirate ships; merchant vessels and naval ships rarely practice marooning. The marooned character is put ashore on a small sliver of inhospitable land, often no more than a sandbar or shoal that is completely submerged at high tide. The condemned is typically given no more than the clothes on his or her back, a bottle of water or rum, a crossbow and a few bolts. The crossbow is not for hunting or self-defense, for pirates do not generally maroon people on inhabited islands. The weapon is for the marooned character to end his or her own life (a character can make a coup de grace attack against himself and voluntarily fail his save if he wishes). However, because many religions have strictures against killing oneself, the marooned character is forced to make a hellish choice between days or weeks of suffering and his own immortal soul.

For DMs wishing to run a more swashbuckling adventure game, this gruesome reality can be abandoned in favor of more verdant islands. Marooning a party of PCs on a tropical jungle island can be a very interesting and challenging diversion, especially for high-level PCs that rely on powerful gear and magic to overcome most obstacles. Campaigns involving marooned PCs are described in more detail in Chapter 11: Swashbuckling Adventures.

A character that is marooned often suffers starvation and thirst, and possibly environmental effects such as cold dangers or heat dangers, as described in the D&D DUNGEON MASTER'S GUIDE. Character may also suffer the effects of the weather hazards described in Chapter 8: Weather Hazards of this book.

WALKING THE PLANK

Walking the plank is one of the most famed and feared punishments, and one for which pirates are justly famous. Put simply, walking the plank entails a long plank of wood being extended from the ship's railing, off which the condemned is forced to walk until he falls into the waters below. For obvious



No way back...

reasons, forcing someone to walk the plank is most effective when out of sight of land. However, because many sailors cannot actually swim, some sadistic captains force their victims to walk the plank within sight of land. Walking the plank is the common punishment for the crew of a captured ship that refuses to join their captors' crew, whether their captors are pirates or a rival navy.

Falling into water deals damage depending on the length of the fall (see *Falling and Falling into Water* in the *D&D DUNGEON MASTER'S GUIDE*). Once in the water, the character must Swim to stay afloat. The Swim check depends upon the calmness of the water (see the Swim skill in the *D&D Player's Handbook*). Once a character can no longer continue to swim, he or she begins to drown (see *Suffocation and Drowning* in the *D&D DUNGEON MASTER'S GUIDE*).

RUNNING A SEAFARING CAMPAIGN

A campaign set on the high seas presents quite a few difficulties and unusual circumstances that do not arise, or arise less frequently, in traditional land bound campaigns. How does the DM set up location-based adventures when the only terrain around is aquatic, or another ship? What sort of adventure takes the place of the venerable dungeon crawl? How do PCs contribute meaningfully as the crew of a ship? This section examines a variety of options to answer each of these questions and more.

The first problem that presents itself to a DM planning to run a swashbuckling campaign is what sort of tone to focus on. Do you want gritty realism, wherein the life of a pirate is nasty and brutal, filled with the risk of disease and other unpleasantness? Or do you want a more epic, swashbuckling game in which pirates are a more romantic kind of character, tossing off witty insults and performing fantastic feats or swordplay? Both options have their merits and their disadvantages, but either can make for an enjoyable game.

Gritty Realism

Although realism might seem a contradiction in terms in a game with powerful ship mages and massive sea serpents, certain aspects of realism can certainly be modeled within the game. While most of this book presents information that is as realistic as possible, some aspects of seafaring life are glossed over in the interest of heroic role-playing (such as searching the planks of the ship's hull for woodworms). However, DMs wishing to run a more realistic game may wish to incorporate these elements.

In a realistic campaign, piracy is less of a grand adventure than a particularly nasty way to make a living. Pirates, and indeed most sailors, tend to be unwashed, uneducated, and frequently very unpleasant people. Life on board a sailing ship is harsh, full of hard work and little privacy (see below), and the risk of disease is ever present. Attacks on other ships tend to be brutal, with no quarter given, and many pirates are extremely violent or insane.

SHIPBOARD LIFE

The most immediately noticeable thing about being on board a ship is the stench. The combination of a lack of proper waste disposal facilities and a lack of fresh water for bathing, with a crew of several dozen men or more, creates an odor that is memorable, to say the least.

Privacy is a word that has no meaning on a ship. Space is at such premiums that even erecting thin walls to give the crew private areas would take up too much space. Crewmembers eat, sleep, bathe (sometimes), and do everything else completely out in the open. This is not as great a problem as it might seem at first, as sailors have practically no leisure time with which they might enjoy privacy. Even on a pirate ship, with its typically larger than normal crew, there is always some task that needs to be done, and true off-duty time is extremely rare.

Not only do sailors have no private quarters, they often do not even have an area set aside for sleeping quarters. Sailors have to make do with whatever space is available; for the lucky ones, that might mean a sack of flour or a bale of hay. For the unlucky, it usually means finding a relatively uncluttered area on the deck where seawater is not leaking between the timbers. In game terms, any character forced to make do with such rough sleeping conditions must make a Fortitude save (DC 10 for a relatively soft surface like a sack of flour or wheat, or DC 15 for a hard surface like the bare deck). If the character fails, he is fatigued (-2 effective penalty to Strength and Dexterity, cannot charge or run) for the next day. Unlike most cases of fatigue, multiple nights of "rough sleeping" do not result in increasing levels of exhaustion, though characters fatigued by rough sleeping can still become exhausted by performing actions that would normally make them fatigued (see *Condition Summary and Fatigued* in the *D&D DUNGEON MASTER'S GUIDE*).

Diseases, vermin infestation and spoiled food are also dangers of shipboard life. Scurvy is a particularly common ailment among sailors, as is rickets. For game mechanics purposes, treat scurvy as red ache and rickets as filth fever (see *Disease* in the *D&D DUNGEON MASTER'S GUIDE*). Stores of grain, fruits, lumber, and other necessities are almost always infested with rats, spiders, scorpions, and other vermin (ships with a cleric or druid aboard may minimize this problem with castings of repel vermin). Unless the ship is magically protected in some way, roll d% each day the ship is at sea. There is a 10% chance per day that vermin have fouled 1d3 days worth of food, water, or some other form of supplies.

ALCOHOL

Partially to stave off the fouling of the ship's water supply, but also partially to keep rowdy sailors placated, rum and ale are as common, if not more so, as water for sailors to drink. While on some ships (particularly pirate ships), straight, undiluted liquor is rationed out to the crew, it is more common for the quartermaster to ration out highly watered down rum, called grog, to ensure that the crew will remain sober enough to perform their duties.

When a character drinks an alcoholic beverage, he or she must make a Fortitude saving throw. If he fails, he takes the drink's initial damage. Even if he succeeds, he typically faces more damage 1 minute later, which can also be avoided with a successful Fortitude saving throw. Unlike poisons, there is only one type: ingested. Characters preparing alcoholic drinks are not at risk of exposing themselves to the drink's effects unless they actually ingest it. Watered-down drinks deal no damage, which is why grog (rum and water) can be used aboard ship.

Damage dealt from drinks returns at the rate of 1 point per hour, after the character stops consuming such drinks. If a character takes 10 points of Wisdom damage from drinks, then stops drinking for 5 hours, he or she has healed 5 points. If he then consumes more alcoholic drinks, the healing stops until the character stops drinking again.

Table 5-2: Specific Drinks

Drink	DC Type	Initial Dmg	Secondary Dmg	Price*
Ale, Lamb's Wool	Ingested	0	1Dex	14gp
Ale, Pekal Stout	Ingested	1Int	1Dex	17gp
Celaar	Ingested	1Wis	1Wis+1Dex	37gp
Furmore	Ingested	1d3Wis	1d3Dex	17gp
Joda	Ingested	1Wis	1d3Dex	10gp
Ousoo	Ingested	1Wis	1Dex	14gp
Roshova	Ingested	0	1Wis+1Dex	37gp
Rum	Ingested	1Wis	1d3Dex	27gp
Tozulka-Ran	Ingested	0	1Con+1Dex	7gp
Wine, Bajdar	Ingested	1Wis	1Dex	2,240gp
Wine, Basiran Gold	Ingested	0	1Int+1Dex	850gp
Wine, Dopromond Dry	Ingested	0	1Wis+1Dex	616gp
Wine, Faldhaad	Ingested	0	1Dex	560gp
Wine, Gakite Scarlet	Ingested	0	1Wis+1Dex	672gp
Wine, Kalamaran Rosaleta	Ingested	0	1Dex	840gp
Wine, Malvasia	Ingested	0	1d3Int+1Dex	1,008gp
Wine, Morleen	Ingested	1Wis	1Dex	560gp
Wine, Noerataal	Ingested	1Dex	1Wis+1Dex	672gp
Wine, Taohuu	Ingested	0	1Wis+1Dex	672gp
Wine, Tarisato Clear	Ingested	0	1Wis+1Dex	784gp
Wine, Thokka	Ingested	0	1Int+1Dex	11gp
Wine, Urakil	Ingested	1d3Wis	1d3Dex	560gp

*Per cask. One cask holds 42 gallons. This is equivalent to 56 bottles of fine wine or pitchers of common wine, or 336 mugs of ale or other drink.

The spell *create food and drink* cannot create alcohol, and *purify food and drink* cannot remove a drink's alcoholic effects. However, spells that are effective against poison (such as *delay poison*) also work against the effects of alcohol.

SPECIFIC DRINKS

Though pirate ships commonly carry only grog and rum for the crew's own personal use, merchant ships can be found transporting many varied kinds of alcoholic drinks. Some specific drinks and their effects are listed on Table 5-2: Specific Drinks.

Ale, Lamb's Wool: This is a spiced ale, traditionally drunk on the first of Renewal.

Ale, Pekal Stout: This dark ale is brewed exclusively in Pekal.

Celaar: This is a fiery Reanaarian liqueur. Some ales have mixtures of celaar in them, and are incorrectly called by the same name.

Furmore: Furmore is a fermented dwarven drink made with rye bread or rye flour.

Joda: A thick beer often found in and around the Elos Desert, made of barley.

Ousoo: This Reanaarian drink is made from a precise combination of the juice from pressed grapes, herbs and berries. It includes aniseed, fennel, hazelnut, licorice, mint and wintergreen.

Roshova: This Svimohzish cordial is flavored with brandy, sugar and the juice of the sundew plant.

Tozulka-Ran: This is a spiced and sugared hobgoblin gruel with wine or ale added. The gruel often accompanies a late night meal or snack, such as a plate of leftover roast.

Wine, Bajdar: To make this fine wine, white grapes are allowed to stay on the vine past harvest and become overripe. A mold forms that perforates the skin of the grapes, and allows evaporation to occur, thickening the juice. The grapes are then allowed to experience one frost before they are harvested, resulting in a sweet, heavy wine of a deep golden color and extraordinary sweetness. This is a specialty wine of Shyta-na-Dobyo.

Wine, Basiran Gold: This fine wine comes from the gray elf city of Doulathanorian, where it is known as *Vabianallis Enoala*, or "Winter Sunrise." The elves often trade this wine with the nearby halflings in exchange for foods such as beef, corn and bread.

Wine, Dopromond Dry: This dry, but fruity, fine wine is made by halflings living in the Dopromond Hills.

Wine, Faldhaad: This fine Fhokki wine is mixed with spices and honey.

Wine, Gakite Scarlet: This fine, sweet red wine comes from the heartland of Ek'Gakel.

Wine, Kalamaran Rosaleta: This fine, aged sweet red wine is produced in the city of Rosaleta, and is much prized by the Kalamaran nobility.

Wine, Malvasia: Malvasia is a fine, strong, sweet elven white wine.

Wine, Morleen: This fine sweet Brandobian wine is made from large, white grapes.

Wine, Noerataal: This fine but rough, sweet red Reanaarian wine is made of unbruised grapes and a mixture of Taohuu wine.

Wine, Taohuu: This fine Reanaarian red wine is always served chilled.

Wine, Tarisato Clear: This is a very clear, fine white wine from the E'Korug valley in Tarisato. It has a rich, nutty taste.

Wine, Thokka: This spiced apple and cinnamon Fhokki common wine can be found in and around the northern tip of Reanaaria Bay.

Wine, Urakil: This fine, strong and sweet dwarven wine has a brandy-like consistency.



CHAPTER 6: SHIPS

This chapter details several ships that may be encountered in a pirate campaign, as well as ship construction, weapons and augmentations. The rules presented here are intended for use with the new naval combat rules presented in Chapter 7: Naval Combat.

CONSTRUCTING SHIPS

Before actually delving into the statistics and particulars of the ship you wish to construct, be sure to first take some time and determine what type of ship you prefer. For example, what is the purpose of the ship? Is it a merchant ship for delivering cargo? A pirate ship designed for hit-and-run attacks? A ship of the line designed for military service? After you know what type of ship you want, you'll have a much easier time making the ship's size and type, speed, special qualities and so on fit your concept.

It's also perfectly fine to model your ship on a pre-existing ship. Many such ships are located further along in this chapter, as well as information on how to apply augmentations and templates to those ships. You'll find that this is much less work than creating a ship from scratch.

When constructing a ship, remember that these are simply guidelines, not hard and fast rules. Many ships in this book do not adhere precisely to the construction guidelines below.

SHIP TYPE

Once you have your ship's concept, it's time to pick a type that best fits your concept. A ship's type defines what the ship is like overall, and what it can do, much the same way a monster's type defines its abilities. A ship's type determines its Hardness and hit points, along with other guidelines for draft/length/beam, speed, cargo space and so on.

Determining the Ship's Type

Use the following information to determine the most appropriate type for your ship. (You may find yourself altering your concept as you go.) The steps below are not presented in the same order as a ship's statistics block, because some items that appear late in the statistics block (for example, the ship's Draft/Length/Beam entry) affect decisions you might make about items that precede them.

Note that no ships on Tellene are constructed for ocean-going voyages. However, if you intend to construct such a ship, its type should be either keelboat or longship.

GALLEY

A galley is a large vessel that can be used for trade, though most are intended strictly for war. Galleys are equipped with sails for cruising, but typically stow or lower their masts when going into battle or rowing into the wind, so as to be propelled primarily by oars. A galley has two or three banks of oars staggered on either side of the vessel; the upper bank is situated above the lower to permit the oars of the upper bank to clear the oars of the rowers below.

Galleys are primarily used as naval marine vessels. Its main method of attack is ramming, though it often carries catapults for attacking land-based targets. With little room for provisions, galleys put into shore every night, beaching stern first. Galleys have excellent speed, good hit points and poor Seaworthiness.

Unless otherwise noted, each galley detailed below has a single mast with a fore-and-aft-rigged sail in the Kalamaran and Reanaarian style. The three-masted galley with square-rigged sails as seen in previous D&D products does not yet exist in the world of Tellene. However, both use the same features as noted below.

Features: A galley has the following features.

- Hull hardness 5
- Hull and section hit points 50 (equal to 5 inches of hull thickness)
- Rigging hardness 0 (0 rope plus 0 sail cloth) per mast
- Rigging hit points 4 (equal to 1 inch of rope and 1 inch of sail cloth thickness) per mast
- Speed of 4 miles per hour (sail 40 ft.)
- Maximum Seaworthiness of 12

Traits: A galley has the following traits.

- Draft of 3 to 4 feet
- Length of 80 to 180 feet
- Beam of 15 to 20 feet
- Number of decks equal to 2 (top and bilge) + 1 per each bank of oars
- Crew of (35+4d6) + the number of oarsmen. A typical bireme has 140 oarsmen (70 on each side), while a typical trireme has 170 (85 per side).
- Maximum cargo space of 150 tons

KEELBOAT

A keelboat is a small, single-masted sailing vessel that can also sail down rivers (thanks to its shallow draft and flat bottom). A keelboat's main method of attack is with ballistae. Keelboats have poor speed, poor hit points and average Seaworthiness.

Features: A keelboat has the following features.

- Hull hardness 5
- Hull and section hit points 10 (equal to 1 inch of hull thickness)
- Rigging hardness 0 (0 rope plus 0 sail cloth) per mast
- Rigging hit points 4 (equal to 1 inch of rope and 1 inch of sail cloth thickness) per mast
- Speed of 1 mile per hour (sail 10 ft.)

Traits: A keelboat has the following traits.

- Draft of 2 feet
- Length of 50 to 75 feet
- Beam of 15 to 20 feet
- Number of decks equal to 1 (bilge)
- Crew equal to 8 + the number of oarsmen (2 to 6)
- Maximum cargo space of 50 tons

LONGSHIP

These single-masted ships have elegant curves and other features that give them their speed, fearsome look, and most importantly the strength and flexibility needed for long voyages. A longship's main method of attack is with ballistae. Longships have good speed, average hit points and average Seaworthiness.

Features: A longship has the following features.

- Hull hardness 5
- Hull and section hit points 20 (equal to 2 inch of hull thickness)
- Rigging hardness 0 (0 rope plus 0 sail cloth)
- Rigging hit points 4 (equal to 1 inch of rope and 1 inch of sail cloth thickness)
- Speed of 3 miles per hour (sail 30 ft.)

Traits: A longship has the following traits.

- Draft of 2 to 4 feet
- Length of 75 to 100 feet
- Beam of 15 to 20 feet
- Number of decks equal to 1 (bilge)
- Crew equal to 20 + the number of oarsmen (30 to 40)
- Maximum cargo space of 75 tons

ROWBOAT

This small boat is primarily used for transport along rivers, or as transport to and from the coastline to a larger ship. A rowboat has poor speed, poor hit points and poor Seaworthiness.

Features: A rowboat has the following features.

- Hull hardness 5
- Hull and section hit points 10 (equal to 1 inch of hull thickness)
- Speed of 1 mile per hour (oar 10 ft.)
- No weapon spaces

Traits: A rowboat has the following traits.

- Draft of 2 feet
- Length of 8 to 12 feet
- Beam of 3 to 5 feet
- Number of decks equal to 1 (bilge)
- Crew equal to the number of oarsmen (2 to 6)

- Maximum cargo space of 3 tons

SAILING SHIP

This large, seaworthy ship is used by merchants, pirates and marines. A sailing ship's main method of attack is with alchemist's fire projectors or ballistae. Sailing ships have average speed, average hit points and good Seaworthiness.

Features: A sailing ship has the following features.

- Hull hardness 5
- Hull and section hit points 30 (equal to 3 inches of hull thickness)
- Rigging hardness 0 (0 rope plus 0 sail cloth) per mast (usually two)
- Rigging hit points 4 (equal to 1 inch of rope and 1 inch of sail cloth thickness) per mast (usually two)
- Speed of 2 miles per hour (sail 20 ft.) to 4 miles per hour (sail 40 ft.)

Traits: A sailing ship has the following traits.

- Draft of 5 to 10 feet
- Length of 75 to 90 feet
- Beam of 20 to 25 feet
- Number of decks equal to 3 (top and bilge + 1) + 1 per each bank of oars
- Crew of 20+3d10
- Maximum cargo space of 150 tons

WARSHIP

A warship's main method of attack is with ballistae and light catapults. Warships have average speed, excellent hit points and poor Seaworthiness.

Features: A warship has the following features.

- Hull hardness 5
- Hull and section hit points 60 (equal to 6 inches of hull thickness)
- Rigging hardness 0 (0 rope plus 0 sail cloth) per mast (usually one)
- Rigging hit points 4 (equal to 1 inch of rope and 1 inch of sail cloth thickness) per mast (usually one)
- Speed of 2 1/2 miles per hour (sail 25 ft.)

Traits: A warship has the following traits.

- Draft of 5 to 10 feet
- Length of 100 to 150 feet
- Beam of 20 to 25 feet
- Number of decks equal to 2 (top and bilge) + 1 per each bank of oars
- Crew equal to 10 + the number of oarsmen (60 to 80)
- Available Cargo weight of 80 tons (always used for 160 soldiers)

DRAFT/LENGTH/BEAM

This line lists the ship's actual physical statistics. Draft is the minimum water depth the ship can sail in without running aground. Length is how long the ship is from front to back (stem to stern), while beam is a ship's width.

A ship's length determines its Size entry. Some ships can vary in size, like the keelboat that can range from 50 feet (Gargantuan) to 75 feet (Colossal).

The ship's draft/length/beam also determines how many weapon spaces the ship possesses. To determine a ship's total weapon spaces, use these guidelines:

Table 6-1: Ship Sizes

Size Category	Seaworthiness		Space	Reach (Square-rigged)	Reach (Oar)
	Modifier	Dimension*	(in squares)	(in squares)	(in squares)
Large	+4	8ft.-16ft.	10ft.(2x2)	5ft.(1)	10ft.(2)
Huge	+8	16ft.-32ft.	15ft.(3x3)	10ft.(2)	15ft.(3)
Gargantuan	+12	32ft.-64ft.	30ft.(6 x 6)	10ft.(2)	20ft.(4)
Colossal	+16	64ft.-128ft.	60ft.(12x12)	15ft.(3)	25ft.(5)
Colossal (cont.)	+16	128ft. or more	90ft.+(18 x 18+)	20ft.(4)	25ft.+(5+)

*Ship's length (stem to stern).

Port or Starboard: Two weapon spaces per 15 feet of the ship's length. These can be placed to port, starboard or a combination of both. A ship with a beam of less than 10 feet cannot have any weapon spaces, regardless of its length.

Fore and Aft: Fore and aft each receive one weapon space per 10 feet of the ship's beam. Ships with a 15 or greater foot beam receive two weapon spaces per 15 feet of the ship's beam. A ship with a beam of less than 10 feet cannot have any weapon spaces, regardless of its length.

Amidships: 1 weapon space per 15 feet of the ship's beam, minus 1 weapon space per mast. Ships with a greater than 15-foot beam receive 1 weapon space per 10 feet of the ship's beam, minus one weapon space per two masts. If this is a negative number, the ship receives no weapon spaces amidships.

SIZE

A ship's size affects its abilities in several ways. These are summarized in Table 6-1 Ship Sizes. In general, the larger a ship is, the more seaworthy it is. It is important to remember that a ship's length is what determines its size. If a ship is significantly lighter or heavier than a regular ship, then its weight is a poor indicator of size. For example, a ghost warship weighs nothing but is still size Colossal. However, if you wish to determine a ship's weight, use the following formula:

weight = ((length x beam x draft) / 1,350) - current cargo.

A ship's size influences the number of 10-foot sections a ship has. For example, an 80-foot-long sailing ship has eight 10-foot sections. A 75-foot-long sailing ship has seven 10-foot sections (75 divided by 10, rounded down). Size also determines the ship's base Seaworthiness bonus.

Note that a ship's size as an object isn't the same as its size category. For example, though a ship may be Gargantuan or Colossal, its size category is always assumed to be Medium (meaning that it is sized for Medium characters).

HARDNESS

This entry in a statistics block provides both the ship's hull and rigging hardness; meaning, how well it resists damage. Only damage in excess of its hardness is deducted from the ship's hit points. Because a ship is so large, it is possible to damage sections without destroying the whole ship. For example, you can destroy the ship's rigging and/or multiple 10-foot sections without destroying the entire ship. When a section's hit points reach 0, it is destroyed. More details can be found in Chapter 7: Naval Combat.

The ship hull's hit points are derived from the thickness of the hull, while the hit points for the rigging come from the

combined thickness (1 inch minimum) of the rope lines and sailcloth. Multiply this number by the number of masts to get the total rigging hit points. For more information on hardness and hit points, see Smashing an Object in the D&D Player's Handbook.

SPEED AND MANEUVERABILITY

In the statistics block, this entry gives the ship's daily speed (miles per day), as well as its base sail and base oar speeds (feet per move action). Always treat the ship's current speed as its base speed for purposes of other reductions. For example, a ship with a listed speed of 40 feet is reduced to 20 feet when in light winds. If that same ship enters an area with heavy seas that slow it to halfspeed, it travels 10 feet per round.

All speeds include a parenthetical note indicating maneuverability. When giving a ship its maneuverability ratings, it is best to use poor maneuverability for sails and average maneuverability for oars. Alternatively, you may use Table 6-2: Ship Construction and Maneuverability to apply the ship's maneuverability. Remember that a ship cannot have "perfect" maneuverability (except possibly through magical means). Regardless of how you choose the ship's maneuverability rating, it may be lowered or increased by such things as ship augmentations, cargo weight, rigging damage and weather.

Sails: A ship's Type entry determines its daily and base sail speed. This is its maximum speed (also known as sailing under strong winds). Except when furled (which stops all sail power), sails propel a ship at this speed for 24 hours a day. The DM may apply various weather modifiers (such as light winds) where appropriate (see Chapter 8: Weather). Regardless, ships move no more than their maximum base speed in a round. They cannot double-move, run, or charge. They can ram, which is similar to a charge, but they still do not move faster than their listed speed. No ship can sail directly into the wind without magical assistance. Ships wishing to sail upwind must use a tactic called "tacking." See Chapter 7: Naval Combat for more information.

Unlike characters, who have the luxury of stopping at will, sail-powered ships continue sailing along their last course unless the crew furls the sails (this takes one full round).

When a ship's rigging is damaged, the ship also loses some sail speed and maneuverability. For more information, see Chapter 7: Naval Combat. It is at this point that the rigging must be replaced. See the Ship Accessories section in this chapter. Note that rigging always has damage reduction 10/fire. This prevents rigging from being too easily destroyed; such as, from one hit with an arrow.

Oars: A ship's speed by oar depends on the number of oarsmen (see Table 6-3: Oar Speeds), while a ship's Type entry determines the maximum number of oarsmen a ship can have (see Table 6-4: Adding Oar Banks). Oars, on the other hand, can

Table 6-2: Ship Construction and Maneuverability

d% (construction)	Maneuverability	
	Sail	Oar
01-05 (shoddy)	Clumsy	Clumsy
06-30 (inferior)	Clumsy	Poor
21-80 (normal)	Poor	Average
81-95 (admirable)	Average	Good
96-00 (excellent)	Good	Good

move a ship in any direction the captain desires. Oars typically have a maneuverability rating one step greater than that of the sails. The obvious disadvantage is that the oars require manpower to work (again, unless there is magic involved), and the rowers need to rest periodically. Rowing is considered the equivalent of forced marching (see Overland Movement in the D&C Player's Handbook).

Oar Speeds to determine how much speed your oarsmen provide to the ship. The maneuverability rating should be average, unless you are applying oars to a ship that already has sails. In this case, the oar maneuverability rating should be one step greater than that of the sails (to a maximum of good). Most ships will also require more space to accommodate the extra oarsmen, which can be purchased with the "extra passenger space" augmentation. Alternatively, the additional oarsmen could be forced to live in cargo space.

Rowers and banks of oars also take up space, which is always at a premium on a ship. The rowing speed listed in each ship's statistics assumes a full compliment of rowers. If less than a full compliment of rowers is available, reduce the ship's speed proportionately. For example, if a ship normally requires 50 rowers but only 25 are available, reduce the ship's oar speed by half.

Unlike sail-powered ships, oar-powered vessels can move backwards. See Table 7-1: Ship Maneuverability in Chapter 7 for more information. Rowing a ship is a full-round action.

Sails and Oars: Some ships carry both sails and oars to get the best of both worlds. These vessels have various speed and maneuverability categories based upon whether they are using sails, oars, or both. When using sails only, treat these vessels as wind-powered ships. When using oars, treat them as oar-powered ships.

When using both oars and sails, apply rules for both sailing ships and oar-powered ships, but remember that some rules may combine or cancel each other out. For example, if a ship using oars and sails decides to turn into the wind, it temporarily loses its sail speed and is treated

as an oar-powered ship. Also, note that oars will not increase the speed of a ship already under sail - the oarsmen simply can't row fast enough to combine their own efforts with that of the wind. However, using oars simultaneously with sails can increase the ship's maneuverability.

Miles and Knots: To avoid adding a new term to the existing D&C rules, ships are listed with a miles per day speed. However, some DMs may wish to use the nautical miles term, "knots." A nautical mile, or knot, is equal to 1.1508 miles, or 6,076 feet.

Conditional Speed and Maneuverability Modifiers: All ships have a conditional speed and maneuverability penalty for overloaded cargo (see the Cargo entry for more details). Weather (see Chapter 8) and other factors may also affect a ship's speed. During play, be sure to apply these conditional modifiers when appropriate.

ARMOR CLASS

The Armor Class (AC) line gives the ship's base AC for normal combat, and includes a parenthetical mention of the modifiers contributing to it (usually size and Dexterity, plus its inanimate object penalty). Following this is the base AC for each 10-foot section and for the rigging which is always considered one size smaller than the ship due to the porous nature of the assembly of ropes, cloth and beams that make up the rigging.

Most attacks will use the AC of the ship but some attacks use the AC of the 10-foot sections for purposes of attacks and damage. Vessels of Large or smaller size are not divided into smaller sections, and so all attacks against them are against a single AC value.

ATTACKS

This line lists the ship's possible attacks and damage with ship siege weapons (typically a ballista or light catapult mounted on the deck). All ships can ram, though those that possess ramming prows deal more damage than those without. Ramming attacks are covered in Chapter 7: Naval Combat.

Unless the DM decides otherwise, a ship has a number of weapon slots as noted in the Type section above. It costs one weapon slot for any siege weapon that takes up a 5-foot-square (ballistae, light catapults, stingers and thunder cannons) and two weapon slots for any siege weapon that takes up a 10-foot-square (alchemist's fire projectors and heavy catapults).

Table 6-3: Oar Speeds

Oarsmen	Speed
2-20	10ft.
21-40	20ft.
41-60	30ft.
61-80	40ft.
81-100	50ft.
101-120	60ft.
121-140	70ft.
141-160	80ft.
161+	90ft.

Table 6-4: Adding Oar Banks

Ship Type	Max. oarsmen per bank	Max. tiers
Galley	70 (35 per side)*	3
Keelboat	6 (3 per side)	1
Longship	40 (20 per side)	1
Rowboat	6 (3 per side)	1
Sailing Ship	70 (35 per side)	2
Warship	70 (35 per side)	2

*A trireme is special, as follows: top tier 62 (31 per side), middle and bottom tiers 54 (27 per side) each.

SPECIAL ATTACKS

Decide what special attacks (if any) your ship has. A special attack is anything the ship uses offensively that is not one of its siege weapons or ramming prow. These are most often magical ship augmentations. Special attacks are rare, the most common being:

- Draconic figurehead
- Firing Castle
- Ramming prow
- Stunsails
- Turret Mount

SPECIAL QUALITIES

A special quality is any modification or augmentation made to a ship that alters its base abilities. The Special Qualities entry also is the catch-all for anything the ship might have that does not logically belong anywhere else (like an aftcastle). Common special qualities include:

- Armor plating
- Concealed weapon ports
- Damage reduction
- Extra cargo space
- Extra passenger space
- Firing castle
- Hidden towline
- Retractable keel
- Smuggling compartment

SEAWORTHINESS

Generally, when a ship is subject to weather or an unusual attack, it has a chance to avoid or reduce the effect. Like a skill check, a Seaworthiness check is a d20 roll plus a bonus based on the ship's Seaworthiness. The weather effect or other attack determines the DC for the check. As with saving throws, a natural 1 (the d20 comes up 1) is always a failure and a natural 20 (the d20 comes up 20) is always a success.

When assigning a ship's base Seaworthiness bonus, simply find its Seaworthiness bonus in Table 6-1: Ship Sizes. You may recognize that this is the same as the special size modifier used for grapple checks. A ship's final Seaworthiness bonus consists of its base Seaworthiness plus any bonuses or penalties due to ship augmentations.

Conditional Seaworthiness Modifiers: All ships have a conditional Seaworthiness penalty for overloaded cargo (see the Cargo entry for more details). Damage incurred to a ship may also affect Seaworthiness (see Chapter 7: Naval Combat). During play, be sure to apply these conditional modifiers when appropriate.

SPACE/REACH

This entry describes how much space the ship takes up in combat, as well as how close it has to be to an opponent or object to strike it with its oars or rigging.

A ship's Space/Reach entry depends on its Size entry; a ship's space is always a square area. Ships are not actually this size any more than a human being is a 5-foot cube, but some approximation is necessary in combat.

Unlike monsters and characters, ships do not have arms to attack with. Their reach is an effect of how far the rigging extends past the ship's width. Colossal ships often have exceptional reach due to very long oars. It is acceptable to assign a special reach figure if you choose to place longer than normal

oars on your ship. Further details on how a ship's reach affects combat can be found in Chapter 7: Naval Combat, under the section entitled "Close Sailing."

DECKS

This line lists the number of decks the ship has, including the topmost deck, the bilge (inner hull) and partial decks (fore and/or aft only). A ship's Type entry determines how many decks a ship can have.

CARGO

This entry lists the amount of weight a ship can carry, without affecting its speed or maneuverability. For every 10 tons over its listed cargo weight, a ship's speed is reduced by 10 feet, its maneuverability is reduced by one step, and it suffers a -4 penalty to its Seaworthiness score. If this penalty would reduce a ship's maneuverability below clumsy, its speed is further reduced by an additional 10 feet. A ship reduced to 0 speed or less cannot move.

In nautical terms, a ship's available cargo weight and available cargo space are often used interchangeably. A ship's available cargo weight (often referred to as available cargo space) is determined by the following formula where all values are expressed in tons (1 ton = 2,000 pounds):

$$\text{available cargo space} = (\text{ship's maximum cargo capacity} - (\text{ship's weight} + \text{crew weight} + \text{sail weight} + \text{oar weight} + \text{weapon weight})) \times 0.9$$

Remember that the weight of an unloaded, uncrewed ship = ((length x beam x draft) divided by 1,350), and assume that 2 passengers = 1 ton of cargo space, as a general rule. (This is not assuming that each passenger weighs 1,000 pounds; it takes into account the amount of space a person needs to move around in as well.) The above formula assumes that 10% of the ship's space is taken up by lines, gear, and other miscellaneous equipment, which is the reason for the 0.9 multiplier.

Ships can increase the amount of passengers or crew by simply reducing the available cargo space. Of course, such passengers would be living in the ship's hold, not in relatively comfortable quarters.

Conditional Cargo Modifiers: A ship may have special qualities that allow it to carry more maximum cargo than is normal. Provided that the cargo weight is still within the limits allowed by this special quality, a ship does not suffer penalties for cargo that exceeds its listed weight.

CREW

This entry states the number of people needed to man the ship to full effectiveness. A ship can be manned with only half crew (rounded up), though all crew suffer a -4 penalty to all Profession (sailor) checks. Unless otherwise noted, a ship cannot be effectively manned with less than half its normal crew. A ship's Crew entry is determined by its Type entry.

The number of oarsmen are divided equally for each side of the ship. Note that the bireme and dromond have two levels of oarsmen, while the deceres and trireme have three.

COST

This entry gives the ship's cost in gold pieces, and includes a parenthetical mention of the time to construct in parentheses. To determine your ship's cost, see the cost listings (based on the ship's Type) in the Equipment section of the D&D Player's

Handbook, and be sure to add the costs for any extra ship augmentations or special qualities.

SPECIFIC SHIPS

This section details some of the specific ships of Tellene. As the inhabitants of Tellene believe the main continent to be the only land that exists, no ships designed for ocean-crossing voyages have yet been constructed. Instead, their ships travel on coastal trade routes. The caravel listed below is one such ship, for it has not yet developed a third mast or lateen rigging for ocean-going voyages. However, DMs who wish to construct ocean-going (usually three-masted and lateen-rigged) ships can do so, with the ship construction guidelines detailed above.

DMs using this book for campaign settings other than the Kingdoms of Kalamar, or who desire pre-constructed ocean-going ships for their own campaigns, may use setting-specific variations on the following ships: baradri, caravel, cog (standard or large), drakkarr, galleon, knarr and suvarzha.

BARADRI

Colossal Sailing Ship

Hardness: 5 (30 hp), section 5 (30 hp), rigging 0 (8 hp)

Speed: 2 mi./hr., sail 20 ft. (poor)

Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: -

Space/Reach: 60 ft./15 ft.

Special Attacks: -

Special Qualities: -

Seaworthiness: 16

Draft/Length/Beam: 5 ft/75 ft/20 ft.

Decks: 2

Cargo: 125 tons (150 max.)

Crew: 10 (6 min.)

Cost: 5,000 gp (1 month)

Serious merchants with large shipping needs primarily use this small cargo ship that combines lateen sails with two square-rigged masts. The baradri is commonly found in eastern Reanaaria Bay, and is generally owned by single merchant families or guilds from that region.

Weapon Spaces: Though not typically manned with weapons, a baradri has the following available weapon spaces: port or starboard (5), fore (2), aft (2), amidships (1).

BIREME

Colossal Galley

Hardness: 5 (50 hp), section 5 (50 hp), rigging 0 (4 hp)

Speed: 8 miles/hr., sail 80 ft. (poor), oar 60 ft. (average), sail and oar 80 ft. (average)

Armor Class: rigging -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: 2 heavy catapults 6d6 (1 port, 1 starboard) and 4 light catapults 4d6 (port, starboard, fore, aft)

Space/Reach: 60 ft./25 ft.

Special Attacks: Ramming prow 3d8

Special Qualities: Damage reduction 10/fire (rigging only), streamlined hull

Seaworthiness: 12

Draft/Length/Beam: 3 ft./110 ft./15 ft.

Decks: 4

Cargo: 48 tons or 96 soldiers (150 max.)

Crew: 160 (40 plus 120 oarsmen)

Cost: 60,000 gp (1 year)

Biremes use a single large fore-and-aft rigged square sail to supplement the oarsmen. Because bireme galleys can be beached, they do not carry launches. The bireme galley is most commonly found in the Elos and Kalamaran Bays. Kalamaran galley captains often strip out the majority of their ship's cargo space to make room for extra passengers (that is, soldiers).

Weapon Spaces: A bireme receives the following total weapon spaces: port or starboard (7), fore (2), aft (2), amidships (0).

CARAVEL

Colossal Sailing Ship

Hardness: 5 (30 hp), section 5 (30 hp), rigging 0 (8 hp)

Speed: 2 miles/hr, sail 30 ft. (average)

Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: Alchemist's fire projector 1d6 (fore), 4 ballistae 3d8 (2 port, 2 starboard), light catapult 4d6 (aft)

Space/Reach: 60 ft./15 ft.

Special Attacks: -

Special Qualities: Damage reduction 10/fire (rigging only), sprinter, stable

Seaworthiness: 18

Draft/Length/Beam: 5 ft/75 ft/20 ft.

Decks: 3

Cargo: 108 tons (150 max.)

Crew: 40

Cost: 12,000 gp (2 1/2 months)

Caravels are designed primarily for long-distance travel from Brandobia to Reanaaria Bay. They are two-masted, square-rigged ships, though some sailors are currently spreading tales of a three-masted, lateen-rigged caravel jointly built by Brandobian and Reanaarian shipwrights.

Caravels are fairly quick, but more importantly they are stable (giving them slightly greater Seaworthiness). They are lightly armed, however; they have little room for other weapons on their decks. Most Brandobian caravels carry a launch to act as a lifeboat or for landing crew members (this launch is not included in the price).

Weapon Spaces: A caravel receives the following total weapon spaces: port or starboard (5), fore (2), aft (2), amidships (1).

COASTER

Colossal Sailing Ship

Hardness: 5 (30 hp), section 5 (30 hp), rigging 0 (8 hp)

Speed: 1 1/2 miles/hr., sail 20 ft (poor)

Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: 6 ballistae 3d8 (2 port, 2 starboard, 1 fore, 1 aft)

Space/Reach: 60 ft./15 ft.

Special Attacks: -

Special Qualities: Damage reduction 10/fire (rigging only)

Seaworthiness: 12

Draft/Length/Beam: 2 1/2 ft./65 ft./20 ft.

Decks: 2

Cargo: 71 tons (100 max.)

Crew: 30

Cost: 8,000 gp (2 months)

This small, two-masted merchant ship is steered by a rudder on the aft starboard side of the ship. Due to the coaster's design, it has a maximum Seaworthiness of 12. The coaster is most common to Brandobia, where it is known as a "roundship." Eldoran coasters often sport an aftcastle.

Weapon Spaces: A coaster receives the following total weapon spaces: port or starboard (4), fore (2), aft (2), amidships (0).

COG

Colossal Sailing Ship

Hardness: 5 (30 hp), section 5 (30 hp), rigging 0 (4 hp)

Speed: 3 miles/hr., sail 40 ft. (poor)

Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: -

Space/Reach: 60 ft./15 ft.

Special Attacks: Firing castle (fore, aft)

Special Qualities: Damage reduction 10/fire (rigging only), sprinter

Seaworthiness: 16

Draft/Length/Beam: 2 1/2 ft. (5 ft. w/rudder)/75 ft./25 ft.

Decks: 3

Cargo: 96 tons (140 max.)

Crew: 35

Cost: 13,000 gp (2 1/2 months)

A cog is a broad, single-masted sailing ship with square rigging, high sides and a relatively flat bottom. Of all sailing ships, flat-bottomed cogs make the best use of their cargo space. The cog also has castles both fore and aft. These are aptly known as the forecastle and the aftcastle, and provide excellent defensive and offensive positions, often giving a clear view over the deck of the opposing ship.

The cog has a large rudder located on the aft starboard side of the ship. Unfortunately, these can be damaged when unexpectedly entering shallow harbors (like that of Inolen). Though most common to Reanaaria Bay, where they were first developed, cogs can be found throughout the waters of Tellene.

Weapon Spaces: Though not typically manned with weapons, a cog has the following total weapon spaces: port or starboard (5), fore (2), aft (2), amidships (1).

COG, LARGE

Colossal Sailing Ship

Hardness: 5 (40 hp), section 5 (40 hp), rigging 0 (8 hp)

Speed: 2 1/2 miles/hr., sail 35 ft. (poor)

Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: 4 chainflinger ballistae 3d6 (2 port, 2 starboard)

Space/Reach: 60 ft./15 ft.

Special Attacks: -

Special Qualities: Damage reduction 10/fire (rigging only)

Seaworthiness: 16

Draft/Length/Beam: 5 1/2 ft./90 ft./25 ft.

Decks: 3

Cargo: 179 tons (250 max.)

Crew: 80

Cost: 32,000 gp (7 months)

While the smaller, standard cog is most common to Reanaaria Bay, the larger two-masted cog is most often found in the Straits of Svimohzia, captained by Svimohzish merchants. Aside from its size, it can be recognized easily by its combination square and lateen rigging, a concept borrow from the shipwrights of Reanaaria Bay.

Weapon Spaces: A large cog receives the following total weapon spaces: port or starboard (6), fore (2), aft (2), amidships (1).

DECERES

Colossal Galley

Hardness: 5 (50 hp), section 5 (50 hp), rigging 0 (4 hp)

Speed: 4 miles/hr., sail 40 ft. (clumsy), oar 90 ft. (poor), sail and oar 40 ft. (poor)

Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: 2 heavy catapults 6d6 (1 port, 1 starboard), 3 light catapults 4d6 (fore, aft, amidships)

Space/Reach: 90 ft./40 ft.

Special Attacks: Firing castle (1 fore, 1 aft, 1 amidships), ramming prow 3d8, turret mount (1 on each firing castle)

Special Qualities: Damage reduction 10/fire (rigging only)

Seaworthiness: 12

Draft/Length/Beam: 4 ft./145 ft./20 ft.

Decks: 3

Cargo: 109 tons or 218 soldiers (500 max.)

Crew: 610 (40 plus 570 oarsmen)

Cost: 34,500 gp (7 months)

This mighty Kalamaran galley comes fitted with light catapults on top of castles placed fore, aft and amidships, as well as a heavy catapult each at port and starboard. The deceres has a single fore-and-aft-rigged mast and two banks of oars. Like other galleys, the deceres is beached for loading and unloading crew and cargo; it has no launches.

The oars of the deceres are 40 feet in length, and can only be retracted to a maximum of 20, leaving the ship with a 20-foot-long reach even with retracted oars. The deceres galley does not carry cargo, only armed marines in addition to its crew.

Weapon Spaces: A deceres receives the following total weapon spaces: port or starboard (9), fore (2), aft (2), amidships (1).

DRAKKARR

Colossal Warship

Hardness: 5 (60 hp), section 5 (60 hp), rigging 0 (4 hp)

Speed: 4 1/2 miles/hr, sail 45 ft. (clumsy), oar 40 ft. (poor), sail and oar 45 ft. (poor)

Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: 4 heavy catapults 6d6 (2 port, 2 starboard) and 2 light catapults 4d6 (fore, aft)

Space/Reach: 90 ft./25 ft.

Special Attacks: Ramming prow 3d8

Special Qualities: Damage reduction 10/fire (rigging only)

Seaworthiness: 16

Draft/Length/Beam: 6 ft./150 ft./25 ft.

Decks: 1 (bilge)

Cargo: 3 tons (180 max.)

Crew: 300 (all aresoldiers/sailors/oarsmen)

Cost: 28,000 gp (6 months)

A drakkarr is usually built by kings and rulers for their armies and is not used for the mundane task of shipping cargo. A single mast with a square-rigged sail supplements the 72 oars (36 on each side), and the ship is steered by a long paddle/rudder hanging over the aft starboard side of the ship. As there is little space on board for supplies, the drakkarr generally puts in to port for the night.

This unusually large warship (also known as a 'dragon ship' because of its size and carved bow in the shape of a dragon's head) was once found only in Lake Jorakk. The Skarrns have since introduced it to the Reanaaria Bay area.

Weapon Spaces: A drakkarr receives the following total weapon spaces: port or starboard (10), fore (2), aft (2), amidships (1).

DROMOND

Colossal Galley

Hardness: 5 (50 hp), section 5 (50 hp), rigging 0 (8 hp)
Speed: 3 miles/hr., sail 30 ft. (clumsy), oar 80 ft. (poor), sail and oar 30 ft. (poor)
Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1
Attacks: Alchemist's fire projector 1d6 (fore), 4 heavy catapults 6d6 (2 port, 2 starboard), ballista 3d8 (aft)
Space/Reach: 90 ft./25 ft.
Special Attacks: Ramming prow 3d8
Special Qualities: Damage reduction 10/fire (rigging only)
Seaworthiness: 12
Draft/Length/Beam: 4 ft./175 ft./15 ft.
Decks: 4
Cargo: 25 tons (150 max.)
Crew: 200 (60 plus 140 oarsmen)
Cost: 30,000 gp (5 months)

This galley is two-masted, with lateen rigging and two banks of oars. Originally a Kalamaran invention, the dromond can now be found in the fleets of other nations as well. Like other galleys, it can be beached, and so does not carry launches.

Weapon Spaces: A dromond receives the following total weapon spaces: port or starboard (11), fore (2), aft (2), amidships (0).

GALLEON

Colossal Sailing Ship

Hardness: 5 (30 hp), section 5 (30 hp), rigging 0 (8 hp)
Speed: 6 miles/hr., sail 60 ft. (poor)
Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1
Attacks: Alchemist's fire projector 1d6 (fore), 6 ballistae 3d8 (2 port, 2 starboard, 2 aft), 2 thunder cannons (port, starboard) 2d6
Space/Reach: 90 ft./20 ft.
Special Attacks: Firing castle (fore, aft), turret mount (1 per ballista)
Special Qualities: Damage reduction 10/fire (rigging only)
Seaworthiness: 16
Draft/Length/Beam: 4 1/2 ft./130 ft./30 ft.
Decks: 5 (3 plus 1 partial fore and 1 partial aft)
Cargo: 294 tons (500 max.)
Crew: 275
Cost: 90,000 gp (18 months)

The galleon is most technologically advanced ship on Tellene. It is heavily armed and powerful, with two square-rigged masts, as well as some fore-and-aft rigging of lateen sails. In addition to its already formidable array of weapons, two ballistae are often mounted on top of firing castles (fore and aft). Galleons usually carry four to six launches (not included in the price). The galleon has no rowers on board, as its masts can catch most winds beyond absolute calm. However, at least 200 oars are stored on board for emergency situations. Currently, the only known galleons on Tellene are a mere handful owned by the Zoan navy.

Originally of elven design, and copied by the Reanaarians in their early settlement of the Bay, the galleon is thought by many to be the oddest ship on Tellene. "After all," said one shipwright, "why build a ship with so much cargo space? Surely no

merchants buy or sell that much cargo! And if you run out of supplies, you can just stop along the coast for more. And just look at all that rigging!" Any elves that are questioned simply shrug their shoulders or, strangely enough, refuse to answer.

Weapon Spaces: A galleon receives the following total weapon spaces: port or starboard (8), fore (4), aft (4), amidships (3).

JUNK

Colossal Sailing Ship

Hardness: 5 (15 hp), section 5 (25 hp), rigging 0 (12 hp)
Speed: 4 miles/hr., sail 40 ft. (poor)
Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1
Attacks: -
Space/Reach: 60 ft./15 ft.
Special Attacks: -
Special Qualities: Damage reduction 10/fire (rigging only), compartmentalized hull, light frame
Seaworthiness: 16
Draft/Length/Beam: 4 ft./75 ft./20 ft.
Decks: 2
Cargo: 24 tons (35 max.)
Crew: 4
Cost: 25,000 gp (1 month)

A light, three-masted ship with square rigging, often made of bamboo, rattan or grass matting, stiffened with poles. These sails are equal in cost to normal sails, but can only be found in the same areas as the ships. The junk has a compartmentalized hull to keep the vessel from easily sinking, along with a flat bottom to make it easy to beach. The junk is said to originate from the Elos Deje Empire, and is still widely used throughout the Elos Bay area to this day. Its design has also begun to see some use throughout the Delnondrian Isles (off the Brandobian coast).

Weapon Spaces: A junk is usually unarmed, but has the following available weapon spaces: port or starboard (5), fore (2), aft (2), amidships (0).

KESHOW

Gargantuan Longship

Hardness: 5 (10 hp), section 5 (10 hp), rigging 0 (4 hp)
Speed: 4 miles/hr., sail 50 ft. (average), oar 20 ft. (good), sail and oar 50 ft. (good)
Armor Class: -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1
Attacks: -
Space/Reach: 60 ft./20 ft.
Special Attacks: -
Special Qualities: Damage reduction 10/fire (rigging only), light frame, sprinter
Seaworthiness: 12
Draft/Length/Beam: 3 ft./90 ft./15 ft.
Decks: 1 (bilge)
Cargo: 53 tons (93 max)
Crew: 60 (20 plus 40 oarsmen)
Cost: 2,000 gp (1 month)

This nimble trading ship is fitted with a single lateen sail, and has excellent performance, often outmaneuvering traditional square-rigged cogs of the area. The keshow can be found throughout mid- and southern Reanaaria Bay.

Weapon Spaces: A keshow is usually unarmed, but receives the following total weapon spaces: port or starboard (4), fore (2), aft (2), amidships (0).

KNARR

Gargantuan Keelboat
Hardness: 5 (30 hp), section 5 (30 hp), rigging 0 (4 hp)
Speed: 1 mile/hr., sail 10 ft. (poor), oar 10 ft. (average), sail and oar 10 ft. (average)
Armor Class: -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1
Attacks: 2 ballistae 3d8 (port, starboard), 2 stingers 2d8 (fore, aft), thunder cannon 2d6 (fore)
Space/Reach: 30 ft./20 ft.
Special Attacks: -
Special Qualities: Damage reduction 10/fire (rigging only)
Seaworthiness: 12
Draft/Length/Beam: 2 ft./50 ft./15 ft.
Decks: 1 (bilge)
Cargo: 22 tons (35 max.)
Crew: 14
Cost: 2,500 gp (3 weeks)

This flat-bottomed keelboat has a single mast with a square-rigged sail, and can sail down rivers. Except for its slightly smaller than usual size, a knarr appears much like any other keelboat. The knarr is Fhokki-built, and found in only northern Reanaaria Bay and Lake Jorakk.

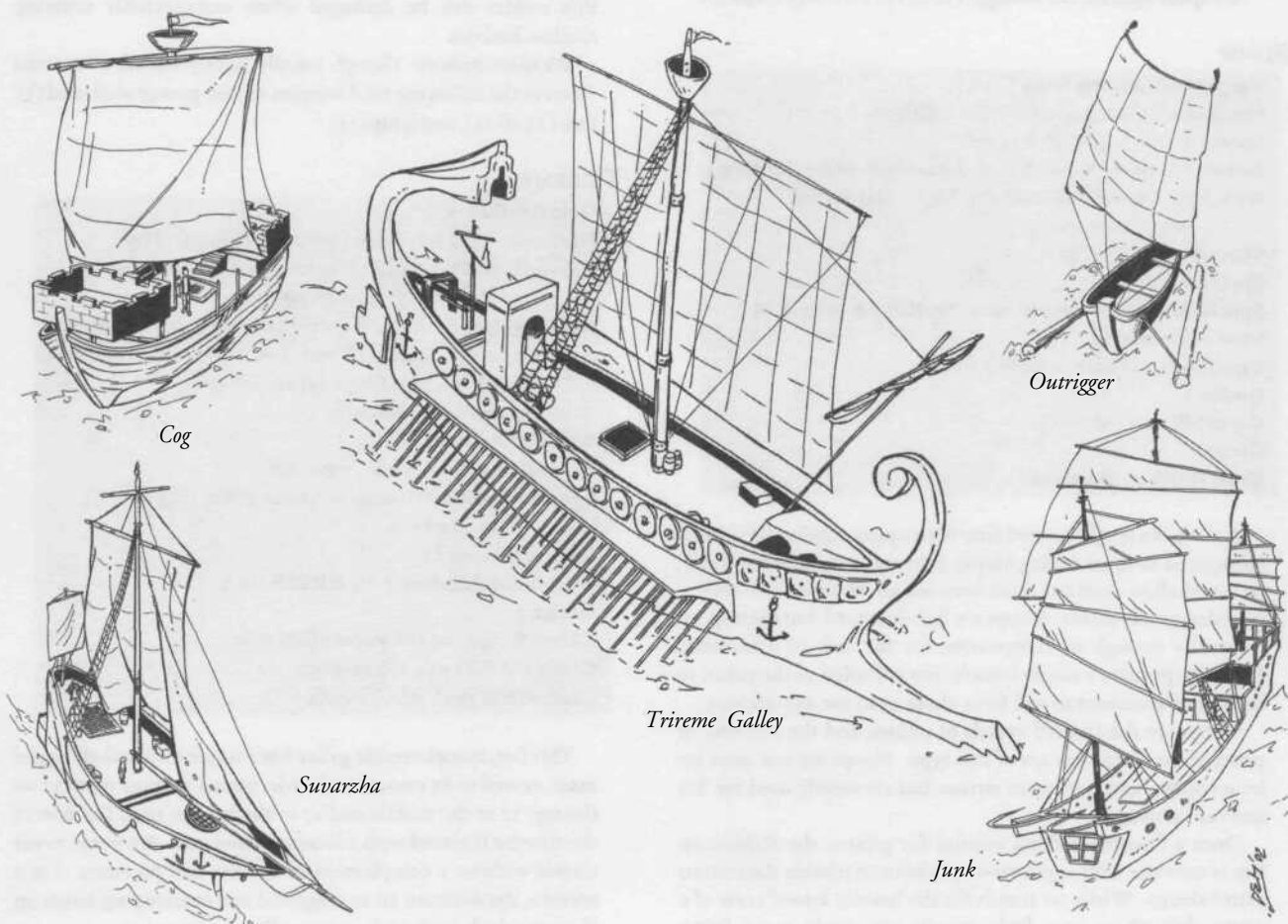
Weapon Spaces: A knarr receives the following total weapon spaces: port or starboard (3), fore (2), aft (2), amidships (0).

LAUNCH

Large Rowboat
Hardness: 5 (20 hp)
Speed: 1 mile/hr., oar 10 ft. (average)
Armor Class: 2 (-1 size, -5 Dex, -2 inanimate)
Attacks: -
Space/Reach: 10 ft./10 ft.
Special Attacks: -
Special Qualities: -
Seaworthiness: 8
Draft/Length/Beam: 1/2 ft./12 ft./6 ft.
Decks: 1 (bilge)
Cargo: 1 ton (3 max.)
Crew: 4 (oarsmen)
Cost: 500 gp (1 week)

A launch is essentially a large rowboat, used as a lifeboat or to ferry crew, equipment or swag to and from shore. Unless they can be beached, most ships carry at least one launch, and considerate captains carry enough to ensure that their entire crew can escape if the ship is sunk.

Weapon Spaces: A launch receives no weapon spaces.



OUTRIGGER

Huge Rowboat**Hardness:** 5 (7 hp), section 5 (7 hp), rigging 0 (4 hp)**Speed:** 2 1/2 miles/hr., sail 25 ft. (good), oar 10 ft. (good), sail and oar 25 ft. (good)**Armor Class:** 1 (-2 size, -5 Dex, -2 inanimate), section 2, rigging 2**Attacks:** -**Space/Reach:** 15 ft./15 ft.**Special Attacks:** -**Special Qualities:** Damage reduction 5/fire (rigging only), light frame**Seaworthiness:** 4**Draft/Length/Beam:** 1/2 ft./16 ft/2 ft.**Decks:** 1 (bilge)**Cargo:** 2 tons (3 tons max.)**Crew:** 1**Cost:** 250 gp (1 week)

Though classified by type as a rowboat, an outrigger's appearance is more like a canoe. A spar, extending from each side of the canoe, connects to two long wooden floats (pontoons) almost as long as the canoe itself. The floats increase the stability of the vessel by allowing it to ride multiple swells at once. It is used primarily for travel between nearby islands. Outriggers may also be constructed with or without a square-rigged sail.

So far, the only outriggers known to exist on Tellene are found among the Delnondrian Isles. The standard sailed outrigger described above is the one used by the Malavla (Dejy) people of those islands.

Weapon Spaces: An outrigger receives no weapon spaces.

SLOOP

Gargantuan Sailing Ship**Hardness:** 5 (30 hp), section 5 (30 hp), rigging 0 (4 hp)**Speed:** 3 miles/hr, sail 30 ft (good)**Armor Class:** -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1**Attacks:** 2 ballistae 3d8 (fore, aft), 2 light catapults 4d6 (port, starboard)**Space/Reach:** 30 ft./20 ft.**Special Attacks:** -**Special Qualities:** Damage reduction 10/fire (rigging only)**Seaworthiness:** 12**Draft/Length/Beam:** 1 ft/35 ft./10 ft.**Decks:** 3**Cargo:** 30 tons (40 max.)**Crew:** 8**Cost:** 15,000 gp (8 months)

A sloop is a single-masted ship with square rigging. It is small (compared to most sailing ships), fast, and very maneuverable, and its shallow draft lets it sail surprisingly far upriver, as well as over dangerous shoals. Sloops are lightly armed, but their speed is usually enough to compensate for the lack of armament. Most sloops carry a single launch (not included in the price) to ferry crew members to and from shore or to use as a lifeboat.

Sloops are the favored vessels of pirates, and the majority of pirate ships on the sea are of this type. Sloops are not used for long voyages and numerous strikes, but are mostly used for "hit and run" activities.

Once a favorite stalking ground for pirates, the Kalamaran Bay is now rife with aggressive squadrons of nimble Kalamaran patrol sloops. While no match for the heavily armed crew of a pirate ship, these sly little vessels can easily avoid being

boarded. They often sport light catapults that are capable of launching flaming oil flasks upwards of 100 yards. The usual tactic is to attempt to set the rigging of a hostile ship ablaze, effectively halting it, possibly burning it to the waterline while simultaneously signaling any Kalamaran galley or warship within the area.

Weapon Spaces: A sloop receives the following total weapon spaces: port or starboard (2), fore (1), aft (1), amidships (0).

SUVARZHA

Gargantuan Sailing Ship**Hardness:** 5 (30 hp), section 5 (30 hp), rigging 0 (8 hp)**Speed:** 2 1/2 miles/hr., sail 25 ft. (poor)**Armor Class:** -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1**Attacks:** Ballista 3d8 (fore), 4 light catapults 4d6 (2 port, 2 starboard), stinger 2d8 (amidships)**Space/Reach:** 60 ft./15 ft.**Special Attacks:** -**Special Qualities:** Damage reduction 10/fire (rigging only)**Seaworthiness:** 12**Draft/Length/Beam:** 8 ft./75 ft/20 ft.**Decks:** 3**Cargo:** 85 tons (125 max.)**Crew:** 35**Cost:** 40,000 gp (8 months)

This broad, two-masted Svimohzish ship features a mostly flat bottom and a sharp prow. Along with its two square- and lateen-rigged masts, the suvarzha has a large rudder located on the aft end of the ship that is used for steering. Unfortunately, this rudder can be damaged when unexpectedly entering shallow harbors.

Weapon Spaces: Though usually lightly armed, a suvarzha receives the following total weapon spaces: port or starboard (5), fore (2), aft (2), amidships (1).

TRIREME

Colossal Galley**Hardness:** 5 (50 hp), section 5 (50 hp), rigging 0 (4 hp)**Speed:** 8 miles/hr., sail 120 ft. (poor), oar 90 ft. (average), sail and oar 120 ft. (average)**Armor Class:** -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1**Attacks:** 4 heavy catapults (2 port, 2 starboard) 6d6, light catapult 4d6 (fore), chainflinger ballista 3d6 (aft), stinger 2d8 (amidships)**Space/Reach:** 60 ft/25 ft.**Special Attacks:** Ramming prow 3d8**Special Qualities:** Damage reduction 10/fire (rigging only), streamlined hull**Seaworthiness:** 12**Draft/Length/Beam:** 3 1/2 ft./120 ft./18 ft.**Decks:** 3**Cargo:** 97 tons or 194 soldiers (275 max.)**Crew:** 290 (120 plus 170 oarsmen)**Cost:** 70,000 gp (1 year, 2 months)

This fast, maneuverable galley has a single fore-and-aft rigged mast, as well as 85 oars on each side, placed in three tiers (31 on the top, 27 in the middle and 27 in the bottom tier). The bow of the trireme is armed with a bronze-plated ram. A trireme never travels without a complement of archers and pikemen. On a trireme, the oarsmen sit in staggered and overlapping layers on the same deck, with each rower pulling his own oar.

Table 6-5: Ship Weapons

Weapon	Weight	Cost	Damage	Critical	Range Increment	Weapon Spaces	Typical Crew
Alchemist's fire projector	2,000 lbs.	1,500 gp	1d6*	—	60 ft. line	2	2
Alchemist's fire (cask)	315 lbs.	400 gp	—	—	—	—	—
Ballista, chainflinger	800 lbs.	600 gp	3d6	x2	80ft.	1	1
Ballista, erne's beak	1,600 lbs.	600 gp	5d6	x2	100 ft.	2	2
Chainflinger shot (10)	100 lbs.	50 gp	—	—	—	—	—
Stinger	50 lbs.	800 gp	2d8	19-20/x2	120ft.	1	1
Stinger bolts (clip of 10)	2 lbs.	10 gp	—	—	—	—	—
Thundercannon	1,200 lbs.	1,000 gp	2d6**	x3	70ft.	1	1

* An alchemist's fire launcher deals 1d6 points of fire damage to any creature or object struck by the line of fire, as well as 1 point of damage to any creature or object within 5 feet of the line. The fire can be extinguished like normal alchemist's fire.

** In addition to the damage dealt to the target, all creatures within 10 feet of the point of impact must make a Fortitude save (DC 15) or be deafened for 1 hour.

Weapon Spaces: A trireme receives the following total weapon spaces: port or starboard (8), fore (2), aft (2), amidships (1).

SHIP WEAPONS

The sea is a very dangerous place. With bloodthirsty pirates prowling the waves and terrible monsters lurking in the depths, it is a foolish (or greedy) captain indeed that does not man his ship with weapons, but plenty of cargo space. Ship weaponry ranges from mundane weapons like catapults and ballistae to fantastic alchemical devices such as thunder cannons and alchemist's fire projectors. These are summarized in Table 6-5: Ship Weapons.

When constructing a ship, or filling an unused weapon space, note that each 5-foot space a siege weapon occupies equals one available weapon space on a ship.

Alchemist's Fire Projector: A complicated series of pumps shoots jets of alchemist's fire, usually from the ship's prow. This jet takes the form of a line of alchemist's fire, 5 feet wide by 60 feet long, that deals damage to any creature or object caught in the blast (multiple sections of a ship can be damaged with a single attack). Firing an alchemist's fire projector requires two characters working the pumps and takes a full-round action.

An alchemist's fire projector contains enough alchemist's fire to fire ten times, after which the projector must be refilled (a process that takes 4 full-round actions). The pumps and fuel tanks occupy a space 10 feet across (two weapon spaces), and must be mounted within 10 feet of the outer hull (never amidships). Ships with an alchemist's fire projector often have a figurehead that resembles a dragon or other fire-breathing monster.

Unfortunately, this device is dangerous to use. Each time the weapon is fired, there is a 10% chance that the device clogs or sputters due to air in the pipes. Each time the weapon clogs or sputters, there is a further 10% chance that the pumps and fuel tanks explode, dealing 4d6 points of fire damage to any creature or object within 10 feet.

Ballista: The ballista is essentially a Huge crossbow that takes up a fixed space 5 feet across. They typically weigh 800 lbs. and bolts weigh 9 lbs. each. Because it is a direct fire weapon (that is, the bolt travels in a direct line in the direction it was fired), it is a useful weapon against other ships and similar large, moving objects.

Because of its size, Medium creatures suffer a -4 penalty to attack rolls with a ballista, while Small creatures suffer a -6 penalty. It takes two full-round actions for a creature smaller than Large size to reload a ballista.

Some ballistae fire large stones or even iron balls instead of bolts. These stones do double damage when targeting the hull of a ship, but only half damage against rigging. They are otherwise identical to a normal ballista.

Ballista, Chainflinger: A peculiar weapon originally devised by gnomish smiths, a chainflinger is a specialized ballista that launches a cylindrical metal shot instead of a bolt. Upon release from the weapon, the peculiar shape of the shot catches the wind, pulling the shot apart and revealing several 5-foot lengths of spiked chain with a large iron ball on either end. These chains can cause terrible damage to a ship's sails and rigging, as well as decimating the crew.

When fired into a ship's rigging, chainflinger shot deals double damage. When fired at creatures, if the chainflinger shot deals enough damage to drop its initial target, roll 1d8 to determine its new flight path. A roll of 1 leads back toward the chainflinger and 2 through 8 counting clockwise around the target square. (See the Missing with a Thrown Weapon diagram on page 158 of the revised D&D Player's Handbook for further help if needed.) If there is another target within 10 feet of the first in that direction, the shot makes a second and final attack against that target.

Firing, loading and reloading a chainflinger works just like firing a ballista. A chainflinger takes up a spot 5 feet across.

Ballista, Erne's Beak: This monstrous ballista, created by Liamar Bloodsword, a fierce warrior and natural seaman, can be found only on the newest galleons in the Zoan navy. In fact, Liamar's galleon is a new design with reworked lines, allowing for less sail (and thus less speed), but its forecastle holds the powerful ballista that he calls "the erne's beak." It is from this new weapon that the ship draws its name.

Catapult, Heavy: Because of the time it takes to aim catapults, they are virtually impossible to use against moving targets. Some dedicated warships carry catapults

Using Catapults In Naval Combat

As indirect fire siege weapons, catapults are extremely difficult to re-aim at a new target. Since ships are always moving during battle, this usually renders the catapult obsolete except when assaulting land-based fortifications. Some enterprising captains, however, have found a way to bring catapults into play during ship combat.

Before entering a battle, the catapult is aimed and calibrated to fire at a specific point relative to the ship (for example, "500 feet to port" or "300 feet aft"). Thereafter, the catapult's crew readies their action to fire when an enemy ship passes through that point. The captain, then, must maneuver the ship to bring a target to the catapult. Once the catapult has been fired, its crew can reload the weapon while the helmsman maneuvers the ship into position for another shot.

Catapults are used against enemy ships are often loaded with flaming substances as well. More information on fire damage can be found in Chapter 7: Naval Combat.

for assaulting coastal towns and fortifications, but most pirate ships don't waste the valuable deck space.

Details on firing and loading heavy catapults can be found in the Urban Features and Siege Engines section of the D&D DUNGEON MASTER'S GUIDE. However, it is worth noting here that a heavy catapult can only be mounted on the top deck (typically port or starboard), and takes up a space 15 feet across. They typically weigh 2400 lbs. and fire stones that weigh about 50 lbs. Loading a heavy catapult takes four crewmembers, one of whom must have the Profession (siege engineer) skill.

Catapult, Light: This is a smaller, lighter version of the heavy catapult. It can only be mounted on the top deck (typically port or starboard) and takes up a space 10 feet across. Light catapults typically weigh about 1,200 lbs. and fire stones that weigh 20 lbs. Loading a light catapult requires only two crewmembers. See the Siege Engines section of the D&D DUNGEON MASTER'S GUIDE for more details.

Stinger: A stinger is essentially a Large heavy repeating crossbow fixed in place. It is mounted on a swivel and

commonly mounted amidships to fend off enemy boarders. A stinger holds ten bolts in its clip, and as long as there are still bolts remaining in its clip, the user can shoot the stinger at his full number of normal attacks (including feats like Rapid Shot).

Unlike other ship weapons, a stinger can fire in any direction (though it is a stationary weapon), and the user may add his full ranged attack bonus to all attack rolls with it. However, on a natural attack roll of 1-5, the stinger jams. It takes two full-round actions to unjam the stinger.

A stinger takes up a space 5 feet across.

Thunder Cannon: A powerful weapon originally designed by an eccentric gray elf, a thunder cannon appears as a long, slender metal tube, usually tooled with engravings of storm clouds and lightning bolts. At the base of the tube is a small but powerful spring-loaded ram, attached to a plate inside the tube. When the ram is released, it launches the thunder cannon's ammunition (a thunderstone as described in the D&D Player's Handbook) at great speed toward an enemy ship. Thunder cannons are particularly effective at dealing damage to an enemy ships' hulls, and have the added benefit of deafening any crew within 10 feet of the point of impact unless they make a Fortitude save (DC 15).

It takes two full-round actions to cock and reload a thunder cannon. An attack roll with a thunder cannon is a straight roll of a single d20, only modified by range (and possibly the Gunner feat). A thunder cannon occupies a space 5 feet across.

MASTERWORK SHIP WEAPONS

Just like any other weapon, ship weapons can be crafted as masterwork weapons, granting a +1 enhancement bonus on attack rolls.

Masterwork catapults instead grant a +1 enhancement bonus to Profession (siege engineer) checks made to fire them. Alchemist's fire projectors are a special case; a masterwork alchemist's fire projector can be operated by two characters as a standard action, or by one character as a full-round action.

Ship weapon ammunition can also be of masterwork quality, with the exception of alchemist's fire. The masterwork quality adds 500 gp to the cost of a ship weapon (or double the listed price for masterwork ammunition).

Magic ship weapons are also considered to be of masterwork quality. Of course, the enhancement bonus granted by the masterwork quality does not stack with the enhancement bonus provided by the weapon's magic.

SHIP ACCESSORIES

On occasion, characters may find that certain essential items on a ship, such as sails and oars, need to be replaced rather than repaired. The costs for such items are listed on Table 6-6: Ship Accessories.

Rigging, Nenehi: The tailors of Nenehi are famous throughout the Kalamaran Bay area as being the best sailmakers alive. While other people might make better ships, they almost always raise Nenehi's sails. Purchasing Nenehi sails for rigging costs extra (normal rigging cost x

Table 6-6: Ship Accessories

Accessory	Hardness	Hit Points	Weight	Cost
Oar (10)	5	10	100 lbs.	20 gp
Oar, 20-foot-long (10)	5	10	400 lbs.	80 gp
Oar, 25-foot-long (10)	5	10	500 lbs.	100 gp
Oar, 40-foot-long (10)	5	10	800 lbs.	160 gp
Paddle (10)	5	10	80 lbs.	10 gp
Paddle, double-ended (10)	5	10	120 lbs.	20 gp
Rigging (sails, rope, mast)*				
- for Large ship (per mast)	0	4	100 lbs.	50 gp
- for Huge ship (per mast)	0	4	200 lbs.	100 gp
- for Gargantuan ship (per mast)	0	4	400 lbs.	200 gp
- for Colossal ship (per mast)	0	4	600 lbs.	300 gp
Rigging, Nenehi*	0	+3		x1.25
Sail repair kit			50 lbs.	50 gp

*Remember that rigging always has damage reduction 10/fire. This prevents rigging from being too easily destroyed; such as, from one hit with an arrow.

1.25) as noted on Table 6-6: Ship Accessories.

MASTERWORK SHIP ACCESSORIES

These items are made from the highest-quality wood or cloth and specially treated to catch as much wind or water as possible. Masterwork ship accessories gain +1 point of hardness and +2 hit points per inch of thickness. Masterwork sails are available for both square-rigged and fore-and-aft rigged ships, but only ships that have a sail speed can benefit. Masterwork rigging may be combined with Nenehi rigging. Be sure to add the masterwork cost (50 gp) to the price before applying the cost modifier of 1.25 to the rigging.

SPECIAL AUGMENTATIONS

On the dangerous waters of Tellene, pirates, merchants and the military all often find that their ships need further modification even beyond their current state.

For example, in the early colonization of the bay, Reanaarian sailors often suffered setbacks as huge sea monsters swallowed-up smaller ships, and giant squids or armies of sea-humanoids assaulted the larger ships. The Reanaarians soon armed their ships with ballistae and manned them with marines. They also reinforced the hulls of these warships to absorb massive blows from below the surface. These armored ships are bulky and slow, but they can better handle the denizens of the sea and to this day are the ship-of-choice of many Reanaarese merchants.

Armor plating and other such special abilities are listed below. Unless otherwise noted, the following augmentations can only be effectively applied to a ship of Huge or greater size.

For the purposes of weight, ship augmentations that add weight to a ship are treated like cargo. Naturally, should an augmented ship also be carrying cargo, the weight totals are combined.

Special Attack Augmentations

A special attack augmentation is anything the ship uses offensively to harm or hinder opponents, other than its ship siege weapons. These are summarized in Table 6-7: Special Attack Augmentations.

Draconic Figurehead: Ships with this enhancement bear figureheads shaped like the heads of certain evil dragons. The lack of a green dragon figurehead is due to the fact (the humorous fact, some sailors say) that wizards are still puzzling over how to create a gas cloud that the sea winds do not dissipate before it does any significant damage.

Twice per day, at a spoken command word from the ship's captain (or anyone else on the ship who knows the command word), a draconic vessel can launch a magical attack from its prow. The nature of this attack depends upon the dragon with which the enhancement is associated, as follows.

Black Dragon: This figurehead shoots a line of acid 5 ft. wide by 60 ft. long that deals 6d4 points of damage. Moderate Conjunction; CL 6th; Craft Wondrous Item, Folnester's acid arrow*; Price 18,000 gp. *In other

Table 6-7: Special Attack Augmentations

Augmentation	Hardness	Hit Points	Weight(as cargo)	Cost
Draconic Figurehead			1/2 ton	varies by type
Firing Castle			4 tons	1,000 gp
Ramming Prow				
- for Large ship (2d6)	10	30	500 lbs.	500 gp
- for Huge ship (2d8)	10	30	1/2 ton	1,000 gp
- for Gargantuan ship (3d6)	10	30	1 ton	3,000 gp
- for Colossal ship (3d8)	10	30	2 tons	5,000 gp
Sailcutter			50 lbs.	500 gp
Turret Mount	1/2		ton	500 gp

campaign settings, as well as in the D&D Player's Handbook, this spell is known as Melf's acid arrow.

Blue Dragon: This figurehead shoots a bolt of lightning 5 ft. wide by 160 ft. long that deals 6d8 points of damage.

Moderate Evocation; CL 8th; Craft Wondrous Item, lightning bolt; Price 36,000 gp.

Red Dragon: This figurehead projects a cone of fire 60 feet long that deals 6d10 points of damage.

Moderate Evocation; CL 10th; Craft Wondrous Item, fireball; Price 45,000 gp.

White Dragon: This figurehead projects a cone of cold 50 feet long that deals 6d6 points of damage.

Moderate Evocation; CL 7th; Craft Wondrous Item, cone of cold; Price 27,000 gp.

Firing Castle: A firing castle is never actually referred to as such; it is named based on its location on the ship. A firing castle in the bow of the ship is called a "forecastle," and a firing castle at the stern of the vessel is called an "aftcastle." A firing castle is a tower made of wood or stone

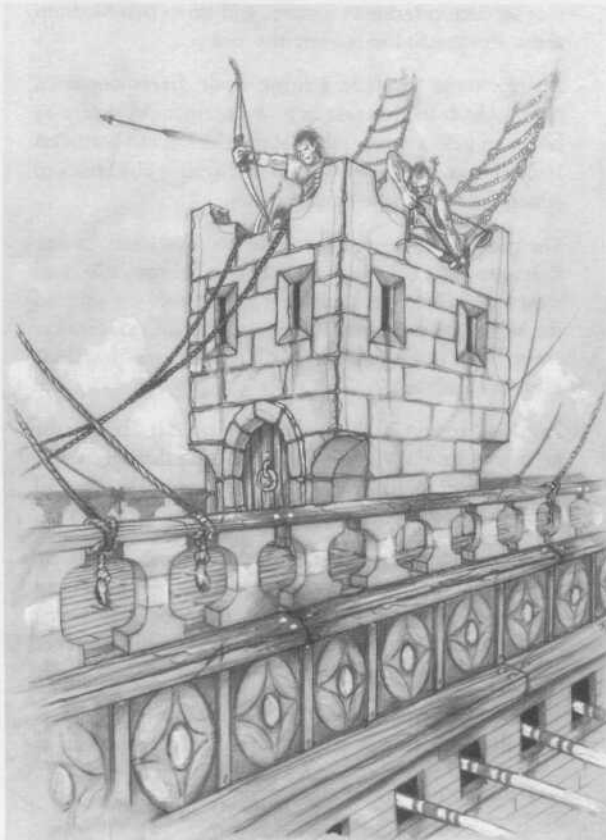


Table 6-8: Special Quality Augmentations

Augmentation	Hardness	Hit Points	Weight (as cargo)	Cost
Armor Plating*				
-iron or steel	10	30	2 tons	1,000 gp
-cold Iron	10	30	2 tons	2,000 gp
-mithral	15	30	1 ton	9,000 gp
-adamantine	20	40	2 tons	15,000 gp
Concealed Weapon Port	-	-	-	50 gp
Extra Cargo Space	-	-	-	200 gp
Extra Passenger Space	-	-	-	400 gp
Frame, Extra-Strong	-	x2	-	20,000 gp
Frame, Light	-	x0.5	-	10,000 gp
Frame, Strong	-	x 1.5	-	15,000 gp
Hidden Towline	-	-	-	200 gp
Hull, Compartmentalized	-	+10	-	5,000 gp
Hull, Streamlined	-	-	-	30,000 gp
Hull, Thickened*	5	+10	see text	500 gp
Oar Bank (per 2 oarsmen)	-	-	-	25 gp
Retractable Keel	-	-	200 lbs.	2,000 gp
Rudder, Masterwork				
- for Large ship	-	-	50 lbs.	200 gp
- for Huge ship	-	-	100 lbs.	350 gp
- for Gargantuan ship	-	-	200 lbs.	500 gp
- for Colossal ship	-	-	1/4 ton	750 gp
Smuggling Compartment	-	-	-	400 gp
Sprinter	-	-	-	1,000 gp
Stable	-	-	-	1,000 gp
Stunsails	-	-	75 lbs.	250 gp

*per inch of thickness, and per 10-foot section of hull. For each size category less than Huge, reduce the cost and weight by half.

that serves as a station for archers and takes up a 10-foot space (two weapon spaces). It is treated as a separate 10-foot section in terms of combat, and up to two Medium characters can fit inside or on the roof.

For characters inside it, a firing castle grants improved cover, which in this case is a +8 bonus to AC and a +4 bonus to Reflex saves (when applicable), a +10 bonus on Hide checks, and improved evasion against any attack to which the Reflex save bonus applies.

The roof can be manned by up to two characters, or one character and a light catapult or ballista (or similarly-sized weapons). Characters standing on the roof are granted the higher ground modifier to their attack rolls, as well as cover. For more information on cover, see the D&D Player's Handbook.

Ramming Prow: A large metal reinforcement affixed to the prow of a ship, the ramming prow deals damage per 10 feet of speed. Further details can be found in the Special Tactics section of Chapter 7: Naval Combat.

Sailcutters: These large, razor-sharp crescent blades are mounted at the ends of a ship's yardarms. Whenever an enemy ship closes to boarding distance (see Naval Combat), the sailcutters automatically deal 1d6 points of damage to the ship's rigging per round.

This augmentation can only be added to a caravel, galleon, suvarzha, or a ship with the stunsail augmentation, as these are the only ships with a yardarm.

Turret Mount: This platform, mounted on rollers, allows a ship weapon to fire in a larger arc. Catapults of all sorts can be fired up to 180 degrees off their firing line, and ballistae, chainflingers and thunder cannons can be fired in any direction. Alchemist's fire projectors cannot be turret mounted.

A turret mount is placed directly beneath the ship weapon, and takes up no additional spaces (squares). A turret mount can be placed on top of a firing castle.

Special Quality Augmentations

Armor Plating: To protect against undersea dangers, some daring captains choose to mount plates of iron, steel, or more exotic materials on their ships' hulls. The same or different materials can be layered over the same section of hull for additional protection. One layer of armor must be completely destroyed before the wooden hull (or additional armored) layer under it can be damaged.

Each layer of armor reduces a ship's base speed by 10 feet and its daily speed by 1 mile. Adamantine armor plating gains damage reduction 1/-, while any magical enhancements done to cold iron armor cost +2,000 gp. For further information about adamantine, cold iron and mithral, see the D&D DUNGEON MASTER'S GUIDE.

Concealed Weapon Ports: The coverings for the ports through which the ship's weapons are fired are designed to fit nearly seamlessly with the surrounding hull. This makes them very difficult to see, leading enemies to think the ship is weaker than it truly is. It takes a Spot check

(DC 20) with all attendant modifiers for range or a DC 20 Search check if the observer is within 10 feet to notice the hidden ports. This augmentation can only be purchased for an alchemist's fire projector, any type of ballista, stinger and thunder cannon.

Extra Cargo Space: As a general rule, ships are designed to carry as much cargo as possible, but some shipbuilders decide to reduce the ship's crew compliment in order to squeeze more cargo into the hold. For every two crew members removed, the cramped space they used for berthing can be replaced with 1 ton of cargo space. This does not affect the ship's maximum cargo space. However, bear in mind that this reduces the number of crewmen needed to fully man the crew - ships that are shorthanded by this modification still suffer penalties as described in the "Crew" section of Constructing Ships.

Extra Passenger Space: While most ships are primarily cargo carriers with secondary thought (at best) given to carrying passengers, some ships choose to specialize in carrying wealthy passengers. For every 2 tons of cargo space given up, the ship can accommodate one Medium passenger in comfortable quarters.

Only captains who appreciate their passengers' desire for comfort typically purchase this augmentation. Warships and slaver ships, for example, simply place their additional passengers in the cargo hold.

Frame, Extra-Strong: An extra-strong frame is commonly found on ships intended primarily for warfare.

An extra-strong frame doubles a ship's base and section hit points, but reduces the ship's maximum cargo space by half. It also reduces a ship's base speed by -10 feet (-1 mile/day) and lowers its maneuverability by one step. This special quality does not stack with other special quality frames.

Frame, Light: A light frame is little more than a structure upon which to mount the hull. While it is not very durable, it does allow for greater cargo space, and is often used by merchants, smugglers and the pirate crafts of wealthy nobles.

A light frame reduces a ship's base and section hit points by half, but increases the ship's maximum cargo space by one-fourth (max. cargo space x 1.25). It also increases a ship's base speed by +10 feet (+1 mile/day). This special quality does not stack with other special quality frames.

Frame, Strong: A strong frame is found on ships intended for both trading and military combat. Ships with strong frames are also popular with pirates and adventurers.

A strong frame increases a ship's base and section hit points by half (x 1.5), but reduces the ship's maximum cargo space by one-fourth (max. cargo space x 0.75). It also reduces a ship's base speed by -10 feet (-1 mile/day). This special quality does not stack with other special quality frames.

Hidden Towline: A thick, sturdy rope or cable mounted on the underside of the ship that can be used to tow (usually illicit) cargo. Cargo towed with a hidden towline counts toward the maximum tonnage the ship can carry. Captains wishing to use a hidden towline should be

certain that the cargo being towed is heavy enough to sink. After all, a large crate bobbing along behind a ship is difficult to conceal.

Table 6-9: Hidden Towline Spotting DCs

Seas	Spot DC
Light	25
Moderate	30
Heavy	35
Severe	40

To detect a hidden towline, a character must make a successful Spot check as noted on Table 6-9: Hidden Towline Spotting DCs.

Hull, Compartmentalized: Ships with a compartmentalized hull are less likely to sink. A ship with this augmentation gains +10 hit points to each 10-foot section of hull. This bonus does not apply to rigging or to the ship's base hit points. A ship can only gain this special quality once.

Hull, Streamlined: Ships with a smooth, streamlined hull increase their daily mileage and base sail speed by X2, as well as increasing their maneuverability by one step. A ship can only gain this special quality once. This special quality cannot be combined with the strong frame or extra-strong frame modifications.

Hull, Thickened: For every additional inch of hull thickness, a ship's base and section hit points increase (+10 hit points/inch of wood). However, each inch of added hull thickness reduces a ship's base speed by 5 ft (and reduces its daily speed by 1/2 mile).

Oar Bank: For ships that are normally exclusively sail-powered, banks of oars and the modifications needed to use them effectively can be purchased. Purchasing a bench provides the bench, oar holes in the ship, and other fittings that are necessary to accommodate two rowers (one on each side of the ship). The oars must be purchased separately.

Retractable Keel: The ship's keel can actually be hauled up inside the ship, letting the vessel sail in much shallower water. Retracting the keel reduces the ship's draft by 10 feet (to a minimum of 5 feet). However, the ship suffers a -4 penalty to Seaworthiness checks and Profession (sailor) checks when performing a heel over maneuver.

Rudder, Masterwork: This high-quality rudder is made of extremely smooth wood, carefully cured and treated to prevent it from warping. It is connected to the ship's wheel by a well-oiled, finely balanced system of gears and pulleys. A masterwork rudder grants a +2 bonus to all of the helmsman's Profession (sailor) checks related to piloting the ship. However, the rudder reduces the ship's draft by 5 feet.

Smuggling Compartments: Specially designed hidden cargo holds in hollowed-out portions of the hull are ideal for smugglers and pirates. For every 2 tons of cargo space sacrificed, the ship can hold 1 ton of cargo in these concealed holds. It takes a Search check (DC 20) to find the compartments.

Sprinter: A ship with this special quality gains +10 ft. to its base movement, though its daily mileage and maneuver-

ability remains unchanged. A ship can only gain this special quality once.

Stable: A ship with this special quality gains an additional +2 to its Seaworthiness bonus. A ship can only gain this special quality once.

Stunsails: Also referred to as studding sails, stunsails (pronounced "stunsel") are extra sails mounted on extended yardarms. A ship with stunsails moves a full 5 feet faster than its listed sail speed. Like masterwork sails, stunsails can only be added to a vessel with a sail speed. Stunsails, however, can only be added to square-rigged sails, and can only be added to a ship once.

Special Quality Augmentations (Magical)

Although quite rare, from time to time an enterprising wizard will place powerful magics into the very timbers of a ship. Such vessels are nearly mythical, and are highly sought by all who sail the seas (and who believe such wild tales). This section also presents several magical special qualities that can be applied to ships, with the DM's permission.

Energy Shielded Ship, Lesser: The hull and rigging of a ship with this shielding is dotted with occasional images and alchemical symbols relating to a single energy type (acid, cold, electricity, fire or sonic). Such ships usually also have a figurehead that in some way resembles the energy.

A ship with this enhancement has energy resistance 10 against a single energy type.

Faint Abjuration; CL 3rd; Craft Wondrous Item, *resist energy*, Price 20,000 gp plus ship's cost.

Energy Shielded Ship: As lesser energy shielding, but the ship's hull and rigging has energy resistance 20 against a single energy type.

Moderate Abjuration; CL 7th; Craft Wondrous Item, *resist energy*, Price 40,000 gp plus ship's cost.

Energy Shielded Ship, Greater: As lesser energy shielding, but the ship's hull and rigging has energy resistance 30 against a single energy type.

Moderate Abjuration; CL nth; Craft Wondrous Item, *resist energy*, Price 80,000 gp plus ship's cost.

Flying Ship: Flying ships are a common feature in fairy tales and legends, though they seem to be unheard of anywhere on Tellene. These ships are often carved with a figurehead and/or images resembling winged creatures. Once per day, the captain can speak a command word that causes the ship to rise into the air and fly for two hours at a speed of 60 feet.

The ship's speed and maneuverability when in flight is the same as its base sail speed and maneuverability (though it now uses tactical aerial movement as defined in the Moving in Three Dimensions section of the D&D DUNGEON MASTER'S GUIDE). Oars do not affect the speed or maneuverability of a ship in flight in any way. A ship magus (see Chapter 2: Prestige Classes) can also cause a ship to fly (though only temporarily).

Strong Transmutation; CL 20th; Craft Wondrous Item, *fly*, *wish*; Price 5,000 gp x ship's cost.

Graceful Ship: A graceful ship is unusually agile and easy to maneuver. The ship's maneuverability is improved by one class (to a maximum of Good). Any helmsman's Profession (sailor) check made to pilot this ship gains a +4 competence bonus.

Moderate Transmutation; CL 8th; Craft Wondrous Item, *cat's grate*; Price 10,000 gp plus ship's cost.

Rain Thwarter Ship: A rain thwarter magically repels any and all rain effects—rain simply bends around the ship, leaving the deck (and crew) comfortably dry. The ship's crew still suffer the visibility penalties incurred by rain, however. Also, rain barrels cannot be filled and sailors can only wash up with whatever available fresh water they bring on board.

Moderate Transmutation; CL 8th; Craft Wondrous Item, *control weather*, Price 2,000 gp plus ship's cost.

Self-Mending Ship: Self-mending vessels are highly prized by all ship captains, for they actually repair themselves. Torn sails close, sliced rigging re-joins, and even gaping holes in the hull slowly close over. A self-mending ship repairs 1 point of damage per hour in each of its 10-foot sections and rigging. If a section of the ship is completely destroyed, however, it is not repaired.

Moderate Transmutation; CL nth; Craft Wondrous Item, *make whole*; Price 60,000 gp plus ship's cost.

Self-Steering Ship: A self-steering ship is usually indistinguishable from a more mundane vessel—except for the fact that it sails without the need for a helmsman to constantly man the wheel or rudder. (A full crew is still needed to work the sails or man the oars, as appropriate.)

The helmsman (or whoever knows the command word) merely speaks the command word, followed by one sentence of simple course corrections, and the ship responds. All orders must have a specific number value and heading that the ship can recognize, such as "sail 20 miles north," or "turn 45° to port"). A self-steering ship knows map direction (north, south, east, west, northeast, etc) and any direction determined by its own position (fore, aft, port, starboard). Unless a self-steering ship is ordered to move a specific distance, it will make any course corrections it is ordered to, and then continue sailing on its current heading. Even a self-steering ship cannot stop of its own accord; the crew must furl the sails.

A self-steering ship has no vision or mind of its own, and cannot respond to commands such as "ram the enemy ship" or "return to the city of Zoa." Because of the difficulty in constructing effective, number-specific sentences in combat, self-steering ships are generally used only by the rich and wealthy, and always keep a helmsman on board to perform other duties when not commanding the ship. When necessary, treat the ship as having a +10 skill modifier to Profession (sailor) skills that involve helmsmanship.

Moderate Transmutation; CL 8th; Craft Wondrous Item, *animate object*; Price 5,000 gp plus ship's cost.

Shielded Ship: A shielded vessel is often carved with a motif of shields or other protective devices, and may even have actual shields hung on the sides of the ship. Upon

the utterance of the command word, an invisible magical sphere of force surrounds the ship. This shield negates *magic missile* attacks from outside the sphere, and provides a +4 shield bonus to the ship's AC. Otherwise, it acts just as the *shield* spell detailed in the D&D Player's Handbook.

Strong Abjuration; CL 12th; Craft Wondrous Item, *shield*; Price 90,000 gp plus ship's cost.

Storm Breaker Ship: The pride of any captain lucky enough to own one, a storm breaker ship is particularly useful in regions where powerful, unpredictable storms are common. Once per day, a storm breaker ship's captain (or anyone else on the ship that knows the command word) can call upon the magic stored within the ship to calm the weather within 3 miles of the ship. This effect functions exactly like the *clear sailing* spell.

Strong Transmutation; CL 15th; Craft Wondrous Item, *clear sailing*; Price 70,000 gp plus ship's cost.

Wave Cutter Ship: Wave cutter ships are usually sleek, rakish vessels with sharply pointed bows. They often have engravings of waves on the hull, and many have a cresting wave as the ship's figurehead. A wave cutter ship gains double its final Seaworthiness modifier (base plus any bonuses due to augmentations).

Strong Abjuration; CL 14th; Craft Wondrous Item, *freedom of movement*; Price 60,000 gp plus ship's cost.

Wind Master Ship: Wind master ships are specially enhanced to withstand even the harshest winds. They usually have a cloud motif (and as such are sometimes mistaken for flying ships), and their masts and rigging often appear unusually sturdy and well-braced. Wind master ships gain damage reduction of 10/wind, meaning that the ship ignores the first 10 points of wind damage from wind effects.

Strong Transmutation; CL 10th; Craft Wondrous Item, *clear sailing*; Price 40,000 gp plus ship's cost.

Windless Ship: Perhaps the ultimate prize on the sea, a windless ship creates its own wind to fill its sails. A windless ship always sails at its listed speed (under strong winds), though it can sail slower if so desired, without regard to the local wind conditions. Only sail-powered ships can benefit from the windless enhancement.

Strong Evocation; CL 16th; Craft Wondrous Item, *gust of wind*; Price 150,000 gp plus ship's cost.

RARITY OF MAGICAL ITEMS

Although the descriptions of the various ship enhancements described above may appear to imply that they are common items, do not be fooled. Magic items of any kind, especially ones as large and powerful as magic sailing ships, are extremely rare. These enhancements are presented as building blocks so that DMs and possibly high-level PCs can design their own unique vessels and know what is required to build them. Magic ships should always be extremely rare (if not one of a kind), and PCs should consider themselves lucky if they see one in their lifetimes.

SPECIFIC MAGICAL SHIPS

This section briefly details some rumors of unique and memorable magical ships for a seafaring Kingdoms of Kalamar campaign.

THE BONNIE HELENA

Originally built by a Kalamaran merchant, for trade with the city-states of Reanaaria, this ship was plagued with bad luck from the start. At the keel-laying ceremony, the chief shipwright slipped and broke his neck. The Helena's construction was rife with other disasters, as well: an entire shipment of lumber was found to be infested with wood-eating vermin, requiring the replacement of nearly half the hull. No fewer than thirteen of the men working on the ship died during construction, and several more vanished under mysterious circumstances. The owners of the coaster should have cut their losses then, but they decided that they had spent too much gold on the ship already and that the only way to redeem the expense would be to complete the ship and make a profit with it.

Finally, six months behind schedule, the Bonnie Helena was completed and launched under Captain Hul'Mar Esamil. The launching ceremony was marred by the fact that it took the coaster owner's wife three tries to break the ceremonial bottle of wine on the ship's bow. Despite this bad omen, Captain Esamil elected to sail on. Three weeks later, a fishing vessel found the Bonnie Helena adrift at sea. All her sails were perfectly set for the wind, the cargo and supplies were untouched, and the ship's log gave no sign of trouble—but the crew was nowhere to be found. More chillingly, based on the ship's course and location when it was found as compared to the last entry in the logbook, it was clear that someone had been manning the sails and steering the ship for at least a week after the last entry. The Bonnie Helena was towed back to port, where she stayed docked for two months until the coaster could find another captain willing to command the ship. During her time in port, the crewmen maintaining the Bonnie Helena reported seeing strange apparitions and ghostly figures, particularly at night. It is said that the ship still waits for a new buyer.

The Bonnie Helena is a coaster with the augmentations of compartmentalized hull, extra cargo space (2 tons), smuggling compartment and the "rain thwarter" magical quality. Unfortunately, it also has the "cursed" template.

THE FAIR WEATHER WENCH

The original, colorfully named Fair Weather Wench was a sloop owned by the notorious Reanaarese pirate Liamar. After Liamar's execution, his ship was sold at auction and purchased by a powerful wizard, who decided to put the ship to use as a pleasure yacht. Not wanting to be bothered by the annoyances of storms, this wizard laid several powerful enchantments into her hull that would allow the Wench to banish the worst squalls imaginable. Word of the ship's existence has spread among the pirates of Reanaaria Bay, and several have made attempts to claim the Fair Weather Wench for themselves, but so far none have succeeded.

The Fair Weather Wench sloop has the storm breaker special quality.

THE FOREST OF THE SEA

The Forest of the Sea is a bizarre minor artifact that was actually grown, not built, from still-living trees. Leaves and vines sprout from her surface, and the sails are, in fact, giant leaves. Even fruit-producing trees can be found making up

portions of the ship's hull. Said to have been built by a Reanaarian druid circle in conjunction with help from a mysterious group of druidic elves, the Forest of the Sea has been magically imbued with a rudimentary form of awareness.

Currently, the whereabouts of the Forest of the Sea are unknown, though the latest rumors place it in the western Delnondrian Islands. Though the Forest of the Sea is a unique vessel, the secrets of that ship's crafting are sought by others as well. Perhaps one day, more will sail out of port. Forest of the Sea is a cog with the magical augmentations of self-mending and self-steering as noted above. However, unlike other self-steering ships, the Forest of Sea can understand some simple commands, such as "return to the last island we visited" and "flee from the enemy ship." Once per day, it can produce fruit as the heroes' feast spell (a single feast for one creature/level), but the fruit has no magical benefit; it is ordinary fruit.

Strong Transmutation; CL 20th.

THE MAELSTROM

The Saaniema navy includes a single castoff Zoan trader named "Maelstrom." This clunky coaster is haunted by the spirit of its first captain, who piloted the ship for 24 years, until he was killed in a mutiny in the Sea of the Dead. Captain Anhdel (as he is named) privately makes his presence known to each new captain and offers his considerable assistance, provided the new captain is of good alignment.

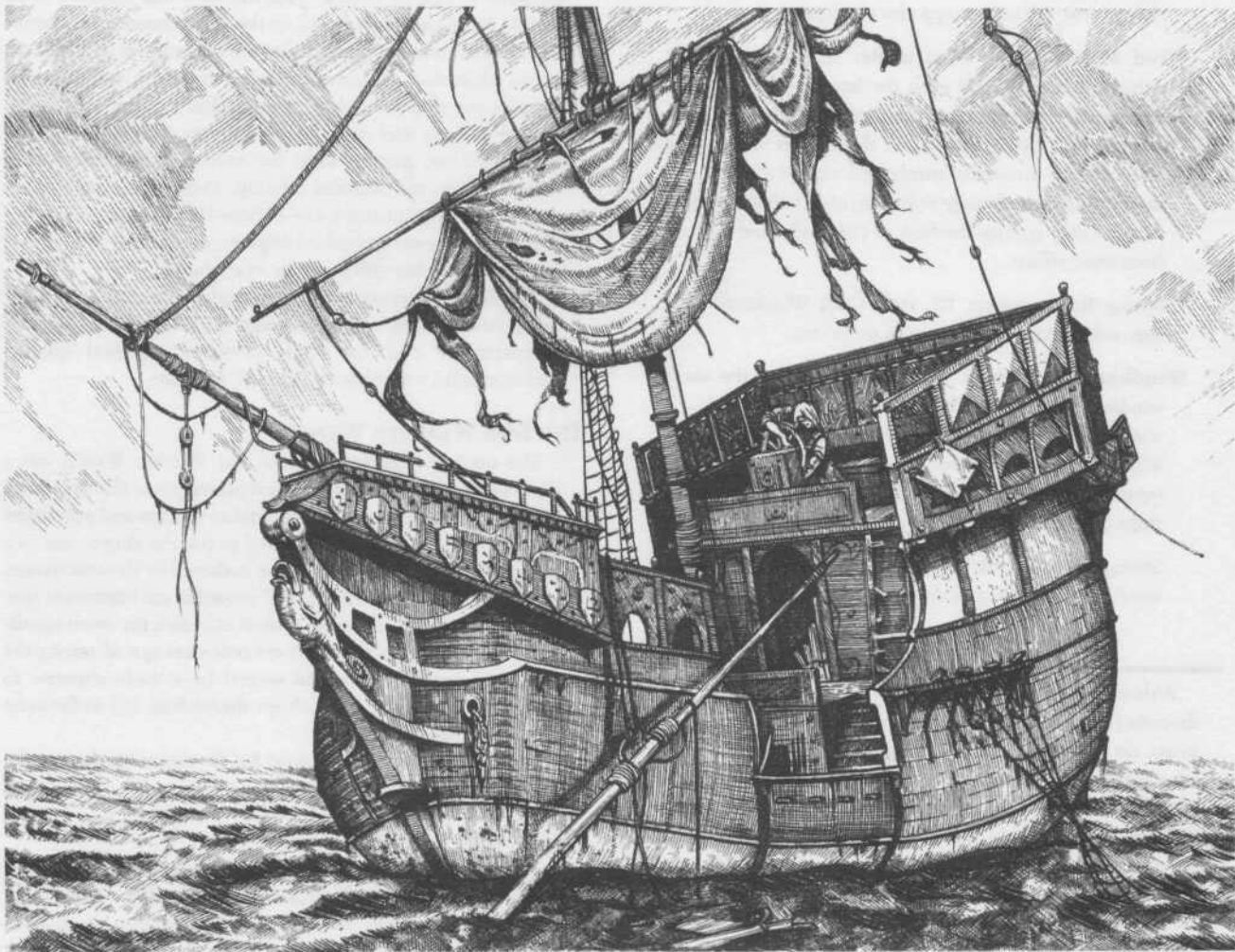
The Maelstrom is a coaster with the augmentations of compartmentalized hull, stable, and the special quality "wind master." However, this coaster also has a -10 penalty to speed, a maneuverability reduced by one step, and a -4 to Seaworthiness.

Captain Anhdel's spirit has the following relevant skills: Knowledge (arcana) +3, Knowledge (astronomy) +2, Knowledge (monsters) +6, Knowledge (nature) -10, Profession (sailor) +16, Survival +14.

THE NIGHTMARE SAILS

The smugglers in Fymar are in chaos. Their established routines are failing as trade is shifting. With their old sources drying up, some are turning to outright theft, while others are increasing their activities to include piracy. Fymar's latest addition to the piratical activities on the bay is the Nightmare Sails, a quick and deadly ship crewed by Avol Xearan. Unlike other pirates, however, Avol does not fear sinking an enemy ship since he has an agreement with a band of sahuagin to recover underwater treasures. While the sahuagin invariably cheat Avol on his shares, he believes that when he gets enough magic, he will invade their lair and get it all back.

The Nightmare Sails is a sloop with the augmentations of smuggling compartments, stunsails, and the "graceful" special quality.



THE PALE MAIDEN

The Pale Maiden was a pirate ship that ravaged the Straits of Svimohzia several decades ago. Under the command of Captain Shomesh, the Pale Maiden sacked dozens of merchant ships and clashed with numerous pirate hunters. The Maiden began to develop a reputation as a lucky ship, and many aspiring buccaneers sought to join her crew. All that changed twenty years ago, though, when the Pale Maiden was caught in one of the vicious storms that occasionally wracks the Straits of Svimohzia. The crew struggled mightily to keep the ship on course, but the storm proved too much. The Maiden was dashed against one of the tiny, unnamed islands in the area and sunk.

Captain Shomesh's greed, however, would not die with him. One month later, a Brandobian cog spotted the Pale Maiden continuing along its last known course. Every month since, the Maiden has appeared traveling the same route it sailed the night it was sunk. Any ship that happens to encounter the Pale Maiden on one of its journeys is attacked. Some rumors say that Vanazha the ship mage used powerful necromantic spells to raise the Pale Maiden and her crew, and that Captain Shomesh unwittingly serves her now. What most rumors do not tell is that the Pale Maiden is actually a ghost ship!

The Pale Maiden was a two-masted caravel with self-mending quality, though it now has the ghost ship template as well.

THE WARVEN

Said to be an experiment on the part of King Warven II of Meznamish, the Warven is a suvarzha designed to be more effective in battle. Because of the great cost of the Warven, it is not yet certain whether the King will build more of these ships or return to building more mundane (but more numerous) vessels.

The Warven has a draconic (blue) figurehead, as well as the "shielded" special quality. In addition, the Warven carries one-inch thick iron plating across her entire hull and comes with both a forecastle and an aftcastle.

SHIP TEMPLATES

Adding a template to one of the ships listed above gives the ship new abilities that it does not normally have. Such changes increase various aspects of the ship and provide additional flavor and variety for both the players and the DM. Provided that the Dungeon Master is advised of (and approves) the player's desire to add a template to her character's ship, the DM should be ready for that ship's new abilities.

ACQUIRED AND INHERITED TEMPLATES

Like monster templates, some ship templates can be added at any time. Some examples would be the "cursed" or "ghost" template. These are called acquired templates. Other templates, such as the "Golden Alliance," "Kargi" and "Reanaarese adventurer," assume that the ship was constructed with the changes indicated. These are called inherited templates.

READING AND ADDING A TEMPLATE

A template provides a set of line-by-line instructions for altering an existing ship, called the base ship. If a template lacks an entry, the template uses the base ship's entry in that category. For clarity, a line that is not changed is sometimes given as "Same as the base ship."

To apply a template to a ship, simply begin with the first entry (size and type) and apply any changes listed there. Then proceed to the next line, and follow the instructions there.

Repeat this process until each entry has been modified as appropriate.

ADDING MORE THAN ONE TEMPLATE

A ship may only have one inherited template at a time, though (in theory) there is no limit to the amount of acquired templates that can be added to a ship. To add more than one ship template, simply apply each template one at a time. Always apply inherited templates before applying acquired templates. When adding multiple (or any) templates, pay attention to the ship's type - you may add a template that makes the ship ineligible for other templates you might want to add.

ASHOSHANI MERCHANT

The city of Ashoshani, on the northern side of the Svimohzish Isle, has a strong lumber trade and a powerful shipwright guild. In fact, many ships on the Straits of Svimohzia were built from Miznoh Forest lumber and a good portion of those were built by Ashoshani shipbuilders. The large, flat galleys that they build handle calm seas and rivers with ease, and can handle strong winds well but very rough waves can tip them over. On the other hand, the ships carry huge amounts of cargo. Caravans of them, protected by other more mobile vessels, are the lifeblood of more than a few nations that rely on sea trade.

SAMPLE ASHOSHANI MERCHANT GALLEY

This example uses a bireme galley as the base ship.

ASHOSHANI MERCHANT BIREME

Colossal Galley
Hardness: 5 (50 hp), section 5 (50 hp), rigging 0 (4 hp)
Speed: 8 miles/hr., sail 70 ft. (poor), oar 50 ft. (average), sail and oar 70 ft. (average)
Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1
Attacks: Alchemists fire projector (fore) 1 d6, 3 heavy catapults 6d6 (2 port, 2 starboard, 1 fore, 1 aft) and light catapult 4d6 (starboard), or ramming prow 3d8
Space/Reach: 60 ft./25 ft.
Special Attacks: -
Special Qualities: Damage reduction 10/fire (rigging only), streamlined hull
Seaworthiness: 12*
Draft/Length/Beam: 2 ft./110 ft./35 ft.
Decks: 4
Cargo: 82 tons (190 max.)
Crew: 160 (40 plus 120 oarsmen)
Cost: 70,000 gp (1 year, 2 months)

*Because of the ship's increased beam and reduced draft, the Ashoshani galley gains an additional +4 bonus to Seaworthiness checks against wind effects. However, it suffers a -4 penalty to checks against wave effects.

CREATING AN ASHOSHANI MERCHANT GALLEY

"Ashoshani merchant" is an inherited template that can be added to any corporeal galley (referred to hereafter as the base ship). An Ashoshani galley has all the base ship's characteristics except as noted here.

Size and Type: Same as the base ship.

Speed: Because of the ship's increased beam, the ship's speed decreases by 10 feet (to a minimum of 10 feet). The speeds

corresponding to any other movement modes (such as flying) are unchanged.

Attacks: An Ashoshani merchant galley gains additional weapon spaces as follows: port or starboard (0), fore (2), aft (2), amidships (1).

Seaworthiness: Because of the ship's increased beam and reduced draft, the Ashoshani galley gains an additional +4 bonus to Seaworthiness checks against wind effects. However, it suffers a -4 penalty to checks against wave effects.

Draft/Length/Beam: The beam of an Ashoshani merchant galley increases by 20 feet (to a maximum of one-third the ship's length), while the draft is reduced by 1 foot (1 ft. minimum). As this does not affect the ship's length, its Size entry is unaffected.

Cargo: The ship's increased beam adds +40 tons to the ship's maximum cargo capacity, and therefore the ship's available cargo space changes (see "Cargo" in Constructing Ships above for more details); there are no penalties due to this change.

Cost: +10,000 gp (+2 months)

BRANDOBIAN EXPLORER

Though it was the elves that educated the Brandobians in seamanship and shipbuilding, the humans soon learned to navigate the open water of the high seas along with the best elven mariners. They then began to build their own ships, primarily those with both sails and oars, such as galleys. With these vessels, Brandobian kings sent off countless ships to conquer, colonize or enslave the nearby islands. Using the resources from these islands, the Brandobians grew to be the political power they are in the present time.

Today, many of these ships are constructed in Dalen, where the Royal Marines are the heroes of the city. They train in Dalen, and they have a long tradition that extends back to the original intrepid Brandobian explorers. Despite their military and violent reputation, their motto is "Glory Through Discovery," from which ideal the Brandobian explorer ship takes its name.

SAMPLE BRANDOBIAN EXPLORER SHIP

This example uses a cog as the base ship.

BRANDOBIAN EXPLORER COG

Colossal Sailing Ship

Hardness: 5 (30 hp), section 5 (SO hp), rigging 0 (4 hp)

Speed: 5 miles/hr., sail 40 ft. (poor)

Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: -

Space/Reach: 60 ft./15 ft.

Special Attacks: -

Special Qualities: Compartmentalized hull, damage reduction 10/fire (rigging only), firing castle (fore, aft), sprinter

Seaworthiness: 16

Draft/Length/Beam: 2 1/2 ft. (5 ft. w/rudder)/75 ft./25 ft.

Decks: 3

Cargo: 96 tons (140 max.)

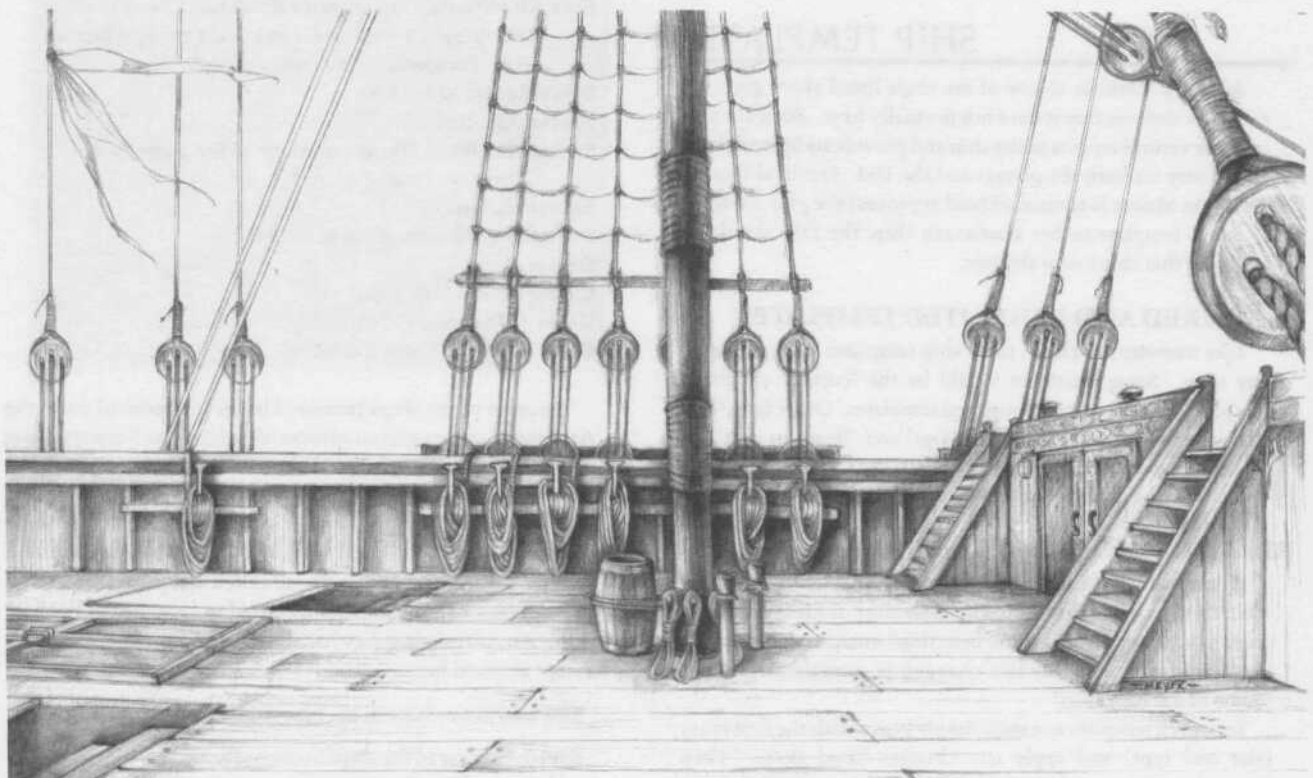
Crew: 35

Cost: 33,000 gp (6 1/2 months)

CREATING A BRANDOBIAN EXPLORER

"Brandobian explorer" is an inherited template that can be added to any corporeal ship (referred to hereafter as the base ship) of Gargantuan or Colossal size. A Brandobian explorer has all the base ship's characteristics except as noted here.

Size and Type: Same as the base ship.



A common deck from a "sailor's-eye view."

Hardness and Hit Points: A Brandobian explorer's section hit points increase by +10. There is no change to the ship's base or rigging hit points.

Speed: The ship's average daily sail speed is increased by 2 miles. The speeds and maneuverability ratings corresponding to any other movement modes are unchanged.

Seaworthiness: Seaworthiness 16 of the base ship's Seaworthiness, whichever is higher.

Special Qualities: A Brandobian explorer gains one of these two special qualities: retractable keel or compartmentalized hull.

Cost: +20,000 gp (+4 months)

BROLENESE SLAVER

This ship is used to overtake and board other ships in search of cargo and captives. In an encounter, the Broleinese will close with their opponents using their ship's superior speed and quickly board. It is said that even the most desperate of pirates will not attack a slaver's ship.

SAMPLE BROLENESE SLAVER

This example uses a sloop as the base ship.

BROLENESE SLAVER SLOOP

Gargantuan Sailing Ship

Hardness: 5 (30 hp), section 5 (30 hp), rigging 0 (4 hp)

Speed: 3 miles/hr., sail 45 ft (good)

Armor Class: -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1

Attacks: Alchemist's fire projector (fore) 1d6 and 5 ballistae 3d6 (aft, 2 port, 2 starboard), or ramming prow 3d6

Space/Reach: 30 ft./10ft.

Special Attacks: -

Special Qualities: Damage reduction 10/fire (rigging only), packed hull, stunsails

Seaworthiness: 12

Draft/Length/Beam: 1 ft./35 ft./10ft.

Decks: 3

Cargo: 32 tons (44 max.)

Crew: 8

Cost: 33,000 gp (11 1/2 months)

CREATING A BROLENESE SLAVER

"Broleinese slaver" is an inherited template that can be added to any corporeal ship (referred to hereafter as the base ship) of Gargantuan or Colossal size. A Broleinese slaver has all the base ship's characteristics except as noted here.

Size and Type: Same as the base ship.

Speed: The ship's base sail speed is increased by 15 feet and the sail maneuverability is increased by one step (to a maximum of good). The speeds and maneuverability ratings corresponding to any other movement modes are unchanged.

Attacks: A Broleinese slaver gains a ramming prow (3d6) if it did not already have one.

Special Qualities: A Broleinese slaver gains the following special qualities: stunsails and packed hull.

Packed Hull: A Broleinese slaver's cargo hold can handle 6 slaves per 1 ton of cargo space.

Cargo: The ship's gains +4 tons to its maximum cargo capacity, and therefore the ship's available cargo space changes (see "Cargo" in Constructing Ships above for more details); there are no penalties due to this change.

Cost: +18,000 (+3 1/2 months)

CURSED SHIP

Whether the ship's keel was laid on an inauspicious day, or men died while building it, or even if the ship's bell cracked when first rung, some ships are just plain unlucky. Many of these ships' so-called curses are fairly mild (limited to poor sailing characteristics), but some are extremely deadly. At least one ship on Reanaaria Bay (whose name has since been lost to time) was said to have claimed the life of a crewman a day on every single one of its voyages.

SAMPLE CURSED SHIP

This example uses a junk as the base ship.

CURSED JUNK

Colossal Sailing Ship

Hardness: 5 (7 hp), section 5 (12 hp), rigging 0 (6 hp)

Speed: 4 miles/hr., sail 30 ft. (clumsy)

Armor Class: -9 (-8 size, -5 Dex, -2 inanimate, -4 circumstance), section -2, rigging -5

Attacks: -

Space/Reach: 60 ft./15 ft.

Special Attacks: -

Special Qualities: Compartmentalized hull, damage reduction 10/fire (rigging only), fragile, haunted, light frame

Seaworthiness: 16

Draft/Length/Beam: 4 ft./75 ft./20 ft.

Decks: 2

Cargo: 24 tons (35 max.)

Crew: 4

Cost: 12,000 gp

CREATING A CURSED SHIP

"Cursed" is an acquired template that can be applied to any ship (referred to hereafter as the base ship). Unlike most templates, however, the cursed ship template can be either temporary or permanent, as appropriate. For example, a ship whose bell cracked upon its first ringing (an extremely bad omen) is probably permanently cursed, but a ship with a female character on board (said to bring bad luck) might lose the effects of this template when the lady in question departs the vessel. A cursed ship has all the base ship's characteristics except as noted here.

Size and Type: Same as the base ship.

Hardness and Hit Points: Same as the base ship, unless the cursed ship has the fragile curse special quality (see below).

Speed: A cursed ship's speeds decrease by 10 feet (to a minimum of 10 feet). The cursed ship's maneuverability ratings are also reduced by one category (to a minimum of Clumsy).

Armor Class: Same as the base ship with an additional -4 circumstance penalty.

Special Qualities: Depending upon the nature and severity of the curse (DM's discretion), a cursed ship has anywhere from 1-4 (1d4) of the following curses.

Bedeveled (Su): A small demon or devil (usually an imp or a quasit) has taken up residence on the ship. It stays out of sight, often disguised as a rat or some other small animal commonly found on ships, but causes mischief whenever it can. It seldom attacks crew members outright, preferring to cause more subtle havoc such as gnawing through the stays on the mast, throwing navigational equipment overboard, or spoiling the ship's food stores. Use the statistics for an imp (see the D&D Monster Manual) or a quasit (also see the D&D Monster Manual) for this fiend.

Doomed (Su): A doomed ship is, quite simply, living on borrowed time. Only the most severe curses can cause a ship to become doomed. The effects are simple: the next time the ship sails more than 30 miles from land, it will sink. The only ways to avoid this fate are to never sail the ship more than 30 miles from land again or to make great sacrifices to the Wave Crusher, Storm Lord, or other appropriate deity. Such sacrifices have a 10% chance per 1,000 gp of value of lifting this curse.

Fragile (Ex): No matter how much the ship's carpenter tries, the cursed ship simply cannot stand up to punishment. The ship's base, section and rigging hit points all have half the normal hit points (rounded down) they should have.

Haunted (Su): Much like the bedeviled curse, haunted ships have one or more unwanted passengers aboard. Haunted ships are home to 1d4 ghosts, spectres, or other incorporeal undead. Depending upon the individual spirits, these phantoms may be malign beings that wish to harm the vessel's living crew, or they may actually be beneficent ghosts who want to safeguard the ship. Regardless of their intentions, however, these spirits are seen as bad omens by sailors.

Storm Chased (Su): The cursed ship seems to attract storms like flies to honey. Each day the ship is at sea, roll d%. On a 01-10, a light storm springs up around the ship. On an 11-20, a moderate storm appears, and on a 21-30, a severe storm assaults the ship.

Unlucky (Su): All creatures on an unlucky ship suffer a -1 penalty on all attacks, skills, and checks. Any time a character rolls a natural 1 on an attack, save or check, she fails in some spectacular way as determined by the DM. For example, a natural 1 on an attack roll might mean the character inadvertently flings her weapon overboard, while a natural 1 on a Bluff check might result in the character blurting out precisely what she meant to keep hidden.

Widow Maker (Su): Widow maker ships are almost as feared as doomed ones. Usually due to a tragic or unjust death on board, a widow maker ship has a 20% chance per day of claiming the life of a crew member in some freak accident (falling from the crow's nest, hanged by a loose line, crushed under a fallen yardarm, etc). This chance increases by 20% each day until a crewman is killed, at which point the chance resets to 20%. For obvious reasons, the victims of the widow maker ship should not be PCs. If the DM wishes to make PCs the targets of a widow maker ship, however, it is recommended that the

inescapable death effect be replaced by some sort of highly damaging hazard with a Reflex save (usually DC 20).

Cost: While no sailor in his right mind would deliberately buy a cursed ship, some unscrupulous captains attempt to sell cursed ships off on unsuspecting souls. Cursed ships are usually offered at a 10%-50% discount to make them appear that much more attractive.

REMOVING THE CURSE

As mentioned above, many curses (usually the unlucky, storm chased, or widow maker curses) placed on ships are temporary and are removed when the source of the curse is removed from the ship. Other curses (such as fragile, doomed, bedeviled, and haunted) are usually permanent and can be quite difficult to get rid of. The remove curse spell will remove any curse caused by a bestow curse spell, but curses from other sources have only a 20% chance of being negated by remove curse. Curses that are reliant upon other beings (such as the bedeviled and haunted curses) can be removed by removing the offending creature. If you slay the imp on a bedeviled ship, for example, the curse is removed. Likewise, if you convince the ghosts of a haunted ship to depart, that curse is negated. Other curses may require some sort of quest to be completed to remove the effects, or great sacrifices to be made to various gods such as the Wave Crusher or the Storm Lord. Still other curses may never be removable—the best thing to do in those cases is to dismantle the ship and sell it for scrap or give it to one of your enemies. Even this can backfire, however, as particularly powerful curses might even be carried down to any ship that is built with parts of the cursed vessel.

GHOST SHIP

The sea can be a harsh mistress, and more than a few ships have found their way to a watery grave in a particularly harsh storm or a ferocious sea battle. Sometimes, though, such shattered hulks do not rest quietly, particularly when their crews had some driving goal or burning ambition (whether it be vengeance, escape from the law, or one last raid). Some ghost ships are simple apparitions, doomed to repeat their last days for eternity, but others, far more dangerous, are hulks full of marauding undead pirates that prey upon the ships of the living. Chilling tales of encounters speak of ships found with the treasure in their hold untouched, but with no trace of the former crew to be found__

SAMPLE GHOST SHIP

This example uses a drakkarr as the base ship.

GHOST DRAKKARR

Colossal Warship

Hardness: 5 (60 hp), section 5 (60 hp), rigging 0 (4 hp)

Speed: 4 1/2 miles/hr., fly 40 ft. (good)

Armor Class: -4 (-8 size, -5 Dex, -2 inanimate, +1 deflection), section 3, rigging +0

Attacks: 2 heavy catapults (port, starboard) 6d6 and 2 light catapults (fore, aft) 4d6, or ramming prow 3d8

Space/Reach: 90 ft./25 ft.

Special Attacks: Draining touch, manifestation

Special Qualities: Damage reduction 10/fire (ethereal rigging only), frightful aura, rejuvenation

Seaworthiness: -

Draft/Length/Beam: 6 ft./150 ft./25 ft.

Decks: 1 (bilge)

Cargo: -

Crew: 300 (all are ghost soldiers/sailors/oarsmen)

Cost: -

CREATING A GHOST SHIP

"Ghost" is an acquired template that can be added to any corporeal ship (referred to hereafter as the base ship). A ghost ship has all the base ship's characteristics except as noted here.

Size: Same as the base ship.

Hardness and Hit Points: Same as the base ship.

Speed: The ghost ship's speed becomes fly 40 ft (good), though its average daily speed is unchanged. Ghost ships are not dependent upon sails or oars for propulsion, and are unhampered by any weather effects.

Armor Class: Same as the base ship during ethereal encounters only. When the ghost ship manifests, it gains a +1 deflection bonus.

Attacks: Ghost ships retain their weapons, though they do not affect creatures or objects that are not ethereal. Against ethereal opponents, these weapons deal their normal damage. Against non-ethereal creatures, the ghost ship is limited to its special abilities.

SPECIAL ATTACKS

Draining Touch (Su): When a ghost ship touches a living target, it drains 1d4 points from any one ability score (chosen by the DM). The same ghost ship can only affect a living target in this way once per day.

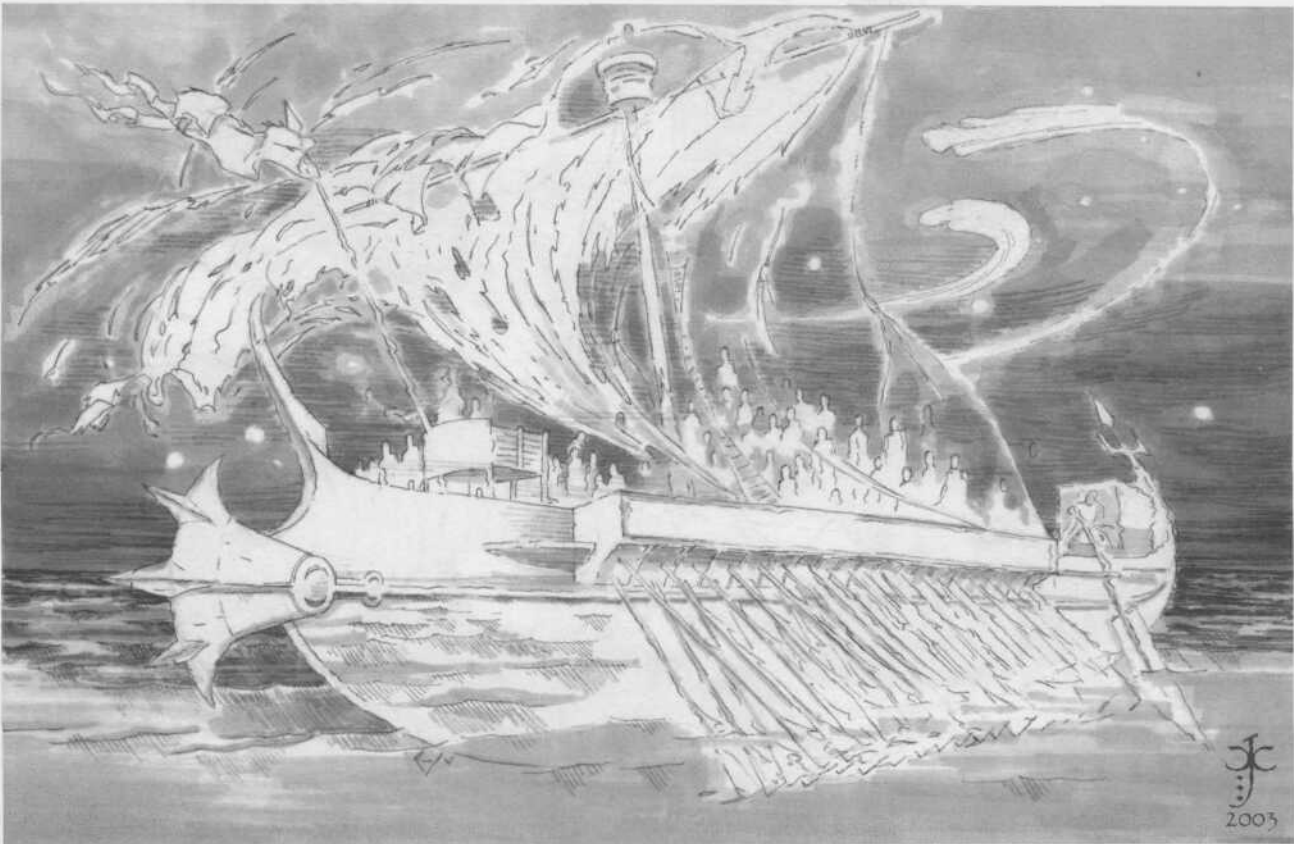
Manifestation (Su): When a ghost ship manifests (usually at the command of its ghostly captain), it partly enters the Material Plane and becomes visible but incorporeal. A manifested ghost ship can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost ship can pass through solid objects at will, and its own attacks pass through objects and armor. A manifested ghost ship always moves silently.

SPECIAL QUALITIES

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost ship through simple combat. The "destroyed" vessel will often restore itself 2d4 days later. Even the most powerful spells are only temporary solutions. A ghost ship that would otherwise be destroyed returns to its old haunts 75% of the time. As a general rule, the only way to truly destroy a ghost ship is to discover the reason for its existence and set right whatever prevents the crew from resting in peace. The exact means varies with each ghost ship, and may require extensive research.

In addition to the rejuvenation property, ghost ships have 1d3 of the following special qualities.

Accursed Presence (Su): The sighting of a ghost ship is a foul omen for living sailors. Some say that the sighting of a ghost ship means that a ship will sink within a week and rise as a ghost ship itself, while less extreme views simply hold that bad luck will follow any ship that sees a ghost ship. If any crewman on a ship sees a ghost ship through physical means (in other words, scrying does not count), that ship temporarily gains the effects of the cursed ship



A ghost bireme galley sails the Sea of the Dead.

template for 2d4-1 days unless it makes a Will save (DC 20). Treat the ship as an attended object in the possession of its captain (or helmsman if no captain is aboard) for purposes of the save.

Frightful Aura (Su): The ghost ship is surrounded by an aura of doom and despair that chills the heart of any creature nearby. Whenever a ghost ship sails near a living creature (within 30 feet x the absolute value of Seaworthiness modifier), that creature is affected by a fear effect: Creatures with 1-4 HD become panicked for 4d6 rounds, while those with 5 or more HD are shaken for 4d6 rounds. Affected creatures may attempt a Will save (DC 20) to negate this effect, with success rendering them immune to that ghost ship's frightful aura for one day.

Unnatural Weather (Su): The ghost ship is always surrounded by a 4-mile radius area of unusual weather; this is usually a dead calm, thick fog, or raging storm. The exact nature of this weather effect is up to the DM. The manner in which the ship was originally lost should influence this choice. For example, a ghost ship that was smashed to bits on a reef on a foggy night would be surrounded by thick, obscuring fog. A ship whose crew starved to death because the winds were against them and they could not make it to port might be surrounded by a total, eerie calm.

Seaworthiness: As they are not affected by weather, ghost ships do not need to make Seaworthiness checks.

Cargo: Ghost ships cannot carry any real cargo, but their holds are often filled with phantom or rotted duplicates of whatever was in their holds when they sunk.

Crew: Same as the base ship. Ghost ships are crewed by ghosts, wraiths, spectres, shadows, and other incorporeal undead.

Cost: Ghost ships are not generally available for purchase.

GOLDEN ALLIANCE

The largest merchants' guild on Tellene, the Golden Alliance is made up of rich and influential merchants who endeavor to become wealthier and more powerful through all forms of legal and illegal trade. The Golden Alliance dominates trade on the Svimohzish Isle and in Brandobia, and has its own fleet of merchant and slave ships (as well as agreements with many pirates).

SAMPLE GOLDEN ALLIANCE SHIP

This example uses a galleon as the base ship.

GOLDEN ALLIANCE GALLEON

Colossal Sailing Ship

Hardness: 5 (30 hp), section 5 (30 hp), rigging 0 (10 hp)

Speed: 7 miles/hr., sail 70 ft. (poor)

Armor Class: -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1

Attacks: Alchemist's fire projector (fore) 1d6, 5 ballistae

(1 port, 1 starboard, 1 fore, 2 aft) 3d8, 2 light catapults (port, starboard) 4d6, heavy catapult (aft) 6d6

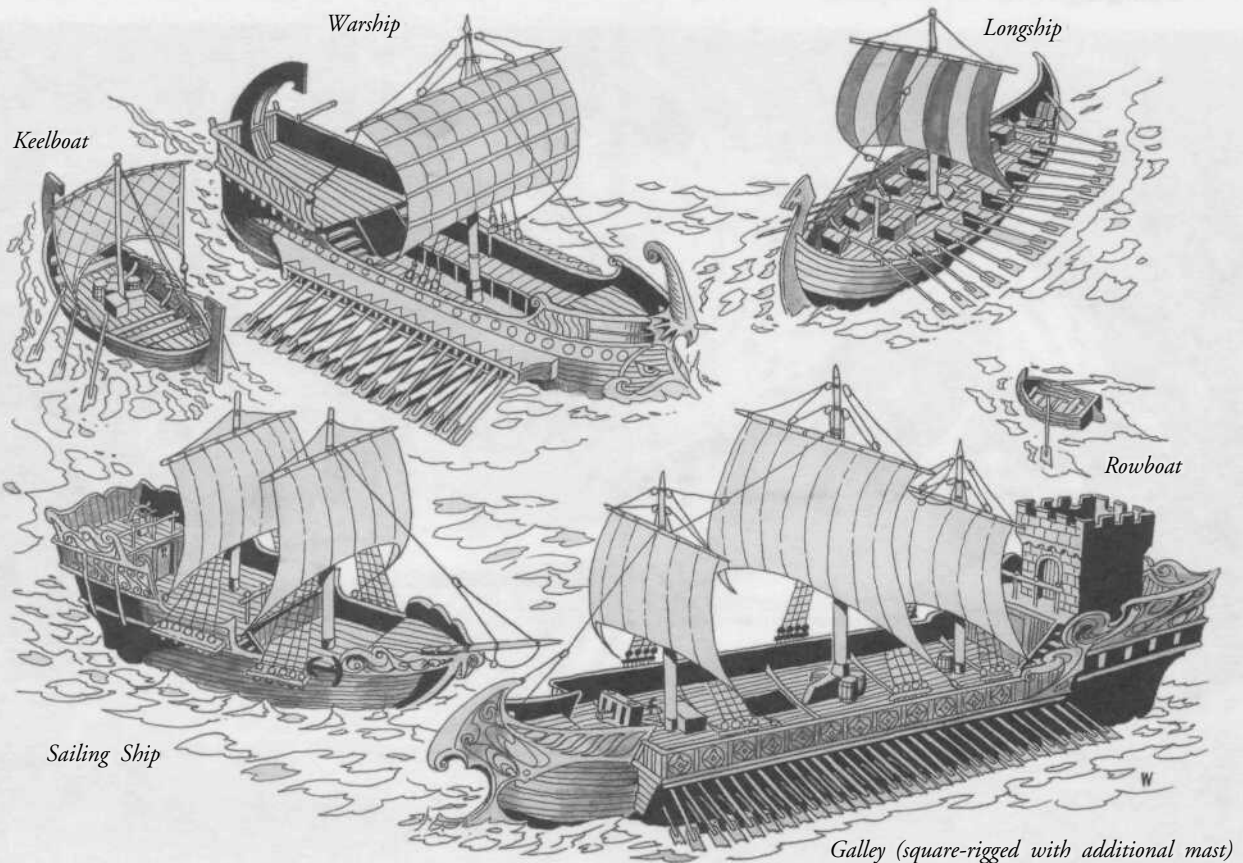
Space/Reach: 90 ft./20 ft.

Special Attacks: -

Special Qualities: Damage reduction 10/fire (rigging only), firing castle (fore, aft), turret mount (1 per ballista)

Seaworthiness: 14

Draft/Length/Beam: 4 1/2 ft./130 ft./30 ft.



Decks: 5 (3 plus 1 partial fore and 1 partial aft)

Cargo: 3 1 1 tons (520 max.)

Crew: 275

Cost: 107,000 gp (1 year, 9 months)

CREATING A GOLDEN ALLIANCE SHIP

"Golden Alliance" is an inherited template that can be added to any Gargantuan or Colossal sailing ship (referred to hereafter as the base ship). A Golden Alliance ship has all the base ship's characteristics except as noted here.

Size and Type: Same as the base ship.

Hardness and Hit Points: Due to a special method of combining square and lateen-rigged sails, currently known only to the Golden Alliance fleet, the base ship's rigging hit points increase by +1 per mast. There is no change to the base ship's base or section hit points.

Speed: A base ship's average daily speed increases by 1 mile/day, while its base sail movement increases by 10 feet. Maneuverability ratings and the speeds corresponding to any other movement modes are unchanged.

Attacks: A Golden Alliance ship gains additional weapon spaces as follows: fore (1) and aft (1).

Seaworthiness: Because of the increased cargo space, the base ship's Seaworthiness is reduced by -2.

Cargo: The base ships gains +20 tons to the ship's maximum cargo space; there is no penalty to speed or maneuverability due to this increase. However, it does affect the ship's Seaworthiness as noted above.

Cost: +17,000 (+3 months)

KALAMARAN AGGRESSOR

Basir, the naval power of the Kalamaran Empire, produces some of the greatest ships in the world, one of these being the mighty Kalamaran aggressor.

SAMPLE KALAMARAN AGGRESSOR SHIP

This example uses a trireme as the base ship.

KALAMARAN AGGRESSOR TRIREME

Colossal Galley

Hardness: 5 (55 hp), section 5 (55 hp), rigging 0 (4 hp)

Speed: 7 miles/hr, sail 110 ft. (poor), oar 90 ft. (average), sail and oar 110 ft. (average)

Armor Class: -3 (-8 size, -5 Dex, -2 inanimate, +2 circumstance), section 2, rigging -1

Attacks: Alchemist's fire cannon (fore) 1d6, 6 heavy catapults (3 port, 3 starboard) 6d6, light catapult (fore) 4d6, 2 ballistae (aft) 3d8, or ramming prow 3d8

Space/Reach: 60 ft./25 ft.

Special Attacks: -

Special Qualities: Damage reduction 10/fire (rigging only), streamlined hull

Seaworthiness: 12

Draft/Length/Beam: 3 1/2 ft./120 ft./18 ft.

Decks: 3

Cargo: 97 tons or 194 soldiers (275 max.)

Crew: 296 (126 plus 170 oarsmen)

Cost: 120,000 gp (2 years)

CREATING A KALAMARAN AGGRESSOR

"Kalamaran aggressor" is an inherited template that can be added to any corporeal ship (referred to hereafter as the base ship) of Gargantuan or Colossal size. A Kalamaran aggressor has all the base ship's characteristics except as noted here.

Size and Type: Same as the base ship.

Hardness and Hit Points: The specially treated wooden hull of the aggressor increases the base ship's section and base hardness by +5.

Speed: The construction of a Kalamaran aggressor, designed to hold additional weaponry in place of sail, reduces the ship's average speed by 1 mile, with -10 feet to base sail speed (1 mile/10 ft. minimum). Maneuverability ratings, as well as the speeds corresponding to any other movement modes, are unchanged.

Armor Class: The specially treated hull also increases the base ship's AC by +2. Section and rigging AC are unaffected.

Attacks: A Kalamaran aggressor gains additional weapon spaces as follows: port or starboard (2), fore (1), aft (1).

Special Qualities: Kalamaran aggressors gain four concealed weapon ports (for use only with alchemist's fire cannons, ballistae, stingers and thunder cannons).

Seaworthiness: Same as the base ship.

Crew: Base ship's crew +6.

Cost: +50,000 gp (+10 months).

KARGI DESTROYER

Zurgak Krage, a hobgoblin general known for his absolute hatred of dwarves, is working from Ronazagh to establish a Kargi naval force. While simpler ships can be used to ferry the hobgoblin military might to other lands, more powerful ships are also needed for escorts. As far as is known, the Kargi Destroyer is the first ship to be constructed for this purpose.

SAMPLE KARGI DESTROYER SHIP

This example uses a suvarzha as the base ship.

KARGI DESTROYER SUVARZHA

Gargantuan Sailing Ship

Hardness: 5 (60 hp), section 5 (60 hp), rigging 0 (8 hp)

Speed: 1 1/2 miles/hr., sail 15 ft. (clumsy), oar 20 ft. (poor), sail and oar 15 ft. (poor)

Armor Class: -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1

Attacks: Ballista (fore) 3d8 and 2 heavy catapults (port, starboard) 6d6, or ramming prow 3d6

Space/Reach: 60 ft./20 ft.

Special Attacks: -

Special Qualities: Damage reduction 10/fire (rigging only), extra-strong frame, ramming prow, stable

Seaworthiness: 14

Draft/Length/Beam: 8 ft./75 ft./20 ft.

Decks: 3

Cargo: 0 tons (62 max)

Crew: 105 (28* plus 70 oarsmen)

Cost: 100,000 gp (1 year, 8 months)

*The number of standard crew has been reduced from 35 to 28 to accommodate the extra-strong frame and the oarsmen. This causes -4 to Profession (sailor) checks for activities performed by the remaining crew.

CREATING A KARGI DESTROYER

"Kargi destroyer" is an inherited template that can be added to any corporeal ship (referred to hereafter as the base ship) of Gargantuan or Colossal size. A Kargi destroyer has all the base ship's characteristics except as noted here.

Size and Type: Same as the base ship.

Hardness and Hit Points: The ship's extra-strong frame doubles the ship's base and section hit points.

Speed: The frame reduces the base ship's speeds (both oar and sail) by -10 feet, while the average daily speed is reduced by -1 mile/day (to a minimum of 10 ft./1 mile per

day). All forms of maneuverability are lowered by one step (to a minimum of clumsy).

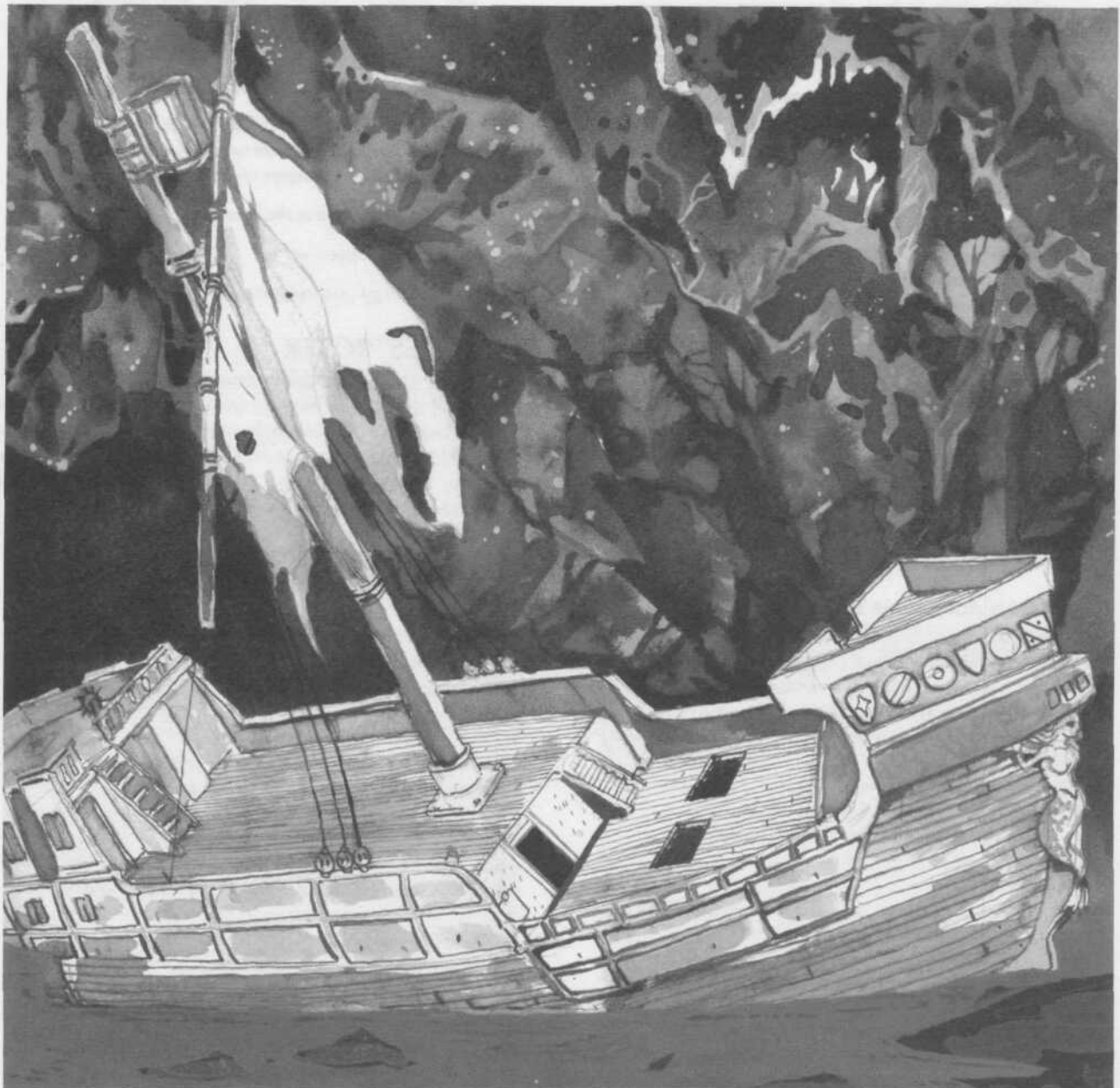
Attacks: Same as the base ship, plus the following additional weapon spaces: port or starboard (2). The ship also gains a ramming prow (from the special quality of the same name).

Space/Reach: Same as the base ship, but increase reach to 20 if it is lower than that due to the oars.

Special Qualities: A Kargi destroyer gains extra-strong frame, ramming prow and stable. If it already has these, they do not stack. The base ship also gains an oar bank (one full level, if it does not have its maximum levels already).

Seaworthiness: +2 due to the stable special quality.

Cargo: The ship's extra-strong frame reduces the ship's maximum cargo space by half. Note that the ship's avail-



able cargo space will also have to be recalculated due to the additional crew (see the Cargo section of Constructing Ships at the beginning of this chapter).

Crew: Same as the base ship, plus the necessary number of additional oarsmen due to the added oar bank.

Cost: +60,000 gp (+12 months)

REANAARESE ADVENTURER

Though the Reanaarese protector greatly increased the waterborne trade of the Bay area, this trade soon encountered a new threat - pirates. These Reanaarese pirates had streamlined sailing vessels, which could catch and assault the large, lumbering trade ships that were built to stop attacks from below the surface, not above.

SAMPLE REANAARESE ADVENTURER SHIP

This example uses a sloop as the base ship.

SLOOP

Gargantuan Sailing Ship

Hardness: 8 (30 hp), section 8 (30 hp), rigging 0 (4 hp)

Speed: 6 miles/hr., sail 60 ft (good)

Armor Class: +0 (-4 size, -5 Dex, -1 inanimate, +1 circumstance), section 3, rigging 1

Attacks: Alchemist's fire projector (fore) 1d6 and 5 ballistae 3d8 (aft, 2 port, 2 starboard)

Space/Reach: 30 ft./10 ft.

Special Attacks: -

Special Qualities: Bare-bones crew, damage reduction 10/fire (rigging only), extra cargo space (2 tons), streamlined hull, stable.

Seaworthiness: 14

Draft/Length/Beam: 1 ft./35 ft./10 ft.

Decks: 3

Cargo: 31 tons (40 max.)

Crew: 4

Cost: 75,000 gp (1 year, 8 months)

CREATING A REANAARESE ADVENTURER

"Reanaarese adventurer" is an inherited template that can be added to any corporeal ship (referred to hereafter as the base ship). A Reanaarese adventurer has all the base ship's characteristics except as noted here.

Size and Type: Same as the base ship.

Hardness and Hit Points: Taking some secrets from the Kalamaran aggressor, the specially treated wooden hull increases the base ship's section and base hardness by +3. Hit points are unaffected.

Speed: The speed of the base ship increases by X2 (both daily mileage and all base speeds).

Armor Class: The treated hull increases the base ship's section and base AC by +1.

Special Qualities: Reanaarese adventurers gain all of the following special qualities: bare-bones crew (see below), extra cargo space (2 tons), streamlined hull and stable.

Bare-Bones Crew: A Reanaarese adventurer can operate with as little as one-third of its regular crew. Until it is reduced to this amount, it does not suffer negative modifiers for operating with half crew.

Seaworthiness: A Reanaarese adventurer gains a +2 bonus to Seaworthiness from the stable special quality.

Cargo: The extra cargo space (a special quality) increases the ship's available cargo space by 2 tons. This does not affect the ship's maximum cargo space, though it does affect the ship's crew.

Crew: The extra cargo space (a special quality) reduces the ship's crew by four.

Cost: +60,000 gp (+12 months).

VORITTI TWO-MASTER

The peoples of the island of Vbritti, south of Skarrna, build their longships more akin to the Kalamaran galleys than the Reanaarese longships more commonly seen on the bay. While the standard single-masted longship is primarily found in mid- and southern Reanaaria Bay, this two-masted, square-rigged design has found widespread use throughout northern Reanaaria Bay.

SAMPLE VORITTI TWO-MASTER SHIP

This example uses a keshow as the base ship.

VORITTI KESHOW

Gargantuan Longship

Hardness: 5 (10 hp), section 5 (10 hp), rigging 0 (8 hp)

Speed: 4 1/2 miles/hr., sail 55 ft. (average), oar 20 ft. (good), sail and oar 55 ft. (good)

Armor Class: -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1

Attacks: -

Space/Reach: 60 ft./20 ft.

Special Attacks: -

Special Qualities: Damage reduction 10/fire (rigging only), light frame, sprinter

Seaworthiness: 12

Draft/Length/Beam: 2 ft./100 ft./20 ft.

Decks: 1 (bilge)

Cargo: 51 tons (93 max.)

Crew: 60 (24 plus 40 oarsmen)

Cost: 7,000 gp (2 months)

CREATING A VORITTI TWO-MASTER

"Voritti two-master" is an inherited template that can be added to any corporeal longship (referred to hereafter as the base ship). A Voritti two-master has all the base ship's characteristics except as noted here.

Size and Type: Same as the base ship.

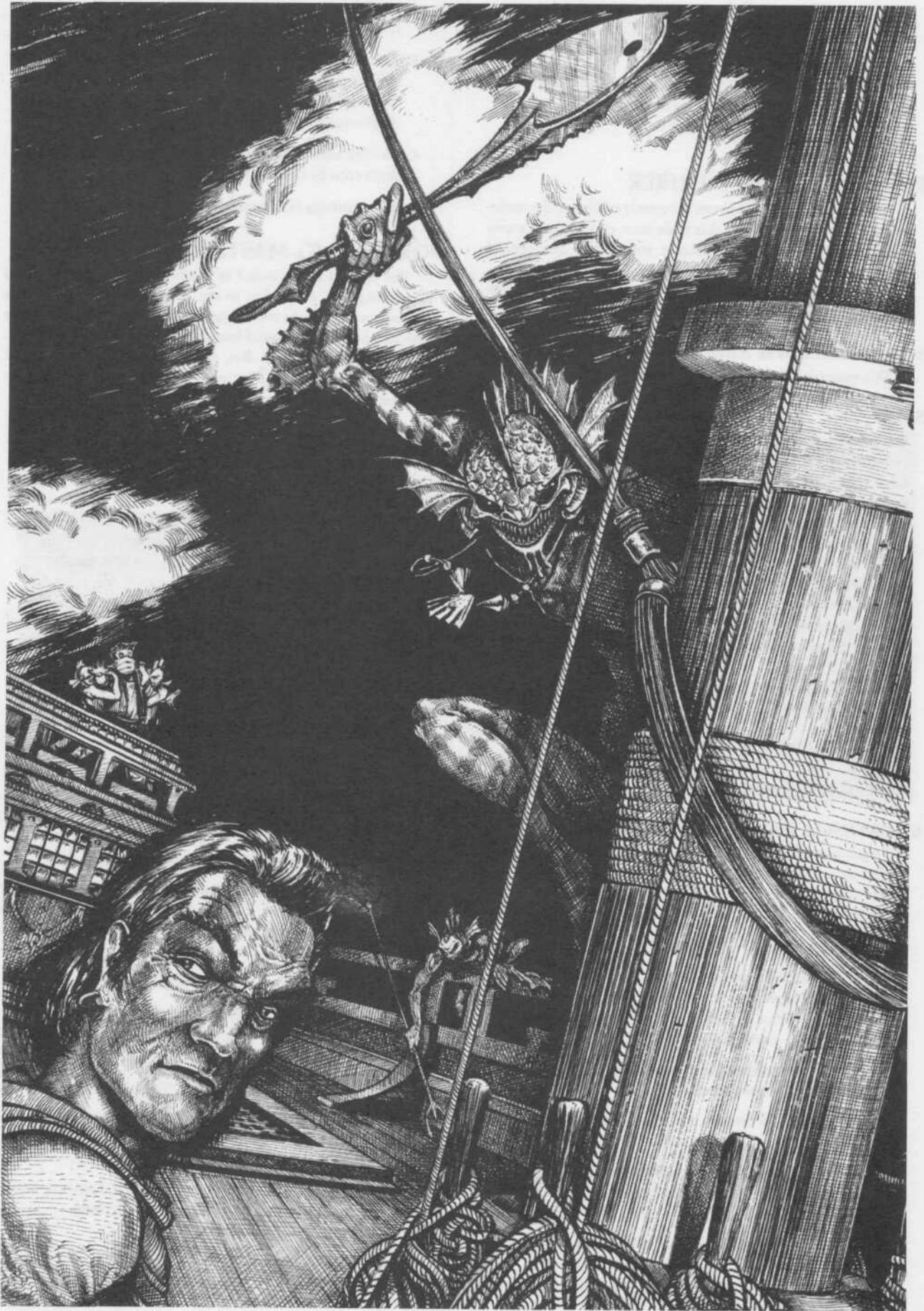
Hardness and Hit Points: Same as the base ship, with the following change to rigging due to the additional mast: rigging 0 (8 hp).

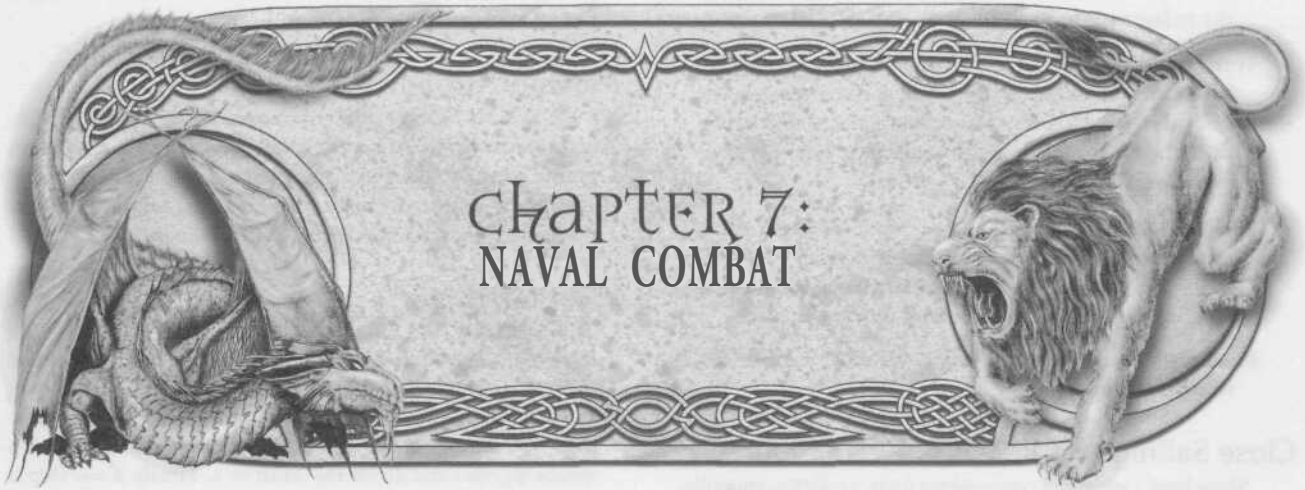
Speed: Daily speed +1/2 miles/hr., sail +5 feet., oar +5 feet.

Attacks: A Voritti two-master gains two weapon spaces (1 fore, 1 aft). However, these are more commonly stripped out to pack in four more crewmen.

Draft/Length/Beam: -1 feet (minimum 2 feet)/+15 feet (maximum 100 feet)/+5 feet (maximum 20 feet)

Cost: +5,000 gp (+1 month).





Most ships do not surrender their cargo simply because their attackers ask nicely (at least, not most of the time). Naval combat plays a major role in a seagoing campaign, and the following rules present all the information the DM needs to run naval battles.

ESSENTIAL CHARACTERS

In the real world, successfully running a ship in the heat of battle requires careful coordination and teamwork between dozens, sometimes hundreds of highly trained sailors. Since simulating this in a tactical scenario would induce major headaches, these rules boil down control of the ship to two characters: the captain and the helmsman. While the PCs may be more involved in naval combat, at its heart, control of the ship rests in the hands of these two characters.

Captain

The captain gives the orders and makes the decisions in the heat of battle. He can order weapon crews to fire, order the helmsman to take a certain course, call for more or less speed, or give any other command the DM feels is appropriate. Giving an order is a free action, though the order must be limited to only a few sentences.

When giving more complex orders, the DM may require the captain to make a move action or even a full-round action. For simplicity's sake, it is assumed that all crewmembers have readied actions to obey their captain's orders. Note that unless the captain has some sort of magical means to communicate his orders to the crew, the DM may require the crew to make a Listen check to hear the captain.

The captain is used for rolling initiative, as detailed later in the Initiative section under "Ship Combat."

Helmsman

The helmsman (see the Profession (sailor) skill in Chapter 3) controls the ship's movement. Steering a ship is a standard action, though maneuvers that are more complex may require move actions or full-round actions (detailed under "Special Tactics" below).

Artillerist (Gunner)

If a ship has siege weapons, each weapon is manned by one or more artillerists. (See the listing of siege weapons on pages 99-100 in the DMG). An artillerist is an NPC or PC sailor, often with the Profession (siege engineer) skill and the Gunner feat.

TACTICAL NAUTICAL MOVEMENT

Much like aerial movement, movement in naval combat has a few special rules associated with it, as detailed below. In general, these are identical to the maneuverability for flying creatures, with only minor differences (see page 20 in the D&D DUNGEON MASTER'S GUIDE).

A ship's maneuverability for sails (and oars, if any) is noted in the statistics block for each individual ship. These maneuverability ratings are identical in name to those for flight (clumsy, poor, average and good). No matter how well built, a seagoing ship cannot have a "perfect" maneuverability rating.

It is important to note that ships with damaged rigging will lose maneuverability, and thus, the ability to turn easily. This is detailed later in this chapter.

Minimum Forward Speed: This is the minimum distance the ship must move each combat round unless it has stopped completely.

Move Backward: A ship with this ability can move backwards without turning around.

Reverse: In order to move backwards, a ship must use up a certain amount of its speed. This lost movement counts against the ship's total speed, but the ship does not actually move when it uses it up. For example, a Tirreme with a 90 feet speed and a maneuverability of average for

TABLE 7-1: SHIP MANEUVERABILITY

	Good	Average	Poor	Clumsy
Minimum forward speed	5 ft.	5 ft.	5 ft.	5 ft.
Move backward*	Yes	Yes	Yes	Yes
Reverse*	-5ft.	-10 ft.	-10 ft.	-20ft.
Turn	90°/5ft.	45°/5 ft.	45°/5 ft.	45°/10ft.
Turn in place	+90°/-5 ft.	+45°/-5 ft.	+45°/-5 ft.	+45°/-10ft.
Maximum turn	Any	90°	45°	45°

*When powered by oars only. Ships under sail cannot perform these maneuvers.

oars could move backwards a total of 80 feet, after paying the 10 feet to go backwards.

Turn: This is how much the ship can turn after moving the stated amount of feet. A ship with good maneuverability could turn 90° after every 5 feet of movement, while a ship with clumsy maneuverability could only turn 45° after every 10 feet of movement.

Turn in Place: By using up the listed amount of speed, a ship can turn in place (turn without moving) up to the listed angle. For example, a ship with good maneuverability can sacrifice 5 feet of movement to turn up to 90° in place.

Maximum Turn: This is the maximum amount a ship can turn in any one space.

Close Sailing and Reach

Ships have a variety of components (oars, yardarms, stunsails, etc.) that give them reach, as indicated in the ship's statistics block. Any time two ships sail within reach of each other (such as when performing a broadside maneuver), these components collide, dealing damage to each ship.

Any deployed oars are snapped off (rendered useless), while colliding rigging does 1/4 ram damage to the each ship's rigging. If the sailors have already retracted the oars into the ship, of course, the ship's reach is temporarily reduced to 0 (as long as it has no sails). All oars on the close side of the ship are destroyed, and the speed is reduced based upon the number of oars remaining.

Drifting

This type of movement allows a ship to move sideways without changing its current heading. By reducing the ship's speed by 10 feet, the helmsman may cause the ship to drift 10 feet to either port or to starboard. Drifting less than 10 feet does not slow the ship's speed. A ship cannot drift more than 10 feet

per round, and its speed cannot be reduced to less than 10 feet per round due to drifting.

Moving Through a Square

Unlike characters, ships cannot occupy a square already occupied by another object or creature (such as a sea monster), even if friendly. The only designated exception is when a ship attempts to overrun or bull rush, as detailed below in the pass through maneuver of the Special Tactics section.

Relative Speed

To calculate the relative speed at which two ships are traveling compared to each other, use the following guidelines. If the ships are moving directly toward or away from each other, add the two speeds together to determine relative speed. If the ships are moving at 90° angles to one another, add the two speeds together and divide the result by 2. Finally, if one ship is pursuing the other, subtract the pursuing ship's speed from the pursued ship's speed. Relative speed is always a positive number, so take the absolute value of the result if necessary.

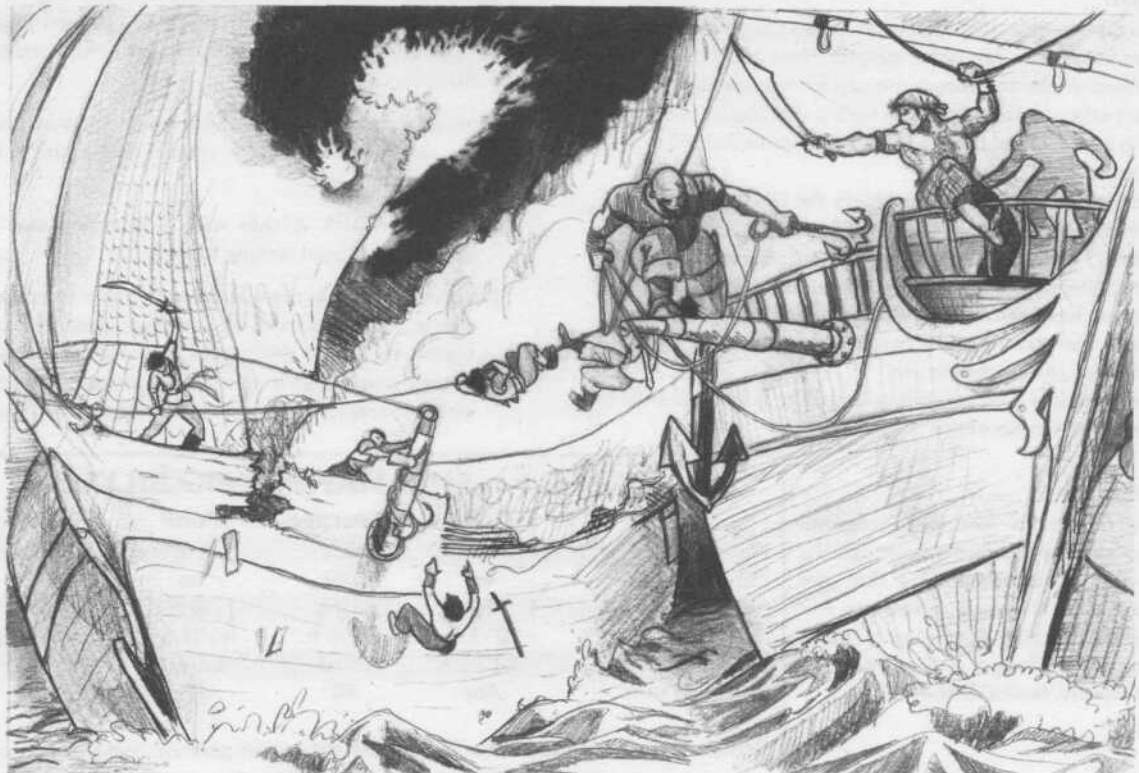
Relative speed affects attack roll modifiers and ram damage.

SHIP COMBAT

While some game systems use highly complicated mathematical computations for accurate naval combat, such rules also tend to frustrate both players and DMs with long, boring battles. In truth, combat between ships is identical to combat between characters, except where noted below.

Initiative

When two or more ships come within weapons range of each other, each captain rolls initiative. This initiative roll is identical to the roll the captain would make if he were engaging in normal personal combat on land. For simplicity's sake, it is easiest for the DM to use this initiative count for all characters



on the ship. It is possible to roll initiative for each group of crewmen (for example, the crew of each weapon, archers in the firing castles, and so on) or even for individual crewmembers. Since most characters will likely end up readying their actions to wait for the captain's order, however, this approach is not usually worth the extra dice rolling.

Ranged Attacks

Attacking with ship weapons functions like a normal ranged attack, though characters firing a ship weapon get no bonuses to their attack roll from base attack bonus or Dexterity. Enhancement bonuses from masterwork weapons or magical enhancements apply, as do penalties due to range. Firing a ship weapon is a standard action.

The attack roll for a ship weapon is: d20 + ship's size modifier + range penalty + relative speed modifier.

Melee Attacks

Aside from a ramming attack (detailed below), melee combat is generally confined to the decks of one ship or another. Once the combatants are on the same ship, combat occurs exactly as on land.

Attacks of Opportunity

Attacks of opportunity play no role in combat between ships.

Armor Class

Each ship's statistic block contains multiple Armor Classes - one for the ship as a whole, one for each 10-foot section, and one for the rigging (sails, lines and mast). While hitting a ship at close range is only mildly more challenging than hitting the broad side of a barn, it should be noted that most ship to ship combat takes place at extremely long range. Ship captains know that while getting in close means that their own artillerymen are virtually guaranteed to hit, so are the enemy's.

Note that the ship's railing is treated as a low obstacle providing cover, giving a +2 bonus on Reflex saves against enemy attacks, as detailed in the D&D Player's Handbook.

Damage to Sections

As with characters, damage to objects (such as a ship) is dealt when an attack succeeds. When dealing damage to an object, first look at its hardness number - located in the statistics block. This number is always subtracted from the damage. Only damage exceeding the object's hardness is deducted from its hit points.

Treat each 10-foot section of hull as its own, totally separate object when it comes to combat. Note that "10 feet" refers to the ship's length; each segment runs the entire width of the ship. For example, a warship (100 ft. long by 20 ft. across) has ten 10 ft. x 20 ft. sections, plus its rigging.

A section that has taken less than half its hit points in damage is scraped, gouged, and cracked, but not seriously damaged. It does not let any significant amount of water in, and the crew can easily repair it after the battle is over.

When a section loses half or more (but not all) of its total hit points, the ship has suffered a minor breach. The ship's speed is reduced by -5 feet (-1/2 mile/day) for a minor breach, and the ship suffers a -2 penalty to Seaworthiness checks. These penalties are cumulative with each newly damaged section. The ship also begins to take on water at a rate of 10 gallons/minute. This is cumulative with each minor breach.

TABLE 7-2: ATTACK ROLL MODIFIERS

Attacker's ship is...	Attack Modifier
Moving at relative speed between 40 and 60 feet	-2
Moving at relative speed greater than 60 feet	-4

Mass Combat Option: Subdivide and Conquer

In naval combat, after the initial volleys are fired and ships are preparing for boarding, the standard tactic is to have every available crewman man the rails with ranged weapons.

Rather than running individual combats for each sailor, the DM may break each side's combatants into groups of 5, 10, or more as appropriate. Each of these groups counts as a single "creature," with an attack bonus.AC and save bonuses equal to the weakest creature in the group. The hit points of this group are the total hit points of all characters in the group combined, while its weapon is a weapon of the type most members of the group are wielding.

When the group attacks, roll an attack normally as if the group is one creature, but add the total number of creatures as a bonus to the attack roll. If the group's base attack bonus is high enough that it would get multiple attacks, it adds this bonus to each attack. Then, if the attack hits the target (also an opposing group), roll damage normally. This damage is subtracted from the target group's hit point pool.

If any group takes more damage than the base hit points of one of its members, a member of the group dies (which reduces the group's hit point pool and attack bonus accordingly). Naturally, this option works best if all of the combatants in a given group have the same statistics.

A section that loses all of its hit points is destroyed, and causes the ship to suffer an additional -2 penalty to Seaworthiness (for a penalty of -4 per destroyed section). This is called a major breach. When a section is destroyed, each section adjacent to the destroyed section also takes half the amount of damage that destroyed the former section. The ship also begins to take on water at the rate of 10 gallons/round (cumulative with each minor or major breach).

Unless repaired, minor and major breaches will continue to let in water until the ship sinks (see the "sinking" section below).

Damage to Rigging

While it presents a less immediate danger of being destroyed and sunk, destroying a sail-powered ship's rigging is a common tactic in naval combat. Rigging is most often targeted by pirates who do not wish to see their swag float to the bottom of the ocean. When a ship's rigging takes half its hit points in damage, the ship's sail speed is reduced by half, and its sail maneuverability is reduced by one step (good reduced to average, for example).

If a ship's rigging is destroyed, that ship can no longer move under sail power until the crew repairs or replaces the rigging. Unlike a major breach, destroying a ship's rigging does not cause any collateral damage, except in the case of fire (see Special Tactics below). Fortunately, a ship's rigging has damage reduction 10/fire due to the fact it is so large (compared to its thick-

**TABLE 7-3:
WATER
CAPACITY**

Ship Size	Gallons
Medium	20
Large	40
Huge	80
Gargantuan	400
Colossal	800

ness) and almost always in motion. After all, simply punching holes through the rigging with arrows and similar weapons is not an effective manner of slowing a ship's speed.

Targeting a Ship

Before making an attack roll, the attacker must specify if they are attacking the ship as a whole or a specific section, as the armor class for each option is different.

If the attacker targets the ship as a whole (thus targeting a lower AC), randomly determine which section his attack hits. Each hull section and the rigging have an equal chance of being hit. For example, a 70-foot long ship has 7 hull sections and the rigging, so you could roll a d8 to determine what area the attack hit. Melee attacks cannot target the ship as a whole, and must target a section.

If the attacker wishes to hit a specific section, use the AC for that section (or the AC of the rigging if the rigging is targeted) and resolve the hit normally.

SINKING

Sinking is a very real danger to any ship at sea. As long as all of its 10-foot sections remain intact (in other words, not breached), a ship is in no serious danger of sinking. Once a ship begins to take on water, however, its prospects are not as good. Most prudent captains will have several crewmembers manning the bilge pumps to keep the water damage to a minimum. Fortunately, a ship's hull can hold a certain amount of water before sinking is absolutely assured. The amount of water a ship can hold is listed on Table 7-3: Water Capacity.

Once a ship takes on water, its speed slows. A ship that has taken on half its water capacity is slowed to half, while a ship with three-quarters of its water capacity is likewise slowed to three-quarters of its listed speed (as always, rounded down). Once a ship has taken on its full water capacity, it is dead in the water and begins to sink. A ship takes 5 minutes per size category to sink, as noted on Table 7-4: Rate of Sinking. A single sailor can only bail 1 gallon per round, so once a ship has been breached, it is almost certainly doomed. However, a crew with a ship mage has the assistance of magic to help bail and/or seal the breach.

REPAIRING HULL DAMAGE

Repairing a ship is a bit trickier than patching up an injured character. As inanimate objects, ships do not recover hit points on their own, nor do divine healing spells work on them. Most ship repair takes place at a port with a fully equipped shipyard, but the ship's crew or ship's carpenter can accomplish minor repairs while the vessel is at sea. Magic can also be used to affect temporary repairs.

**TABLE 7-4: RATE
OF SINKING**

Ship Size	Time
Medium or smaller	1 min
Large	5 min
Huge	10 min
Gargantuan	15 min
Colossal	20 min

Repairing a ship at sea is not terribly difficult, assuming that the damage is minor and that the sea is calm. Repairing a cracked yardarm on a calm day is significantly easier than attempting to rebuild a destroyed section of hull in a hurricane at night. Barring such extreme circumstances, however, use the following rules for making minor repairs.

First, each repair crew must have a ship's carpenter (a character with the Craft (carpentry) skill), plus one sailor per point of hardness of the section to be repaired (minimum of 1). Each sailor assisting the carpenter must make a successful Profession (sailor) skill check at DC 12. Then the carpenter needs to succeed at a Craft (carpentry) check at DC 10. If all the skill checks are successful, every point by which the carpenter's check exceeds 9 restores 1 hit point to the damaged section. If any of the skill checks fail, the entire repair attempt fails. Each repair attempt takes 4 hours.

Additional workers can assist using the rules for combining skills in the PHB (the main repair crew is assumed to be part of the "core" effort and as such they cannot contribute to any combining of skills). Note that a ship still suffers Seaworthiness modifiers due to damage until the section is completely repaired. For example, a galley with three destroyed 10-foot sections of hull has a -12 to Seaworthiness. Once a 10-foot section is completely repaired, this penalty becomes -8. A failed or partial repair does not regain any Seaworthiness.

If a section of the hull is destroyed, it becomes nearly impossible to make repairs to it while at sea. The rules for repairing a destroyed section are identical to the rules for repairing minor damage, but with higher DCs. Each sailor assisting the carpenter must make a successful Profession (sailor) skill at DC 25, while the ship's carpenter must succeed at a Craft (carpentry) check at DC 20. For every point by which the carpenter's check exceeds 19, he repairs 1 hit point of damage to the damaged section. Each repair attempt takes 4 hours.

Typically, the ship must be brought into a port with a functional shipyard to replace any destroyed sections. While the cost of the repair will vary depending upon the port and shipyard, the basic cost can be figured as follows:

(Half the ship's original cost divided by number of hull sections) x (number of destroyed hull sections) = hull repair cost.

Once the cost to repair the ship is known, it can easily be determined how long it will take to repair. Provided the ship is at a dock and adequate lumber and other supplies are available, a repair crew as defined above can perform 125 gp worth of repairs per day. A typical shipyard can perform 200 gp worth of repairs per day, while large, well-stocked docks (such as those in Shyff) can perform up to 500 gp worth of repairs per day. Shipyards usually charge an extra 25-50% on top of the price of the repairs for their services.

REPAIRING RIGGING DAMAGE

A repair crew for rigging damage must contain a carpenter (a character with the Craft (carpentry) skill) and a number of sailors appropriate to the rigging size. Consult Table 7-5: Rigging Repair Crews to find the appropriate number of sailors. Each sailor must make a successful Profession (sailor) skill check at DC 15, while the carpenter must make a Craft

**Table 7-5: Rigging
Repair Crews**

Ship Size	Min. Crew*
Large	2
Huge	4
Gargantuan	8
Colossal	16

* Minimum Number of Sailors

(carpentry) skill check at DC 12. If all the skill checks are successful, every point that the carpenter's check exceeds 11 repairs 1 hit point of damage. Each repair attempt takes 2 hours.

On occasion, however, the repair crew may find that they need to replace some of the rigging. The costs for these items and more are listed in Table 6-6: Ship Accessories.

SPECIAL TACTICS

In the Kingdoms of Kalamar campaign setting, naval combat is not yet a very advanced science. Most naval battles consist simply of two ships sailing into close range - perhaps trading shots from ballistae or catapults - in order for the crews to board and attack each other directly. Fleet engagements are essentially the same, but on a larger scale. Nevertheless, clever ship captains have discovered a number of tricks and tactics that can often spell the difference between victory and defeat.

BROADSIDE

One of the most potentially dangerous maneuvers to both ships, a broadside involves the helmsman sailing a course directly parallel to the opposing ship (traveling either in the same direction or in the opposite direction). The intent of this maneuver is so that, as the attacking ship comes alongside the enemy, it can fire all of the weapons mounted on one side of the ship at nearly point blank range. The danger, of course, is that the opponent can do the exact same thing.

Most broadsides are accompanied by as many archers as the crew can spare firing at the enemy crew. Initiating a broadside requires no skill check.

A broadside maneuver is a move action, and does not include any attacks.

BULL RUSH

See the Pass Through maneuver below.

CLOSE

While simply closing the distance between ships is not particularly challenging for a helmsman, maneuvering in close enough to allow troops to board the enemy is a much more difficult proposition. In order to initiate a close maneuver, a ship must have enough movement remaining in the round to move adjacent to the enemy's ship and be able to turn onto a parallel course. If these prerequisites are met, the helmsman can attempt to close. Closing requires a Profession (sailor) check at DC 20.

Success indicates that the ship has pulled alongside the enemy, avoiding the hazards associated with close sailing (see close sailing, above), and is now within 10 feet of the enemy ship. Each round, the helmsman matches the enemy's speed and maneuvers automatically (within the limits of his ship's capabilities, of course) unless the enemy successfully performs an Evade maneuver (detailed below).

Failing the close check by a margin of 4 or less indicates that the helmsman failed to initiate the maneuver correctly; the ship suffers all the normal risks of close sailing. If the check is failed by a margin of 5 or more, however, the ships strike as if the helmsman had initiated a ram maneuver.

Closing is a move action.

EVADE

When an enemy ship has closed, the helmsman can attempt an evade maneuver to break away from the enemy. An evade maneuver requires a Profession (sailor) check with a DC equal

to the result of the Profession (sailor) check that initiated the Close maneuver.

A success indicates that the ship has broken away successfully. The helmsman can then immediately take a second move action to maneuver away from the enemy ship. A failed check by a margin of 4 or less indicates that the helmsman merely failed to break away from the enemy. If the check is failed by 5 or more, however, the helmsman has "zigged when he should have zagged" and collided with the enemy ship. Treat this as a ram maneuver that only deals 1/2 normal damage, since the ships merely sideswipe instead of colliding head-on.

Evading is a full-round action.

FEND OFF

The fend off maneuver is used once an enemy ship has closed with and grappled the ship. By violently turning the ship's wheel, the helmsman can not only attempt to jostle the enemy's boarding hooks loose, but he can make it a decidedly risky prospect for an enemy crew to attempt to board.

A fend off maneuver requires a Profession (sailor) check with a DC of 15 + 2 for every three boarding hooks set. Success indicates that the helmsman dislodged 1d3 of the enemy's boarding hooks -1d3 for every 5 points by which the he beat the DC. Any enemy attempting to board when the fend off maneuver is executed suffers a +2 modifier to the DC of whatever skill check is required to board (Jump checks for characters leaping aboard, Balance checks for those using boarding planks).

The fend off maneuver is a move action.

FIRE

When destroying a ship is the main objective, there is no greater weapon than fire. Flaming arrows, catapults loaded with flaming oil, alchemist's fire projectors, and even magical spells are all excellent threats. Fire deals damage as detailed in the D&D DUNGEON MASTER'S GUIDE (see Heat Dangers and Catching on Fire). Unlike characters, ships at risk of catching fire receive no Reflex save to avoid this fate.

However, fire attacks deal half damage (divide the damage dealt by 2 before applying the hardness) the first round and each subsequent round. The fire continues until it is extinguished. Once the ship's rigging or a 10-foot section of hull has taken half or more of its total hit points in fire damage, the fire spreads to one adjacent section. Treat this new section as if it has just been struck by a fire attack. When it takes half damage from fire, the fire continues to spread to the next adjacent section.

A fire can be extinguished by covering the area with water, sand, wet tarps and so on. A character needs 2 gallons of water or sand (or a wet tarp of appropriate size), as well as a Reflex save (DC 15) to extinguish a single 5-foot section of hull or rigging.

GRAPPLE

After a successful close maneuver, a captain can order the crew to set boarding hooks and effectively grapple the enemy's ship (grapnels or boarding hooks are considered standard equipment for any ship intending to engage in combat). At least three members of the crew must make successful attack rolls against at least three separate sections of an enemy ship's hull (normally, when a boarding action is imminent, crewmen ready actions to set grapples). If successful, the enemy vessel is ensnared and unable to break away until its helmsman can successfully initiate a fend off maneuver and dislodge all the hooks. Grapple maneuvers are usually employed immediately before boarding.

Grappling is a standard action.

TABLE 7-6: RAM DAMAGE MODIFIERS

Cause	Modifier*
Strong winds (movement is at listed speed)	x1
Moderate winds (speed is reduced by 1/4)	x0.75
Light winds (speed is reduced by half)	x0.5
Relative speed is between 150%-200% of attacker's base speed	x1.5
Relative speed is 200% or greater than attacker's base speed	x2

*rounded down where appropriate

Out BOATS

A desperate maneuver used by sail-powered ships in calm winds, outing boats involves putting two or more of the ship's launches in the water and literally using them to tow the ship. If two launches are used to tow the ship, they can move the ship at a speed of 5 feet. Four launches can move the ship at a speed of 10 feet, and eight launches can move it at a speed of 15 feet. In all cases, the ship's maneuverability is Clumsy while using this maneuver.

OVERRUN

See the Pass Through maneuver below.

PASS THROUGH

Provided a ship has moved at least 10 feet during the last round, it can attempt to bull rush or overrun another ship. This works as the rules detailed in the PHB, using the ship's Seaworthiness score instead of Strength. Regardless of the outcome, both ships take damage equal to half the damage they would have taken in a ram (see below).

Passing through is a standard action.

RAKE

A rake works like a broadside maneuver, except that the ship sails perpendicular to the enemy, firing across its bow or stern. Rakes are safer than broadsides because most ships have much less weapon coverage to fore and aft than they do from port to starboard. A stern rake also has a major advantage in that the captain's traditional place on a ship is the quarterdeck at the stern of the ship. Skilled archers in a stern rake can often incapacitate or even kill the captain, which can severely hamper the crew's morale and fighting spirit. While bow rakes are less likely to kill a senior officer, they still have the advantage of avoiding most of the enemy's firepower.

Using the rake maneuver is a move action, and does not include any attacks.

RAM

Though many captains see it as a last resort, some schools of thought on naval combat hold that a properly executed ram is the backbone of naval strategy. To initiate a ram, the helmsman needs only to contact the enemy ship with his own ship. When the ships collide, the attacking ship deals the ram damage listed per 10 feet of movement to one section of the other ship. If the attacking ship strikes the other ship equally in two or more sections, choose one random section to suffer the damage.

Ships without a ram damage listing have no ramming prow, and deal only 1d6 points of damage per every 10 feet of movement at their listed speed. They take half damage from any ram they initiate. A ship with a ramming prow takes only 1/4 damage from rams it initiates. Ships initiating a ram take all damage to their front section.

The damage values listed in each ship's statistics assume that the ship is traveling toward a relatively stationary target. Other conditions may affect how much ramming damage is dealt. See Table 7-6: Ram Damage Modifiers for details.

Ramming a ship is a full-round action.

For example, a caravel normally has a sail speed of 30 feet and deals 3d8 damage per 10 ft. (40 average) traveled on a ram. If, however, the caravel is sailing in moderate winds, it deals only 75% of damage in a ram (30 on average).

On the other hand, if that caravel is sailing at a speed of 20 feet directly toward a galleon moving at a speed of 40 feet, we know that the vessels are closing with each other at a relative speed of 60 feet - double the caravel's base speed. The caravel deals double damage with its ram. Because 60 feet is only 150% of the galleon's sail speed, it deals 1.5x damage.

REEF THE SAILS

"Reefing the sails" entails partially furling the sails to gain maneuverability in close combat at the cost of speed. While not generally advisable during general sailing or when attempting to overcome an opponent, reefing the sails is a good tactic when speed is less important than being able to maneuver into position for a broadside or a rake. A ship with reefed sails loses 10 feet of its speed (to a minimum speed of 5 feet), but its maneuverability increases by one category.

Remember, a ship's maneuverability rating can go no higher than "good," even with reefed sails. A ship with good maneuverability and reefed sails gains no bonus to maneuverability, but still loses 10 feet of its sail speed.

It takes 1 minute (10 rounds) for the crew to reef the sails or to set them for normal sailing again.

TACKING

No ship can sail directly into the wind without magical assistance. A ship that attempts to sail directly into the wind stops moving and loses the rest of its movement for the round. The next round, the helmsman may take a full-round action to turn the ship up to 45°, allowing it to move again.

Ships wishing to sail upwind must use a tactic called "tacking." Tacking requires taking a zigzag course as close to directly into the wind as possible. This requires the helmsman make a Profession (sailor) check DC 15. A ship that is tacking can move directly up wind, but it loses 10 feet of speed.

WET THE SAILS

Wetting the sails is a standard practice before going into battle. Unlike many nautical terms, which seem to bear no relation to what they actually mean, wetting the sails is exactly what it sounds like. Crewmen dump buckets of seawater on the sails, thoroughly soaking them. While this adversely affects the sails' ability to catch the wind, it makes them much more resistant to fire attacks. Wetting the sails reduces a ship's speed by 10 feet, but it grants the rigging resistance to fire 10. It takes 10 minutes to wet the sails, and the effects last for about an hour (the DM may adjust this duration for particularly sunny or overcast environs).

FIGHTING ON DECK

Boarding a Ship

In order to board an opposing ship, the helmsman must first close with it or ram it. Once two ships are within boarding range (10 feet), characters can either attempt to leap from one ship to the other with a successful Jump check (DC 10) or by laying boarding planks across the gap.

Ships two or more size categories apart are assumed to have sufficiently disparate deck heights that characters cannot use boarding planks or jump from the lower ship to the higher ship. However, those on the lower ship may use grappling hooks to attempt to climb on board (a Use Rope check as detailed in the PHB to secure the grapple, followed by a Climb check with a DC of 10).

A boarding plank is simply a large board, approximately 15 feet long and 3 feet wide. At least one character is required to hold the boarding plank in place, and up to three people can hold one plank. Enemies can attempt to dislodge boarding planks by winning an opposed Strength check against the character(s) securing the plank. Crossing the boarding plank requires a Balance check (DC 12).

Character Combat Maneuvers

Once all the participants in a battle are on the deck of the same ship, combat follows the normal rules. There are, however, several stunts and special combat maneuvers that characters can attempt while fighting on a ship.

BULL RUSH

Characters can bull rush their opponents over the sides and into the sea (particularly effective while the ship is sailing in

monster-infested waters). Anyone pushed off the side of the boat during combat will suffer 50% of the normal falling damage associated with the height of the ship.

FIGHTING IN THE RIGGING

Fighting in the rigging is a common occurrence in sea battles, and is treated exactly like fighting while climbing (see the Climb skill in the PHB). The Rigging Monkey feat presented in this book can be a great boon to characters fighting in the rigging.

FIGHTING ON THE RAILING

Leaping onto the ship's railing requires a Jump check (DC 10, as a hop up) and grants the standard +1 bonus on attack rolls for attacking from higher ground. However, the character on the railing must make a Balance check (DC 15) every round or slip and fall. He has a 50% chance of falling forward onto the deck and a 50% chance of falling overboard instead.

SWEEPING THE YARDARM

Cutting the rigging lines that secure the sails in place can cause the yardarm to sweep across the deck. The yardarm strikes any character that fails a Reflex save (DC 20) as if he or she had been bull rushed by a Large creature with a 26 Strength. If the bull rush is successful, the unfortunate victim is swept off the deck.

This maneuver can only be performed on a caravel, galleon, suvarzha, or a ship with the stunsail augmentation, as these are the only ships with a yardarm.





This chapter contains a plethora of new rules for weather hazards in a piratical campaign. While this chapter assumes that you will be using all of the rules presented here, DMs are, of course, free to adopt what they want and ignore the rest.

WEATHER

Weather at sea can be a violent, unpredictable thing. Perfectly clear, sunny skies can become violent storms in the blink of an eye, and flat, calm seas can become roiling cauldrons of water in a heartbeat. Wind, rain, and rough seas all present hazards to ships at sail; this section details the basic components of weather hazard rules, presents a method of randomly determining weather, and finally presents several examples of how these elements can be combined to create realistic storms.

WINDS

Sailing a ship requires a surprisingly delicate balance in wind conditions. If the wind is too calm, the ship will be unable to move. If the wind is too fierce, the ship's rigging might be damaged or even destroyed. Below are notes on how winds at sea affect ships. Wind affects characters as noted in the Weather section of the D&D DUNGEON MASTER'S GUIDE.

No Wind: Ships without wind in their sails have their daily speed and sail speed reduced to 0. Ships using oars for propulsion do not need winds.

Light Wind: Ships in a light wind have their daily speed and sail speed reduced to 50% of normal. Ships can ignore light winds when using only oars for propulsion.

Moderate Wind: Ships in a moderate wind have their daily speed and sail speed reduced to 75% of normal. Ships can ignore moderate winds when using only oars for propulsion.

Strong Wind: Ships in a strong wind move at their listed speed.

Severe Wind: Ships in a severe wind move at their full normal speed if they keep their sails open, but the ship's rigging suffers 1d4 points of damage per round unless the sails are furled or the ship succeeds at a Seaworthiness check (DC 15).

Windstorm: In a windstorm, it can be very difficult to keep a ship on a steady course. Doing so requires a Profession

(sailor) check (DC 20). A ship in a windstorm moves at its full speed, but the ship's rigging takes 2d4 points of damage each round unless the ship succeeds at a Seaworthiness check (DC 18). If the check succeeds, or if the sails are furled, windstorms inflict only 1d4-2 (minimum of 1) points of damage on the ship's rigging from the sheer force of the wind.

Hurricane-Force Wind: In a hurricane-force wind, ships must succeed at a Seaworthiness check (DC 20) or be affected as follows: Medium or smaller ships are blown back 2d6x10 feet and take 1d6 points of damage to rigging (if any) and hull, due to battering and buffeting. Large ships are blown back 1d6x10 feet, and take 1d6 points of damage to rigging (if any) and hull. Huge ships are blown back 1d6x5 feet, and take 1d4 points of damage to rigging



Table 8-1: Wind Effects

Wind Force	Wind Speed	Ranged Attacks*	Ship Size	Wind Effect on Ships**	Seaworthiness DC
Light	0-10 mph	—/—	Any	None	-
Moderate	11-20 mph	—/—	Any	None	-
Strong	21-30 mph	-2/—	Any	None	-
Severe	31-50 mph	-4/—	Any	1d4 rigging damage	15
Windstorm	51-75 mph	Impossible/—4	Any	2d4 rigging damage	18
Hurricane-force	75-174 mph	Impossible/-8	Medium or smaller	Blown back, 2d6 hull/rigging damage	20
			Large	Blown back, 1d6 hull/rigging damage	20
			Huge	Blown back, 1d4 hull/rigging damage	20
			Gargantuan or Colossal	2d6 rigging damage	20
Waterspout	175-300 mph	Impossible/impossible	Colossal or smaller	See text	30

* notated as normal/ship weapons

** Blown Back: Medium or smaller ships are blown back 2d6x 10 feet; Large ships are blown back 1d6x 10 feet; Huge ships are blown back 1d6x5 feet.

Table 8-2: Rain Effects

Rain Force	Inches	Ship Speed	Visibility	Protection Required*	Nonlethal damage***	Fort Save DC#
Light	0-2	-	—	—	—	—
Moderate	3-5	—	3/4 (-2)	—	—	—
Heavy	6-8	1/2	(-4)	Traveler's outfit	1d4-1 (1 minimum)	10
Severe	9-12	See text	1/4 (-8)	Explorer's outfit	1d4	15
Torrential	13+	See text	Nil (-10)	Cold-weather outfit	1d6	20
Snow, light or moderate	As rain	-	As rain	As rain**	-	As rain
Sleet	As rain	See text	As rain	As rain	As rain	As rain
Hail	—	See text	—	—	—	—

* Clothing (or equivalent) that automatically negates nonlethal damage (no Fort save necessary)

**This damage counts as cold damage. A successful Fortitude save at the listed DC negates the damage.

*** This damage counts as bludgeoning damage. A successful Fortitude save at the listed DC negates the damage. Ships do not take any of this nonlethal damage.

If a character has some shelter from the rain, he gets a bonus to his save. Treat any overhead shelter as cover of the appropriate type (for example, the eaves of a house might be cover, while a large, covered pavilion might provide improved cover or even full cover).

(if any) and each 10-foot section of hull. Huge or smaller ships that succeed at the Seaworthiness check are treated as a ship one size larger (a Medium ship is blown back and suffers damage as a Large ship).

Gargantuan and Colossal ships in hurricane-force winds have severe difficulties staying on course. They move at their full normal speed with sails open, but their rigging takes 2d6 points of damage per round. A successful Seaworthiness check (DC 20) or furling of the sails reduces the wind's effect so rigging only takes 1d6 points of damage per round. Sailors caught in a hurricane usually have one option: pray for deliverance.

Tornado: Known as a waterspout by seafarers, a tornado draws a massive column of water into the air with the sheer force of its wind. Instead of being blown away, characters in close proximity (25 feet) to a waterspout who fail their Fortitude saves (DC 30) are sucked toward the waterspout. Those who come into contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round before being violently expelled (falling and drowning damage may apply, as described in the D&D DUNGEON MASTER'S GUIDE).

Ships within one-half mile of the funnel cloud must succeed at a Seaworthiness check (DC 30) or take 4d6 points of damage per round to their rigging (regardless of whether sails are furled or not). A successful Seaworthiness check (DC 30) reduces this damage by half (to 2d6). Any ship that comes into contact with a waterspout's funnel cloud suffers 6d6 points of damage to each hull section per round (successful Seaworthiness check for half damage). While a waterspout's rotational speed can reach up to 300 miles per hour, the funnel itself only travels at a speed of about 30 mph.

RAIN, SNOW, SLEET AND HAIL

While it may seem like the least dangerous aspect of weather at sea, rain can be just as deadly as shrieking winds or crashing waves. Even light rain can limit visibility, and heavier rain can actually flood and sink smaller ships or cause severe cases of hypothermia in unprotected sailors. The effects of rain are summarized in Table 8-2: Rain Effects. The effects of rain can also be used to represent sea spray.

Light Rain: A gentle drizzle that, aside from being somewhat unpleasant, has little or no game effect. A light rain does not significantly decrease visibility or affect a ship's speed.

Moderate Rain: A steady rain that has a 50% chance of extinguishing small, unprotected flames, such as candles. Moderate rain reduces visibility by 25%, imposing a -2 penalty on ranged weapon attacks, Listen checks and Spot checks. Moderate rain does not affect a ship's speed.

Heavy Rain: These thick sheets of rain automatically reduce visibility by half, imposing a -4 penalty on Spot and Search checks. Heavy rain has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind detailed in the Weather section of the D&D DUNGEON MASTER'S GUIDE. Characters not wearing heavy clothing at least as thick as a traveler's outfit (DM's discretion) sustain 1d4-1 (to a minimum of 1) points of nonlethal damage per minute. Heavy rain does not affect a ship's speed.

Severe Rain: This massive downpour reduces visibility ranges by three-fourths (75%), imposing a -8 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as a windstorm (see the Weather section of the D&D DUNGEON MASTER'S GUIDE). Characters not wearing clothing at least as thick as an explorer's outfit (DM's discretion) sustain 1d4 points of nonlethal damage per minute. Large or smaller ships suffer a -5 penalty to speed (-1/2 mile to daily speed) in severe rain.

Torrential Rain: Torrential rains restrict visibility as fog does, and it costs 2 squares of movement to enter a square with torrential rain. Characters not wearing clothes as thick as a cold-weather outfit (again, DM's discretion) suffer 1d6 points of nonlethal damage per minute. Large or smaller ships suffer a -10 penalty to speed (-1 mile to daily speed) in torrential rain. Huge ships suffer a -5

penalty to speed (-1/2 mile to daily speed) in torrential rain.

Light and Moderate Snow: Snowfall has the same effects on visibility, ranged weapon attacks, and skill checks as rain of the same level, and it costs 2 squares of movement to enter a snow-covered square (when on deck or land only). Areas of the ship's deck that are not swept clean collect 1d6 (light) or 2d6 (moderate) inches of snow per day. Oars and rigging do not collect enough snow to affect the ship's speed or maneuverability. Note that sailors may also suffer cold damage in snow (see The Environment, and Cold Dangers section in the D&D DUNGEON MASTER'S GUIDE).

Heavy Snow: Same effects as snow, but restricts visibility as fog. Moving on a deck covered with heavy snow costs 4 squares. Even heavy snow does not affect the ship's speed or maneuverability.

Sleet: Same as rain of the same intensity (except that its chance to extinguish protected flames is 75%) and the same effects as snow once on the deck (or ground). If it is cold enough for sleet, it is also cold enough for sleet to freeze on the ship's hull and rigging. Each full day of accumulated sleet reduces the ship's sail speed by -5 feet (-1/2 mile to daily speed). Oar speed is unaffected.

Hail: Hail does not reduce visibility, but the sound of clattering hail imposes a -4 penalty on Listen checks. The hail constantly pounds oarsmen who are exposed to the elements, causing the ship's oar speed to be reduced by -10 feet (-1 mile). There is a 5% chance that this hail is large enough to deal 1 point of lethal damage (per storm)

Table 8-3: Wave Effects

Wave Intensity	Wave Height	Damage to Creatures*	Size of Ship**	Effect on Ship	Save DC
Light	0-5 ft.	—	—	—	—
Moderate	6-10	—	Gargantuan or smaller	Slowed 3/4	—
			Colossal	None	—
Heavy	11-15	1d6§/1d6	Small	Capsized	10
			Medium	Swamped	10
			Large or Huge	Slowed 1/2	10
			Gargantuan or Colossal	Slowed 3/4	10
Severe	16-20	1d6/1d8	Small or smaller	Sunk	15
			Medium	Capsized	15
			Large	Swamped	15
			Huge	Slowed 1/4	15
			Gargantuan or Colossal	Slowed 1/2	15
Mountainous	21-40	1d10/2d6	Large or smaller	Sunk	20
			Huge	Capsized	20
			Gargantuan or Colossal	Swamped	20
Tsunami	41+	See text	Huge or smaller	Sunk	30
			Gargantuan or Colossal	Capsized	30

* The number before the slash is the damage dealt if the save is failed by 4 or less. The number after the slash is the damage dealt if 5 or more fails the save. Ships do not suffer this damage from wave effects.

** For these purposes, "ship" also includes swimming creatures larger than Large size.

Slowed: The ship's speed is reduced to the indicated amount. Apply this modifier after calculating the ship's speed based on wind.

Swamped: A swamped ship is prevented from moving by the force of the waves. A swamped ship has a 20% chance of being capsized.

Capsized: The ship is flipped upside down, but is still afloat (for the time being). A capsized ship has a 50% chance of sinking.

Sunk: The ship has either taken on so much water or been battered so much by the waves that it is no longer seaworthy. Over the course of 3d6 rounds, the ship slips beneath the surface and is lost.

to the oarsmen or anything else out in the open. Once on the deck (or ground), hail has the same effects as snow.

WAVES

Even more so than wind, waves can cause serious damage to ships, swamping, capsizing, or even sinking them outright. Waves also present hazards to characters on board ships; not only can they make the deck wet and slippery, larger waves can knock creatures down or even sweep them overboard. These are summarized in Table 8-3: Wave Effects. Creatures aboard ships get a Reflex save (or Balance check, depending upon the circumstances) to avoid the effects of the waves. As ships do not have reflexes of their own, use the ship's Seaworthiness modifier. (The DC is the same for both ships and creatures.)

Light Seas: Also known as calm water, these are very small, insignificant waves that have no appreciable effect on ships or characters. The DC of Swim checks to swim in light seas is 10. This is the most common state of the open ocean—truly calm, flat seas are rare.

Moderate Seas: Also known as rough water, these waves are larger, but still not a serious threat to any except the smallest of boats. Ships smaller than Gargantuan have their speed reduced to three-quarters normal, and characters on the decks of ships must make a saving throw or fall prone if they attempt to double move, charge, or run. The DC of Swim checks to swim in moderate seas is 15.

Heavy Seas: Larger storms are often accompanied by heavy seas (also known as stormy water). In heavy seas, ships of Large or Huge sizes are reduced to half speed, and Gargantuan or Colossal ships are slowed to three-quarters speed. Any character on the deck of a ship in heavy seas must make a Balance check (DC 10) or fall prone if they attempt to move. In addition, characters who fail their save by five or more are swept overboard (characters may make a Reflex save (DC 10) to catch a railing and keep from going overboard). Characters who fail their saves also take 1d6 points of nonlethal damage (if the save is failed by 5 or more, the damage is normal damage) from the crashing water. The DC of Swim checks to swim in heavy seas is 20.

Severe Seas: Only found in extremely intense storms, severe seas present a severe risk to any ship caught in them. Huge ships are reduced to one quarter their speed, and even Gargantuan or Colossal ships are slowed to one half speed. Characters on a ship in severe seas (even if they are not on deck) must make a Balance check (DC 15) each round to retain their balance. Characters below decks fall prone if they fail the save, while those on deck are swept overboard if they fail unless they are secured in some fashion. Even secured characters, however, take 1d6 points of damage from the battering if they fail their save. If they fail their save by 5 or more, the damage is 1d8 instead. The DC of Swim checks to swim in severe seas is 25.

Mountainous Seas: Hurricane force winds, powerful spells, and the special attacks of certain monsters can all create mountainous seas. Waves of this size are capable of destroying even the largest of ships, and are spoken of with a mixture of awe and dread by sailors, who have a number of superstitions about these devastating waves. Any creature caught on deck in mountainous seas is

TSUNAMI VS. TSUNAMI

You may have noticed that the *tsunami* spell presented in this book is significantly less powerful than a natural tsunami. The reasoning behind this is that even a 9th-level spell should not be capable of afflicting such massive damage over such a tremendous area. Just as the meteor swarm spell would be too powerful if it created a dust cloud that blotted out the sun for years, the *tsunami* spell would be too powerful if it let the caster devastate an entire coastline.

automatically swept overboard (no save) unless secured in some way. Even if secured, the character takes 1d10 points of damage unless he passes a Reflex save (DC 20). If the save is failed by 5 or more, the character takes 2d6 points of damage. The DC of Swim checks to swim in mountainous seas is 30.

Tsunami: A tsunami is a massive, powerful wave that can stretch the width of an entire ocean. While on the open sea, a tsunami is only a few feet in height, but as it nears the shore it can quickly grow to a height of up to 100 feet. When a tsunami crashes into the coast, it can cause massive damage as well as loss of life. Every object and creature on the shoreline takes 1d6 points of damage per 5 feet of the wave's height and is affected as if by a bull rush from a Colossal creature with a Strength of 40. Fortunately, the tsunami spends itself rather quickly. For every 50 feet back from the shoreline an object or creature is, the effect of the tsunami is reduced: damage is halved, and the bull rush's effective creature size is reduced by 1. Because of the immense size and power of a tsunami, it is strongly recommended that DMs use them only as plot devices and not as random weather occurrences. Note, however, that tsunamis are not part of the standard wave intensity progression; they are a totally separate form of wave, and effects that increase wave intensity cannot increase waves to tsunami intensity.

WEATHER SYSTEMS

Naturally, real weather does not always occur in separate clumps of wind, rain or waves. When multiple weather hazards combine, the resulting storm can cause untold damage, sinking ships and destroying shipyards, as well as other buildings on land. The following sections present rules for combining weather effects into storms, creating random storms, and details several pre-made storms for a DM to quickly drop into his or her campaign.

Creating A Storm

This section details the steps for DMs wishing to devise storms. At the DM's approval, players may follow these steps and use these rules for greater customizability of the *create weather* spell.

STEP ONE: DETERMINE WIND STRENGTH, RAIN FORCE, AND WAVE INTENSITY

As the first step in creating a storm system, you must determine the level of intensity in each of the three categories of weather. You may either choose the levels yourself, or determine them randomly by rolling on Table 8-4: Random Storm

Table 8-4: Random Storm Intensity

Wind (d%)			Wind	Rain (d%)			Rain	Waves (d%)			Wave
Light	Moderate	Severe	Strength	Light	Moderate	Severe	Force	Light	Moderate	Severe	Intensity
01-60	01-30	01-05	Light	01-50	01-20	01-05	Light	01-50	01-20	01-05	Light
61-85	31-75	06-10	Moderate	51-90	21-50	06-10	Moderate	51-90	21-50	06-10	Moderate
86-00	76-95	11-29	Strong	90-00	51-90	11-50	Heavy	90-00	51-90	11-50	Heavy
—	96-00	30-48	Severe	—	91-00	51-75	Severe	—	91-00	51-75	Severe
—	—	49-68	Windstorm	—	—	76-00	Torrential	—	—	76-00	Mountainous
—	—	69-88	Hurricane	—	—	—	—	—	—	—	—
—	—	89-00	Waterspout	—	—	—	—	—	—	—	—

Table 8-5: Random Storm Size

Wind Intensity	Radius (in miles)	Rain Force	Radius (in miles)
Light	1d6	Light	1d6
Moderate	2d6	Moderate	2d6
Strong	3d6	Heavy	3d6
Severe	4d6	Severe	4d6
Windstorm	5d6	Torrential	5d6
Hurricane-force	6d6	-	-
Waterspout	6d6*	-	-

* This is the area of the entire storm. The funnel cloud itself is one quarter this size.

Intensity (using one of the three columns for each category that corresponds with the strength of the desired storm). In either case, these initial levels may be modified later.

STEP Two: COMBINING WEATHER EFFECTS

When creating a storm, the first thing to remember is that all of the penalties from different weather effects stack. For example, a thunderstorm combining heavy rain and heavy winds imposes a -8 penalty on ranged weapon attacks. Certain effects, by their very presence, also limit or increase other effects. For example, the force of rain impacting on the surface of the ocean actually causes waves to shrink, while a high wind makes them larger.

Wind and Rain: High winds can drive rain almost horizontally, drenching areas that would normally be safe from the downpour. For every level of wind intensity above moderate winds, decrease all cover that is primarily overhead (such as the overhanging roof of a boathouse) by one category. Particularly fierce winds accelerate raindrops to such speeds that they actually become physically painful. For every level of wind intensity above strong winds, exposed characters take an additional 1d3 points of nonlethal damage per minute from the stinging rain.

Wind and Waves: Severe wind can stir the sea into a roiling nightmare, making already severe waves even worse. For every level of wind intensity above strong winds, increase the level of wave intensity by one (remember that a tsunami is a separate type of wave and not part of the progression of wave strength - waves can never be increased to tsunami intensity by winds). High winds can also carry the risk of creating sea spray, which is similar to rain for game purposes. For every level of wind force above moderate winds, add one level of rain (do not increase the level of rain intensity—add one level starting

from no rain). This increase does not stack with existing rain. For example, in a storm consisting of severe winds and heavy rain, the severe wind would normally create sea spray that is the equivalent of moderate rain, but since heavy rain is already present, this sea spray has no additional effect.

Rain and Waves: The interaction of rain and waves is one of the few weather interactions that actually lessens the danger of a storm. When raindrops strike the surface of the ocean, they create a downward force that actually dampens the intensity of the waves to a certain extent. If the level of rain force is greater than moderate rains, reduce the level of wave intensity by one.

Wind, Rain, and Waves: When all three facets of weather combine, you have the makings of a true storm. All of the effects mentioned above apply, though some may cancel each other out or augment each other. Virtually all ocean storms combine all three elements; it is extremely rare to see a (non-magical) storm that consists of only two elements, and almost unheard of to experience only a single weather effect at a time.

STEP THREE: DETERMINE STORM SIZE

Once you have determined the final strength of your storm, it is time to decide how big it is. Obviously, if the DM needs a storm of a particular size, he should simply make it so, but for random storms, you can use the following table to determine the storm's size based on its intensity. Roll on each section of Table 8-5: Random Storm Size, then add the results together. This determines the area of the storm that has the wind strength, rain force, and wave intensity determined in Step 2. The actual storm's boundaries are much larger, however: for every additional, cumulative 50% of radius, the effects of the storm decrease one level in intensity until they drop to nothing, or until the cumulative 50% radius is reduced to 0 miles.

For example, a hurricane with hurricane-force winds, torrential rains, and severe seas has a randomly rolled radius of 50 miles. Out to 50 miles from the center of the storm, the storm has the full listed effects. From 51 miles out to 75 miles, the storm has windstorm-force winds, severe rain, and heavy seas. From 76 miles to 87 miles (50% of the original 50%), the winds become severe, the rains heavy, and the seas moderate. From 88-93 miles, the storm drops to strong winds, moderate rains, and light seas. From 94-96 miles, the winds become strong, the rains light, and the seas calm. From 97-98 miles, the storm is reduced to moderate winds, and since any further increments would reduce the radius to less than one mile, this defines the maximum radius of the storm.

STEP FOUR: DETERMINE STORM SPEED AND DIRECTION

In this instance, the storm's speed refers to the rate at which the storm (in its entirety) moves, not the actual wind speed. To determine a storm's speed and direction randomly, roll on Table 8-6: Random Storm Speed and Table 8-7: Random Storm Direction.

Players with access to the Kingdoms of Kalamar Atlas may wish to adjust wind direction further for a more specific location. For example, ships in the Kalamaran Sea would be affected by northern winds in summer and southerly winds in winter, while ships in the eastern Windy Straits would be affected by easterly winds in the summer and southwesterly winds in the winter.

STEP FIVE: DETERMINE STORM DURATION

Next, determine the storm's duration, either randomly on Table 8-8: Random Storm Duration or based on the needs of the plot (players creating storms for use with *control weather* may skip this step). Once this duration has been reached, the storm dissipates at a rate of one level of intensity per hour in each category (wind, rain, and waves) until it is completely gone.

STEP SIX: DETERMINE ADDITIONAL PROPERTIES

While the basics of the storm have now been determined, the DM may wish to add a few unique touches to it to make it seem more realistic. These might include lightning (meteorological

tip: storms at sea actually have less lightning than storms over land.) as described in the D&D DUNGEON MASTER'S GUIDE, small waterspouts (use the rules presented for full-blown waterspouts as a guideline), or anything else he or she can imagine.

A little bit of research at the local library can turn up all sorts of interesting facts about storms of all varieties. Of course, memorizing meteorological charts for every time the characters encounter a thunderstorm for mood is overkill; the basic rules presented here should be more than adequate for most circumstances.

DAILY WEATHER

As an optional rule, the DM may wish to roll randomly on Table 8-9: Daily Weather to determine the weather in the vicinity of the game's action rather than simply providing it as background description. The following tables allow for just such an option, but be warned: sometimes random weather can hinder the plot of your game. Nothing is more frustrating to PCs than, while in hot pursuit of a power-mad lich, their ship is becalmed and left adrift at sea for three weeks.

To determine the day's weather, first roll 1d6 to determine how many times the weather will change that day (spread the changes evenly throughout the day), then roll d% on the following table, consulting the section for the proper season and the column for the appropriate body of water.

Table 8-6: Random Storm Speed

Storm	Speed (mph)
Light	1d4
Moderate	1d6
Strong	2d6
Severe	4d6
Windstorm	6d6
Hurricane-force	8d6
Waterspout	8d6

Table 8-7: Random Storm Direction

d%	Direction
01-12	Due N
13-25	NE
26-37	Due E
38-60	SE
51-62	Due S
63-75	SW
76-87	Due W
88-00	NW

Table 8-8: Random Storm Duration

Storm Size*	Duration
1-10 miles	1d6 x 10 minutes
11-20 miles	1d6 hours
21-30 miles	2d6 hours
31-40 miles	4d6 hours
41-50 miles	1d6 days
51-60 miles	2d6 days
61+ miles	4d6 days

Table 8-9: Daily Weather

Brandobian Ocean	Kalamaran Sea	Reanaaria Bay	Sea of Svimohzia	Straits of Svimohzia	Xaaboemio Sea	Weather
01-15	01-10	01-05	01-10	01-05	01-05	Becalmed ¹
16-55	11-45	06-50	11-50	06-40	06-25	Fair weather ²
56-80	46-65	51-70	51-70	41-60	26-40	Light storm ³
81-90	66-80	71-80	71-80	61-80	41-60	Moderate storm ⁴
91-00	81-90	81-90	81-90	81-85	61-70	Severe storm ⁵
—	91-95	91-95	91-95	86-90	71-80	Tropical depression
—	96-98	96-99	96-99	91-95	81-90	Tropical storm
—	00	00	00	96-00	91-00	Hurricane

- 1) No wind, no rain, flat seas. Ships dependent upon sail power cannot move.
- 2) Strong winds, no rain, light seas. Roll for wind direction on Table 8-7.
- 3) Either roll randomly using the "Light" column on Table 8-4 or use the pulse storm described below.
- 4) Either roll randomly using the "Moderate" column on Table 8-4 or use the cluster storm described below.
- 5) Either roll randomly using the "Severe" column on Table 8-4 or use the super cluster storm described below.

SPECIFIC STORMS

Rolling dice and consulting tables can slow a game down tremendously. For DMs who want to drop a storm into their campaign, but don't want to go through the effort of designing one, the following storms are available. These storms use the following format:

STORM NAME

Intensity: The storm's intensity level in each of the three categories: Wind strength, rain force, and wave intensity.

Size: The storm's total radius, including the reduced intensity by radius.

Speed: The storm's speed of movement. DM's should determine the storm's direction.

Duration: The storm's duration.

Descriptive Text: Typically, any additional effects the storm has. This section lists all of the effects that apply to characters or vessels caught within the full effects of the storm.

CLUSTER STORM

Intensity: Strong winds, heavy rains, heavy seas.

Size: Out to 12 miles: Full effects; 13-18 miles: Moderate winds, moderate rains, moderate seas; 19-21 miles: Light winds, light rains, light seas.

Speed: 10 mph

Duration: 5 hours

When several pulse storms combine, they form what is known as a cluster storm. Cluster storms are larger and considerably more dangerous than pulse storms. Characters caught

within the full effects of the storm find that any unprotected flames are automatically extinguished. Ranged attack rolls suffer a -6 penalty (-2 from the wind, -4 from the rain). Listen checks suffer a -2 penalty, and Spot and Search checks suffer a -4 penalty. Characters exposed to the rain and wearing less protective clothing than a traveler's outfit must pass a Fortitude save (DC 10) or suffer 1d4-1 (minimum of 1) points of nonlethal damage. Additionally, any character on the deck of a ship caught in the effects of a cluster storm must pass a Balance check (DC 10) or fall prone if she attempts to move. Characters who fail their save by five or more are swept overboard, though they may make a Reflex save (DC 10) to catch a railing and keep from going overboard. Characters who fail their saves also take 1d6 points of nonlethal damage (if the save is failed by 5 or more, the damage is normal damage) from the crashing water. Ships of Gargantuan size or smaller are reduced to 3/4 speed.

In addition to the effects described above, cluster storms also carry a chance of hail (25% chance), lightning (75% chance per minute), and weak tornadoes or waterspouts (25% chance, use the rules for waterspouts in this book or tornadoes in the DMG, but reduce all effects by 3/4). On land, cluster storms also carry a 20% chance of flash flooding.

HURRICANE

Intensity: Hurricane-force winds, torrential rains, mountainous seas

Size: Out to 36 miles: Full effects; 37-54 miles: Windstorm force winds, severe rains, severe seas; 55-63 miles: Severe winds, heavy rains, heavy seas; 64-67 miles: Heavy winds, moderate rains, moderate seas; 68-69 miles: Moderate winds, light rains, light seas; 70-71 miles: Light winds

Speed: 40 mph

Duration: 12 days

Hurricanes are generally acknowledged to be the most dangerous natural storms on the sea. Fortunately, they only occur in tropical regions, and only a few form each year. Characters caught in the full fury of a hurricane's power find ranged attacks to be impossible (ship weapons can be fired, but at a -8 penalty). Listen checks are impossible due to the howling noise of the hurricane's winds. Spot and Search checks are likewise impossible, as the sheets of rain reduce visibility to almost nothing. The rain also deals 1d6 points of nonlethal damage from the stinging impact of the drops, plus an additional 1d3 points of damage unless the character makes a successful Fortitude save (DC 20). Characters unfortunate enough to be on board a ship in a hurricane are automatically swept overboard if caught on deck without being secured in some way. Even characters who are secured suffer 1d10 points of damage per round unless they pass a Reflex save (DC 20), or 2d6 points of damage if the save is failed by 5 or more. Characters attempting to pilot a ship in a hurricane (a near-suicidal venture) must make a Profession (sailor) check (DC 30) or be thrown off course. Ships caught in the full effects of a hurricane take 30 points of damage to their rigging per round, or 20 points per round if their sails are furled. Large or smaller ships are sunk by the massive waves created by a hurricane unless they succeed at a Seaworthiness check (DC 20). Huge ships are capsized unless they succeed, and Gargantuan or Colossal ships are swamped.



In addition to the considerable dangers outlined above, hurricanes bring with them an 85% chance of 1d6 lightning strikes per minute, a 65% chance of hail, and, over land, a 90% chance of flash flooding. Fortunately, like tropical depressions and tropical storms, hurricanes lose one level of intensity per day spent over land.

PULSE STORM

Intensity: Moderate winds, moderate rains, light seas.

Size: Out to 6 miles: Full effects; 7-9 miles: Light winds, light rains.

Speed: 5 mph

Duration: 30 minutes

Pulse storms are the smallest, weakest type of thunderstorm. They seldom last more than an hour, and almost never cause severe weather hazards. Aside from a -2 penalty on Spot checks, Search checks, and ranged weapon attacks due to the rain restricting visibility, pulse storms carry no adverse effects beyond getting unpleasantly wet. There is, however, a 10% chance of hail accompanying a pulse storm, and a 50% chance per minute of a bolt of lightning striking some random object in the area.

SQUALL LINE

Intensity: Severe winds, severe rains, heavy seas.

Size: Out to 16 miles: Full effects; 17-24 miles: Strong winds, heavy rains, moderate seas; 25-28 miles: Moderate winds, moderate rains, light seas; 29-30 miles: Light winds, light rains.

Speed: 24 mph

Duration: 9 hours

A squall line is essentially a long, strung out line of pulse storms and cluster storms. Much larger and faster moving than either of its component storms, a squall line is also much more dangerous. Characters within the full effects of the squall line suffer a -12 penalty on ranged attack rolls, a -4 penalty on Listen checks, and a -8 penalty on Spot and Search checks. Characters wearing less insulated clothing than an explorer's outfit sustain 1d4 points of nonlethal damage per minute from the force of the rain unless they pass a Fortitude save (DC 15). Characters on a ship in a squall line, even those below decks, must make a Balance check (DC 15) each round to retain their balance. Characters below decks fall prone if they fail the save, while those on deck are swept overboard if they fail unless they are secured in some fashion. All characters, however, sustain 1d6 points of damage from the battering if they fail their save. If they fail their save by 5 or more, the damage is 1d8 instead.

Ships in a squall line suffer 1d4 points of damage unless they furl their sails. Vessels of Small size or smaller are capsized unless they pass a Seaworthiness check (DC 15), and Medium ships are swamped unless they succeed at their checks. Large and Huge ships are slowed to half speed, while Gargantuan and Colossal ships are slowed to 3/4 speed.

In addition to the effects of wind, rain, and waves, squall lines have a 50% chance of producing hail, an 80% chance per minute of lightning strikes, and a 75% chance of 1/2 strength tornadoes

or waterspouts. Over land, the squall line also invokes a 50% chance of flash flooding.

SUPER CLUSTER

Intensity: Severe winds, torrential rains, severe seas.

Size: Out to 20 miles: Full effects; 21-30 miles: Strong winds, severe rains, heavy seas; 31-35 miles: Moderate winds, heavy rains, moderate seas; 36-37 miles: Light winds, moderate rains, light seas; 37-38 miles: Light rains.

Speed: 20 mph

Duration: 18 hours

When multiple cluster storms come together and combine, the result is a super cluster. Super clusters are the most dangerous storms short of hurricane-force storms that can be encountered on land or at sea. Within the strongest part of the super cluster, characters suffer a -4 penalty to Listen checks, a -8 penalty to Spot and Search checks, and a -12 penalty to ranged attacks. Any character wearing less than a cold-weather outfit (or the equivalent) suffers 1d6 points of nonlethal damage per round from the pounding rain, plus an additional 1d3 points of nonlethal damage from the wind driving the rain even faster, unless she makes a Fort save (DC 20). Characters on a ship must make a Balance check (DC 15) each round to retain their balance. Characters below decks fall prone if they fail the check, while those on deck are swept overboard if they fail (no Reflex save) unless they are secured in some fashion. Even secured characters, however, sustain 1d6 points of damage from the battering. If they fail their check by 5 or more, the damage is 1d8 instead. Ships in a super cluster suffer 1d4 points of damage unless they furl their sails. Vessels of Small size or smaller are sunk unless they succeed at a Seaworthiness check (DC 15). Medium ships are capsized unless they make their saving throws, and Large ships are swamped. Gargantuan and Colossal ships are slowed to 3/4 speed or 1/2 speed, respectively.

Super cluster storms carry other hazards beyond those described above. They have a 60% chance of producing hail, a 90% chance per minute of a lightning strike, and a 50% chance of creating 1d4 tornadoes or waterspouts (roll d% to determine the strength: 01-25 1/4 strength, 26-50 1/2 strength, 51-75 3/4 strength, 76-00 full strength).

TROPICAL DEPRESSION

Intensity: Severe winds, moderate rains, moderate seas

Size: Out to 24 miles: Full effects; 25-36 miles: Strong winds, light rains, light seas; 37-42 miles: Moderate winds; 43-45 miles: Light winds

Speed: 24 mph

Duration: 6 days (see text)

Sometimes a group of large, powerful storms come together properly over tropical waters and form into a tropical depression. Tropical depressions are the first stages in the development of a hurricane. Characters caught in the full force of a tropical depression suffer a -4 penalty on Listen checks, a -2 penalty on Spot and Search checks, and a -6 penalty on ranged attacks. Characters on a ship must make a Reflex save (DC 10) if they attempt a double move, charge, or run action or else fall prone. Ships of Gargantuan or smaller size in a tropical depres-

sion find their speed reduced to $3/4$, and unless their sails are furled, the sails and rigging take 1d4 points of damage per round.

Unlike most storms, tropical depressions last considerably longer than their size indicates. Furthermore, there is a cumulative 5% chance per day that the tropical depression grows into a tropical storm. In addition to the effects described above, tropical depressions carry a 20% chance of hail, a 50% chance per minute of 1d3 lightning strikes, and should it pass over land, a 25% chance of flash floods. Passing over land, however, greatly weakens the storm, causing it to lose one level of intensity per day in all three categories.

TROPICAL STORM

Intensity: Windstorm-force winds, severe rains, severe seas

Size: Out to 30 miles: Full effects; 31-45 miles: Severe winds, heavy rains, heavy seas; 46-53 miles: Strong winds, moderate rains, moderate seas; 54-56 miles: Moderate winds, light rains, light seas; 57-58 miles: Light winds

Speed: 30 mph

Duration: 11 days (see text)

Tropical storms are the second stage in the development of a hurricane. They are larger, stronger, and more cohesive than tropical depressions, and they can cause severe damage even without becoming full-fledged hurricanes. Ranged weapon attacks are impossible in the strongest parts of a tropical storm (except with ship weapons, which still suffer a -4 penalty on attack rolls). Listen, Spot, and Search checks are all made at a -8 penalty. Any character not wearing an explorer's outfit (or the equivalent) sustains 1d6 points of nonlethal damage from the force of the rain, unless he passes a Fortitude save (DC 20). Shipboard characters must make a Balance check (DC 20) each round to keep their balance or fall prone. Characters on deck who fail their save are swept overboard, and any character that fails his save sustains 1d6 points of damage from the battering (1d8 if he fails by 5 or more). All ships in a tropical storm suffer 2d4 points of damage to their rigging, or 1d4 points to rigging if the sails are furled. Vessels of Small size or smaller are sunk unless they pass a Seaworthiness check (DC 15). Medium ships are capsized unless they make their saving throws, and Large ships are swamped. Gargantuan and Colossal ships are slowed to $3/4$ speed or half speed, respectively. The helmsman of any ship in a tropical

storm must roll a Profession (sailor) check (DC 20) each minute or be blown off course.

Tropical storms carry a slight (25%) risk of hail and a strong (75%) chance of 1d6 lightning strikes every minute. Over land, tropical storms have a 40% chance of causing flash floods. Like tropical depressions, however, tropical storms lose a great deal of their strength over land, losing one level of intensity per day in all three categories as long as it remains over land. Each day the tropical storm remains over the ocean, there is a cumulative 5% chance it will become a hurricane.





CHAPTER 9: PIRACY IN REANAARIA BAY

Reanaaria Bay's long history of seamanship and the many small islands scattered throughout the Reanaaria Bay have made it an ideal location for piracy for hundreds of years. Pirates like Aasaer, Rogar Blackthorn, Sitaar Noogain, and countless others have had their names immortalized in the tales of bards and the fearful whispers of peasants. Aided by a mysterious organization called the Friends of the Coin, the pirates of the Bay have become far more successful and prosperous than pirates from any other region of Tellene. This chapter provides a detailed overview of this group of fiends and scalawags, including their history, organization and government, notable personages, and locations of potential interest to PCs adventuring in the Reanaaria Bay region.

OVERVIEW

The pirates of Reanaaria Bay are a more devious and organized lot than their brethren elsewhere on Tellene. They tend to follow their own particular version of the "law of the sea," which includes strictures on showing quarter when asked, taking hostages, and other complicated matters which most pirates would prefer to proverbially heave to. They are also more likely to have detailed, fair Articles of Piracy (see Chapter 5 for an example) drafted and signed by the entire crew; these articles often include reparation clauses for pirates injured in battle. A rare few even include dispensation for widows and orphans of crew members killed in action. While some sages say this makes them a nobler breed of criminal, imbued with a sense of ethics and morals, most generally concur that the Reanaarian pirates are simply cunning in the manner of jackals. They know that the best way to ensure loyalty is to keep their crew happy and that a reputation for mercy given to surrendered foes is less likely to cause their opponents to do something rash like try to fight heroically to the last man.

THE FRIENDS OF THE COIN

The true secret of the success of the pirates of Reanaaria Bay, however, is not their fairness to their crew or their honoring of surrenders. Rather, it is a secret network of spies and informants called the Friends of the Coin. The Friends of the Coin have agents working undercover for many merchants across Tellene, and many more planted in various port cities and trade hubs. All of these agents send regular reports back to the organization's headquarters regarding the movement of particularly wealthy merchant ships and caravans. The leader of the Friends

of the Coin (who is rumored to be in cahoots with Kolaar Swiftstrike, if not old Swiftstrike himself) distributes this considerable wealth of information to the Reanaarian pirates. The pirates then use it to plan their raids against the wealthiest merchant ships, as well as to avoid traps laid by the navies or pirate hunters of various nations and Reanaarian city-states. Exactly what the Friends of the Coin gain out of this arrangement is unknown, though a cut of the profits earned by Reanaarian pirates is not an unreasonable assumption. Alternatively, they may simply serve out of fear of the man who founded the Friends of the Coin: Kolaar Swiftstrike, the head of the Captain's Table.

Unlike many other pirate enclaves, which are either lawless dens of thieves or ruled through brute force by the strongest members, the pirates of Reanaaria Bay have an actual government in the form of an alliance called the Captains' Table of Thirteen. Sitaar Noogain, Rogar Blackthorn's lieutenant and successor (as described in the History section, below) first created the Captains' Table. Only the thirteen most powerful pirate captains in Reanaaria Bay are invited to sit at the Captains' Table, and in theory they work together to decide the course of pirate activity in Reanaaria Bay. In theory, that is. In actuality, the ancient and evil wizard, Kolaar Swiftstrike, rules the Captains' Table with an iron fist (Kolaar Swiftstrike is described in the Characters section of this chapter). None of the other members of the Captains' Table dare oppose him, so Kolaar rules uncontested. Despite his edict of "rule by fear," Kolaar Swiftstrike has actually done many great things for the pirates of Reanaaria Bay, most importantly the creation of the Friends of the Coin spy network. Rumor has it that Kolaar has researched a magic item that allows him to instantly hear and see what his agents in the field do, no matter where on Tellene they might be.

Though it is difficult to gauge the exact population of pirates scattered across Reanaaria Bay, the most reliable estimates place the number at around three thousand men with one hundred fifty ships. The majority of these pirates are human, but elves, half-elves, and even gnomes make up a sizable minority (about 15% in total). At any given time, an average of half these ships are at sea, either actively pursuing merchant vessels reported by the Friends of the Coin or simply cruising in search of likely prey. The remainder are in port, either for repairs and re-supply or simply to spend their recently acquired loot. The pirates of Reanaaria Bay, as a general rule, prefer light, fast ships like sloops and caravels, but the fleet also includes a few larger ships such as galleys and longships for the rare occasions when the

pirate fleet must fight off well equipped pirate hunters and rival pirates. Unlike their brethren in the Straits of Svimohzia, the pirates of Reanaaria Bay tend to prefer closing and boarding tactics over ship to ship combat. Most Reanaarian pirate ships strip off almost all of their ship weapons in order to improve speed and add room to pack a few more marines on board.

Reanaarian pirates, on a whole, tend to be a more swashbuckling breed than their cousins elsewhere on Tellene (notably the Straits of Svimohzia). Though they are certainly a bloodthirsty, mercenary lot, the pirates of Reanaaria Bay tend to approach piracy as more of an adventure, in the spirit of Rogar Blackthorn. Their light, quick ships and emphasis on personal combat makes them ideally suited for a swashbuckling campaign.

Any one of these groups would make a fine starting point for PCs in a swashbuckling, heroic style pirate game. Other types of nautical campaigns are equally easy to run in Reanaaria Bay. Privateering groups could be hired by any of the Reanaarian city-states in their frequent clashes with one another. Likewise, pirate hunters might be commissioned by any of the cities along Reanaaria Bay hoping to eliminate the pirates' influence.

HISTORY OF PIRACY IN THE BAY

Almost from the moment the elves taught the arts of shipbuilding and navigation to the early Reanaarians, there were those that sought to use this new technology to ensure their own wealth at the expense of others. Sadly, it did not take long for the first pirate ship to appear on the waters of Reanaaria Bay. Though the name of that ship, and her captain, have been lost to time, others quickly picked up his (or her) mantle. These early pirates used a simple black flag, the sign of a plague ship, to keep other vessels away until they were ready to strike. The pirates would then run up the flag of a friendly city-state once a target was sighted, and the pirates would hail the ship for news. Once the pirates came alongside, they would throw grapples across, holding the other ship fast while dozens of heavily armed pirates swarmed aboard, fighting with gleeful abandon. These tactics worked for several years, as most merchant ships were built to withstand attacks from krakens, sahuagin, and sea monsters of all sorts, but eventually the merchants began training the crews in naval combat and equipping merchant ships with catapults and ballistae.

Almost overnight, pirates found the proverbial rug pulled from under them. Where once they had been able to swarm over an enemy ship like locusts, capturing or killing the crew, they now found themselves facing trained marines and gunners whose weapons could wreak havoc on their ships. Almost half of the pirates in Reanaaria Bay at the time were captured before they managed to adapt to the new tactics of the Reanaarian merchant ships. The pirates were additionally hampered by their lack of organization for, at this point in history, there was no unified alliance of pirates. That was soon to change, however.

Rogar Blackthorn earned his living as a humble first mate on a merchant ship sailing out of Saaniema. Rogar served under a despotic captain named Feaveu, a man who felt that the only thing that kept any sailor from wallowing in a life of ale and prostitutes was the liberal application of the cat o' nine tails. Though Rogar, as an officer and a gentleman, was spared the worst of Feaveu's wrath, he (along with the rest of the crew) grew to hate the tyrant. Finally, after Captain Feaveu had a crew member flogged to death for not carrying out an order quickly enough to suit the captain, Rogar and the crew decided they had had enough. Rogar, along with the ship's quartermaster, Sitaar

Noogain, the ship's cook, and several other crew members, staged a mutiny and murdered Feaveu. Knowing that they would be hanged for their crimes if they continued on their current course, the crew turned to piracy instead. Rogar was named captain of the ship, newly re-christened the *Revenge*. While sages and scholars still debate this point vigorously, it is believed that Rogar Blackthorn was the first pirate captain to be elected to his post, and the first to draft Articles of Piracy for his crew.

Though many pirates had come before him, Rogar had one key advantage over them: the same merchants that trained his prey had also trained him in naval combat. Most of the earlier pirates, even the captains, had simply been disaffected sailors with little in the way of training. Rogar, however, knew the tactics of the ships he would be hunting, and he put that knowledge to good use. Rather than rely solely upon closing and boarding with his quarry, Rogar trained his men to be crack shots with the ballistae and catapults mounted on the *Revenge*. Once his ship sailed within firing range of its target, Rogar would send up his personal standard, a variant of the traditional black "plague" flag that added a fearsomely grinning skull and crossed bones. The *Revenge* would then fire off a devastating broadside, doing as much damage as possible to the prize ship while Rogar used his sailing prowess to evade return fire from the prize. Once the ships closed and boarding began, Rogar would position snipers in the rigging, armed with crossbows, to target enemy officers in hopes of sowing confusion. Before long, all but the most heavily armed ships would surrender when they saw the "Jolly Rogar" snapping in the wind.

Rogar was not content to simply be the most feared pirate on the seas, however. The wealth he had already attained had fired his imagination: if he could get so rich with one ship, imagine what he could do with a hundred! Merchant vessels breathed a sigh of relief when, after three years of marauding, Rogar seemed to vanish. Rumors circulated in ports across Reanaaria that the famed and feared Rogar Blackthorn was dead or retired. Rogar was neither, however; he was merely turning his attentions elsewhere. Rogar spent seven months seeking out and meeting with other Reanaarian pirate captains, trying to convince them to join under his banner. Through a clever combination of diplomacy, thinly veiled threats, and the occasional cracked skull, Rogar gradually brought the other pirates to his way of thinking. It was around this time that Rogar enslaved the primitive natives who inhabited the many small islands scattered around Reanaaria Bay. He forced them to build walled port towns where his ships could dock to repair and re-supply.

Amazingly enough, Rogar's wildly ambitious scheme paid off. By collecting a percentage of all the profit made by the pirates in his service (in exchange for safe harbors, repairs, and markets in which to sell their ill-gotten goods), Rogar made a vast fortune without ever putting himself at risk. The legendary Rogar Blackthorn died in bed at the age of 75, quite probably wealthier than many of the rulers of the city-states he robbed. Rumors persist that Rogar's ghost still haunts his personal castle, guarding his treasure, but this is pure nonsense. Rogar died a content man, and his spirit had no reason to linger. Rogar Blackthorn remains consigned to whatever eternal reward the gods saw fit for him.

Upon the venerable captain's passing, his empire looked as though it might crumble. Rogar's lieutenants and sub-captains began to bicker and argue over the best way to continue running Rogar's empire after his death. Sitaar Noogain was Rogar's nominal successor, but he knew that he did not have the

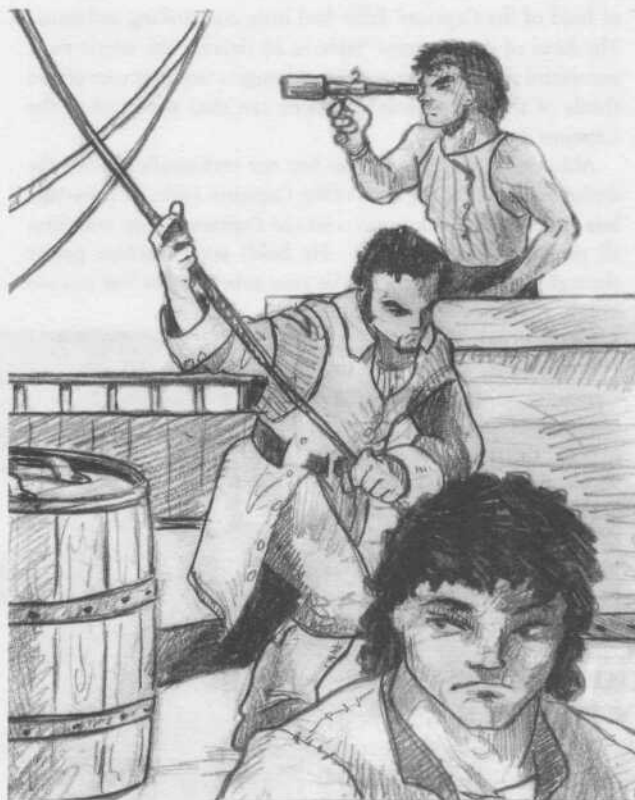
fearsome reputation or the diplomatic skill of his predecessor to keep the captains in line, so Sitaar proposed a compromise. In the tradition of pirate crews voting for their captain, Sitaar established the Captains' Table of Thirteen, a governing body consisting of the thirteen most powerful pirate captains in Reanaaria Bay. The Captains' Table would meet once a month (or more often in emergencies) at Rogar Blackthorn's former castle home to decide, by democratic vote, the course of piracy in Reanaaria Bay. Of course, who the thirteen most powerful captains in Reanaaria Bay were was subject to much debate, and a brief but bloody struggle broke out between some of the closest rivals.

Despite its birthing pangs, the Captains' Table soon proved a remarkably effective form of government. Though squabbling was inevitable, and the occasional duel necessitated a member's replacement, by and large the Captains' Table kept Rogar's empire running smoothly after his death. The only fly in the ointment was an arrogant, powerful member of the Captains' Table, the wizard Kolaar Swiftstrike. Kolaar was feared by most of the rest of the Captains' Table, so he was never ousted, but all of the other members agreed that the wizard's plans were sheer madness. Kolaar wanted to invest a sizable portion of the pirate empire's profits into establishing a network of spies across Tellene that would inform the pirates of the movement of merchant ships and of traps laid by pirate hunters. The majority of the Captains' Table thought the idea was utterly absurd and doomed to failure.

Finally, Kolaar either grew tired of trying to make the other captains see reason, or he simply decided that the time was right to take the reins of power himself. When the Captains' Table next convened, Kolaar strode into the meeting hall and blasted Sitaar Noogain with devastatingly powerful magics. As Noogain's charred corpse hit the floor, Kolaar announced that he now ruled the Captains' Table. Unsurprisingly, the rest of the captains did not argue. His power secured through fear, Kolaar immediately began initiating his plans to create a spy network to guide the pirates of Reanaaria Bay.

Kolaar diverted a large percentage of the treasure reserves of the pirate empire to his task, and even confiscated large portions of the crews' individual shares (an outrage that required several more public immolations before it was quelled). Kolaar hired the best rogues and con men he could find, along with quite a few clerics of the Coinmaster, to set up the infrastructure of his so called "Friends of the Coin." Initially, the group was very small, extending only as far as the Reanaarian city-states, but over the decades the Friends of the Coin have grown tremendously, now encompassing virtually every city that trades with (or even seems likely to trade with) the city-states of Reanaaria Bay. The protests of captains whose booty had been taken to fund the operation were silenced as they began to take twice as much or more booty than ever before. The Friends of the Coin were a success.

Despite the success of Kolaar's "mad scheme," the other captains remained resentful of his iron-fisted dictatorship and his penchant for immolating those that disagree with him. Fortunately, or so the other members of the Captains' Table thought, Kolaar was not a young man. Surely his reign would end the same way Rogar's had years before. Their hopes quickly proved misplaced. Despite being well over two centuries old, Kolaar Swiftstrike shows no sign of giving up the ghost any time soon. It is clear that he has used magic to extend his lifespan, but the exact manner (whether potions of longevity, anti-aging spells, or even lichdom) remains a mystery.



The modern state of piracy in Reanaaria Bay, then, remains much the same as it has been for decades under the rule of Kolaar Swiftstrike. The aged wizard rules with a tyrannical hand, but since piracy in the region is more prosperous than ever before, few voice their complaints. For most pirates in Reanaaria Bay, life has changed little since the famed Rogar Blackthorn first united the pirates of the region under his banner. Ships are found, raided, and plundered, the shares divided up, and the ship is returned to one of the many pirate towns scattered across Reanaaria Bay for repairs, re-supplying, and selling booty. Where the orders come from matters little to most of the free-spirited buccaneers of the region, as long as they have their grog and some gold to spend once they reach port.

ORGANIZATION AND GOVERNMENT

When Sitaar Noogain founded the Captains' Table, he was merely attempting to create a stopgap measure that would keep Rogar Blackthorn's pirate empire from crumbling. He had no idea that it was destined to become a stable, successful form of government for his band of cutthroats. Though today it is much less powerful than in Sitaar's day, the Captains' Table nevertheless remains a strong, unified government—at least by the standards of bloodthirsty buccaneers. Under the supreme leadership of Kolaar Swiftstrike, the Captains' Table rules over all of the pirates of Reanaaria Bay in the following hierarchy.

HEAD OF THE CAPTAINS' TABLE

This position, currently held by Kolaar Swiftstrike, was intended to be a largely ceremonial position when Sitaar Noogain created it. Initially, the head of the Captains' Table had the power to call emergency meetings of the Captains' Table and decide what was worthy of a vote by the Table. The head of the Captains' Table also traditionally receives two votes, as opposed to the rest of the captains' one. Beyond that, however, the office

of head of the Captains' Table had little outstanding influence. The head of the Captains' Table is, by default, the single most successful pirate in Reanaaria Bay, though a majority vote of two thirds of the other twelve captains can oust the head of the Captains' Table.

Although Kolaar Swiftstrike has not technically altered the duties or powers of the head of the Captains' Table, he nevertheless has complete autonomy over the Captains' Table, and thus, all piracy in Reanaaria Bay. He holds such absolute power through one simple tactic: make your subordinates fear you too much to disagree with you. Kolaar is an extremely powerful wizard, and he makes sure the Captains' Table knows it as often as possible. With the rest of the thirteen too worried about what sort of horrible death Kolaar has cooked up for them should they displease him, the ancient wizard has essentially free run of the pirate empire.

THE CAPTAINS' TABLE OF THIRTEEN

A theoretically democratic body, the Captains' Table of Thirteen is composed of the thirteen most successful pirates in Reanaaria Bay. Though "most successful" is a somewhat subjective judgment, over the years it has become codified into a complex calculation based on many factors. These include: total swag taken, percentage of successful cruises (a cruise is successful if the captain returns with more money than he left with), percentage of successful raids (how many ships the captain has actually taken, as opposed to the amount of treasure), and numerous other factors. Every two years, the books are rechecked and new captains, if any have changed rank significantly, are appointed to the Captains' Table. If a member of the Captains' Table of Thirteen should die in office, the fourteenth most successful pirate based on the current figures is appointed in his or her place, but the standings are only re-calculated every two years. As a general rule, successful captains tend to remain so (barring a dramatic reversal of fortune), and most members of the Captains' Table of 13 serve for life.

The duty of the Captains' Table of Thirteen is to regulate acts of piracy within Reanaaria Bay and beyond. First, they are in charge of allocating the booty contributed by individual captains. These captains pay a fee of 5% of each prize before shares for the use of the Captains' Table's towns, docks, and other services. They also decide which trade routes shall be patrolled most frequently, and managing and assigning raids based on information received by the spies in the Friends of the Coin. Though technically they retain all of these powers, in reality the



Captains' Table of Thirteen never dares to vote against the desires of Kolaar Swiftstrike.

TOWN GOVERNORS

Below the Captains' Table of Thirteen, and appointed by them, are the governors of the numerous port towns scattered across the uncharted islands of Reanaaria Bay. These governors have relatively autonomous control over their own towns, though they must accede to the will of the Captains' Table of Thirteen if the Table wishes to intervene. They are given leave to set up their city governments however they see fit, and are given money to train soldiers and maintain upkeep of their towns by the Captains' Table. Although the Captains' Table can technically appoint any other captain in the pirate empire as the governor of a town, to give such an assignment to an active pirate captain is considered a grave insult to the captain's abilities. Most of the pirate town governors are retired pirates who left the sea for one reason or another (usually age or injury).

Surprisingly, given the situation with Kolaar and the Captains' Table, town governors are indeed generally free to do as they please. Kolaar has better things to do with his time than stand over the shoulder of every petty pirate lord in Reanaaria, counting copper pieces. The head of the Captains' Table of Thirteen only involves himself directly for the most pressing of matters.

PIRATE CAPTAINS

The captains of the pirate ships that roam Reanaaria Bay are something of a special case. Though technically subordinate to town governors, in that governors reserve the right to eject any captain or his crew that becomes too troublesome, pirate captains are not appointed by the Captains' Table of Thirteen or the town governors. However, the Captains' Table has the right to appoint any captain as a town governor or member of the Captains' Table of Thirteen. A man or woman who wishes to be a pirate captain must simply have a ship, attract a crew (see the rules for attracting a pirate crew in Chapter 5), and perform a successful raid. Upon successfully raiding a merchant ship, a character is considered a captain, though the character will obviously have to do much more than this to attract the notice of the Captains' Table of Thirteen.

MAJOR CHARACTERS

The following NPCs are some of the major players in Reanaaria Bay, particularly the pirate empire founded by Rogar Blackthorn.

KOLAAR SWIFTSTRIKE

Kolaar Swiftstrike was born almost 300 years ago in the city of Zoa in Reanaaria. At an early age, he found he had a natural aptitude for magic, an aptitude that only fed his lust for power. Apprenticed to a local wizard, he learned all he could of the arcane arts from his mentor, then murdered the old mage and looted his library. Fleeing to the docks before his crime could be uncovered, young Kolaar signed on as a ship mage with a pirate ship. For a year he watched and learned all he could of sailing before finally murdering the captain of his ship and taking command. Through ruthlessness and sheer tactical genius, Kolaar rose through the ranks of Reanaarese pirate captains, and when he was offered a position on the Captains' Table of Thirteen, he leapt at the chance.

Kolaar had a vision, one that was destined to change the face of piracy in Reanaaria forever. His plan was to create a large

network of spies spread across all of Tellene that would bring him information about the movements of merchant ships and caravans which he could use to plan raids with surgical precision. He explained his ploy to the Captains' Table, but they felt the idea was utterly ludicrous and all but laughed Kolaar out of the meeting chamber. A cold rage filled the wizard, but he bided his time, gathered loyal forces and cultivated his power to new heights. Finally, when he was ready, he seized power the only way he knew how: he killed Sitaar Noogain and took control of the Captains' Table of Thirteen. Once the rest of the captains were thoroughly cowed, Kolaar began the long, laborious process of bringing the Friends of the Coin into being.

Almost 300 years later, Kolaar still rules his network today. At least, so the story goes. As the man claiming to be Kolaar never shows his face, the rumors regarding him are numerous. One whispered rumor states that Kolaar used ancient, dark magic to extend his lifespan almost indefinitely. Another claims that the current Kolaar is simply the latest in a series of successors, hand-picked by the previous Kolaar (who was himself a successor, and so on).

Kolaar makes for a villain with a somewhat unique twist in that, unlike many villains in Dungeons & Dragons games, he has no desire to take over the world, release ancient evil gods from their tombs, or in any other way upset the status quo. Kolaar is quite content to simply run his empire, make himself rich beyond imagining, and live a life of luxury, free to pursue the magical arts as he sees fit.

FURUM SADEK

Non-humans are rare amongst the pirates of Reanaaria Bay, and halflings are rare even among the non-human sea dogs. Though his race is underrepresented, Furum Sadek has made quite a name for himself among the pirates of the Bay. He holds a seat on the Captains' Table (though his detractors snidely jest that he must sit on a stack of Kolaar Swiftstrike's spellbooks to see over the lip), and some say that his power runs second only to the old wizard himself. Furum is silent on this matter, preferring to play his cards close to his vest. In the presence of the other members of the Captain's Table, Furum tends toward the obsequious, making the other pirate lords dismiss him as nothing but a simple toady.

On the deck of his flagship, the Wee Lass, Furum is a sharp, cunning commander with a knack for surprise attacks and ambushes. He personally commands a fleet of twelve ships, nearly all of which are small, light sloops and caravels packed to the brim with vicious, well-trained marines. Furum's favorite tactic is to hide most of his fleet, either behind a small reef or in a thick bank of fog, then send one ship out flying merchant colors to feign distress. When another ship sails alongside to render assistance, the rest of the fleet encircles it while Furum's marines board and subdue the crew. Furum himself often leads the boarding action, darting beneath the eyes of the defenders and striking at officers to confuse and demoralize.

PACUAM

The governor of the largest pirate city in Reanaaria Bay, Pacuam (LN male human Rog 9) rules Aasaer with a harsh, brutal efficiency. He is not a popular ruler by any means, but he is unarguably effective, and has brought Aasaer a great deal of prosperity through his reign.

Pacuam is responsible for the incorporation of three kinds of farms (hog, hemp, and alfalfa) into the city's economy to protect against poor harvests (as all three failing at once would be highly rare). Pacuam also oversaw the construction of the large

stone pier that takes the place of a natural harbor, allowing Aasaer to service larger ships.

MIANU

Only about five people in Reanaaria, and perhaps twice that number across Tellene, know that Mianu even exists. This petite, unassuming woman looks like nothing more than a commoner, the wife of a reasonably well-off fisherman, perhaps. In actual fact, she is the current spymaster for the Friends of the Coin, the innocuously-named order of spies and informants cultivated through Kolaar Swiftstrike's long efforts to enhance the efficiency of the Reanaarian piracy machine. In theory, it is her responsibility to oversee every single piece of information fed into the Friends of the Coin, determine the usefulness of each, and then report directly to Kolaar Swiftstrike on which ships in the Bay will be the most profitable prizes.

This approach was feasible when the Friends of the Coin were first formed, and only had a few dozen informants scattered primarily throughout Reanaaria Bay. Today, however, the Friends receive hundreds, sometimes thousands, of reports each day, and Mianu employs a veritable army of merchants and traders to evaluate most of them. Only the most potentially profitable reports make their way to her desk, and she in turn makes the final recommendations personally to Kolaar Swiftstrike. Obviously, this makes her one of the most powerful beings in the Reanaaria Bay region, if not all of Tellene. In addition to these mundane duties, Mianu is responsible for authorizing and overseeing the recruitment of new Friends of the Coin. She supervises new spell and magic item research, and is generally responsible for authorizing specific missions on the part of Friends of the Coin operatives (though in actual practice she usually lets the regional chief for the area authorize most routine tasks). Her canny mercantile abilities, combined with her not-inconsiderable mystical talents, make her a force to be reckoned with.

RALOR STORMSON

A Basiran of Kalamaran ancestry, Ralor Stormson is a skilled pirate hunter and a former captain in the Basiran Navy. Though he was a devout paladin in the service of the Halls of the Valiant, Ralor's methods in dealing with his quarry were harsh, sometimes downright brutal. His superiors offered little complaint (after all, what are a few bruises inflicted on men fated to be executed for piracy?), but as his methods grew more severe, Ralor found the presence of his deity beginning to fade from his heart. One of the flaws of the overly-righteous is that they often believe themselves incapable of falling, and so Ralor at first suspected that one of the more powerful pirate lords of Elos Bay had cursed him in some fashion. Enraged by this perceived blasphemy, Ralor threw himself even more fully into his duties, hunting futilely for the wizard he was sure had severed his connection to his god. It was not until the Valiant's voice left him completely after he used torture in an effort to extract information from a pirate captain that Ralor realized the truth; he had forsaken his oaths as a paladin, and so lost the divine touch of his god.

Despite his superiors' objections, Ralor resigned from the Navy and left Basir. Feeling that he needed to get away from the sea to redeem himself, he wandered Tellene for several years, battling evil wherever he found it and thwarting various evil schemes. Ultimately, though, the siren call of the sea was too strong, and Ralor returned to pirate hunting. He did not return to his home waters of Elos Bay, fearing that the old memories of his deeds would be too much, so instead he traveled to

Reanaaria, bought a ship, and began his crusade anew. He has focused most of his efforts on hunting and bringing to justice the pirate captains that prowl the Bay, but recently he has expanded his efforts to include interdicting trade flowing between various evil-aligned cities in the region. A particular target for Ralor and his ship, the Word of the Valiant, has been the undead-controlled city of Giilia. Though Giilia *itself* is, of course, landlocked, Ralor has begun striking at ships carrying goods intended to be transported to the city. The fact that such shipments are occurring is troubling; Giilia has always been a self-sufficient city that discouraged outside trade. What the shipments contain is even more disturbing: weapons, armor, exotic herbs and animal parts, and even a few sundry magic items.

LOCATIONS IN REANAARIA BAY

Literally dozens of uncharted settlements, secret islands, and pirate towns dot the islands and coastlines of Reanaaria Bay, all of which provide boundless opportunities for adventure. This section describes some of the most notable.

Aasaer, City of Pirates

Population: 6,700

At a Glance: Aasaer (latitude 36°20'N, longitude 5°45'E) is a pock on the face of the bay that sits on the northwest side of Kaotoon Island. Seedy taverns litter every corner, murder victims rot in the alleys, and prostitutes crowd the doorways. Despite its cosmetic flaws, gold flows freely in the streets, and nearly everyone can guess the value of a gem by eye.

Government: The infamous pirate Aasaer, after whom this port is named, appointed his most faithful lieutenant to rule the city. "Most faithful", however, does not guarantee "best," and Thastt, the gentle Fhokki bard, died at the hands of an assassin within three months.

The city now answers to ruffians in the guise of soldiers and their leader, a vicious cutthroat named Pacuam. His aggressiveness and blunt manner make him an effective, if unloved, leader. The city has undoubtedly prospered in the six years of his rule.

Economy: The city has no laws to protect consumers or citizens. At its core, it is a market for stolen and looted goods. Lots of small ports share this distinction, but Aasaer also has a core of dedicated hog ranches, hemp farms, and alfalfa crops. These sources provide food and reliable trade throughout the year. It is a rare year that all three products fail.

Military: The city's defenses center on the mobility and seamanship of its troops. Pacuam's so-called soldiers are 200 rogues and warriors with little training but much enthusiasm, especially when the odds favor them strongly. Their experience and availability of weapons makes them fearsome against numerically inferior enemies.

The soldiers wear leather or studded leather armor and use a hodgepodge of weapons. Many of them use rapiers in battle, but others use longswords, scimitars, or even falchions. Their commander is Hagee, a half-elven native of Shyff.

Hagee is a diligent captain whose mind keeps track of all of the variables that come into play in a large battle. While not imaginative, he never falls for a simple trick, and he rarely makes an error.

Temples: Aasaer is not really dead. He feared retribution for his crimes at the hands of the nearby Zoan navy (and one captain in particular with a grudge), so he changed his name to Rolon and lives in a monastery operated by the Church of

Everlasting Hope. Ironically, he raided this same monastery several times as a pirate.

The Order of Agony, the House of Knives, the Temple of Strife, the Home Foundation, the Temple of the Three Strengths and the Way of the Berserk operate thriving temples. The clerics generate far more income from wealthy patrons who wish to use their spells than from tithes, since the people of Aasaer even cheat their favored church. The temples are different from other bastions of faith in that each of them is a veritable fortress. While they might cater to the pirates and thieves, no cleric has any illusions about the sanctity of his place of worship.

People widely believe that the Imposters operate one of the other faiths here, but nobody agrees which one it is. The Imposters actually impersonate a magical society, claiming to be wizards seeking the fabled Twin Eggs of the Wyvern, lost in the Bay by elven refugees fleeing the Great Mountain Wars in 657 Y.N.D. (476 I.R.).

Mages & Sages: Kaino the Peaceful leads the monastery where Aasaer hides. Kaino's reputation for his skill at the spear is legendary among the pirates, who claim that Kaino once slew every man on board a ship while his leg was chained to a mast. Once free of distraction, Kaino freed himself and sank the ship, swimming the six miles to land. Kaino is a renowned philosopher and has written several books about his observations of human and demihuman life.

Zinomha the Ancient, a wrinkled crone from rural Meznamish, came to the bay to seek first hand information on sea monsters. She owns at least a dozen bestiaries describing these creatures, complete with drawings, maps, and descriptions. For the right fee (ranging from 20 gp to over 5,000 gp), she will sell one of her books to interested parties. The accuracy and completeness of the book varies with the cost. For the minimum fee, a character can buy a thin book full of stories and rumors; the *Voyages of Captain Solok* is better suited to bards than monster hunters. At the other end of the scale is her own work of recent years, *Deep Trouble*, describes dozens of threats from eels and sharks to sirens, krakens, and sahuagin.

Underworld: Besides the universal pirate presence, the renegade assassin Zelmos, a Zazahni expatriate is hiding in exile in the city. Banished from his home for planning to kill a duke, Zelmos is fortunate that the authorities never discovered his intentions to kill six other dukes and leave one in position to bid for the elusive kingship! Zelmos leads a band of toughs who act as a sort of mercenary gang, collecting debts, intimidating merchants, and performing other strong-arm activities. Despite the danger, he has been itching for a bigger, more exciting job and is thinking about moving to O'Par.

Crime in Aasaer is a daily activity and the government makes little attempt to hinder it. The official policy is to make sure that Pacuam and his soldiers are the least likely targets for crime. Punishment, when it occurs, is quick and lethal.

Interesting Sites: Aasaer boasts a long stone pier that extends into the bay. The city has no natural harbor, but its pier can handle the most massive of ships. The pier bears several warehouses, the home of the laborers' guild, an inn (the Mermaid's Kiss), and a lower level where fishermen trap crabs and fish for flounder.

The Twisted Lovers are two ancient trees that wrap around each other. A popular bard's song says that they were two lovers who were turned into trees by the Pure One when they spurned each other over a minor squabble. Once embraced, the two now try to grow as far apart as they can from each other. In reality, they are simply trees.

Special Notes: The Twin Eggs of the Wyvern do exist; the Imposters wanted a real and believable goal for their facade. Their actual purpose is the implication of the House of Knives in the murder of a priest of the Temple of Three Strengths. A successful implication would cause chaos in both faiths and allow the Imposters to sneak members into both temples as well.

The Twin Eggs lie in the frigid depths of the bay, about 100 miles northeast of the Asiotuxoo Islands ("Butterfly Islands" in Merchant's Tongue). A tiny ship overfull of elves heading toward the unknown continent to the east with their sole treasure foundered in a storm and sank. Thirteen wraiths haunt the boat's wreck and keep both natural predators and treasure-seekers away. The band's leader, Elborn, is now a ghost who does not combat intruders. Instead, he challenges them to a test of faith that a cleric of the Temple of Enchantment would pass (as would any character who could make a Knowledge-religion check at DC 30). Answering the question correctly earns the right to take the eggs and the dissolution of all fourteen undead.

The Twin Eggs are also known to the elves as the Daughters of Diadolai and hold no creatures inside. They are opened by an arcane ritual no longer known on Tellene and give the opener great knowledge, wisdom, and power by transforming him into a celestial being (add that template to the character).

ISLANDS OF THE CAPTAINS' TABLE

The five main islands of the Captains' Table are located just off the east coast of the Obakasek Jungle. The pirate towns there can harbor anywhere from 20 to 100 ships, depending upon the dock. These large islands each have an elevation of just over 1,500 feet, and have a total shared population of over 3,000 pirates working on 150 ships. In order from northernmost to southernmost, these five islands are known as Celain, Galaun, Oalakeer, Kulaarac and Boeleon. Each town takes the name of the island it is built on.

Each town is walled, with 20-foot-tall by 20-foot-wide towers that can house up to 60 warriors during a siege. These towers are always stocked with grain and supplies. The two gates into each city are 10 feet across and 10 feet tall; there are three doors, the first an iron portcullis, the second a pair of wooden double doors and the third another portcullis. Above each gate is a murder hole, well supplied with oil and pitch. The gates are guarded but never closed, except on rare occasions - such as when the town leader orders a lockdown to search for a particular spy or thief. Each island is also armed with catapults overlooking the harbor. The pirates not only raid Reanaaria Bay, but other seas as well.

BOELEON

Population: 800 total. The humans are of primarily Reanaarian blood. Other humanoids, mostly dwarves and halflings, make up about 5% of the population.

At a Glance: The houses and other sturdy buildings of this small walled town consist primarily of wood, blending quite naturally into the coast. Boeleon (latitude 26°30'N, longitude 7°20'E) stands on two levels, sitting in a cove on the island's western coast. The docks run alongside the water's edge, while the warehouses and homes are scattered almost randomly along the beach (well above high tide, of course). Simple dirt paths crawl and wind along the buildings, connecting the houses and other buildings to one another in what appears to be the most roundabout method possible. The only true road in the town runs, naturally, along the docks.



A crude map of the Reanaaria Bay.

The inhabitants of Boeleon are quieter than most pirates, and surprisingly peaceful. A rowdy stranger entering Boeleon, even one bringing swag sure to fetch a good price, quickly gets the feeling he would more welcome elsewhere.

Government: In Boeleon, efficiency is everything. A sect of the Landlord, led by Leezaar Nae, imposes its ideals upon the inhabitants, and refuses to let the typical attitude of pirate crews interfere with the efficient running of the town. Some rowdy behavior is expected, of course, but those who disrupt the town's profit-making activities will be strongly punished. For example, the level of punishment for murder of a prostitute, a carpenter or scribe is based on how much wealth the victim routinely contributed to the town's economy. Punishment is physical, though the clerics also levy fines if the offender owns anything worth taking.

Economy: Other than Aasaer, Boeleon is the main port with which the pirates of Reanaaria Bay do business. Its prominent leaders and clerics often sponsor raids and other undertakings, and its warehouses carry much cloth, metal, salted food and other goods. Boeleon's main source of those goods that cannot be produced locally comes from the Obakasek Peninsula, such as fruit harvested from the jungle edges.

Military: Between 5 and 20 guards (chainmail, shield and longsword), under the command of former pirate Raisor Looorot, patrol the town. The amount of patrolling soldiers depends upon how many pirate ships are in port. As the islands are part of an isolated island chain off the Obakasek coast, unwelcome outsiders rarely discover them, and so the guards' duties are mostly limited to protecting the businesses of the town.

The Friends of the Coin cell operating out of Boeleon employs several mercenaries to guard the Coinmaster's temple and to deal with any unexpected problems. Currently, there are ten of these guards (seven human, three half-hobgoblin), all wearing chain shirts and armed with longswords, shortspears, and large wooden shields.

Temples: The primary religion in Boeleon is the Parish of the Prolific Coin. Its cleric, a red-haired Kalamaran named Reserus Mopiter, is an important figure in the town, both religiously and economically. Reserus owns several taverns, as well as the largest lumberyard. Lesser shrines include the Home Foundation, the Temple of the Three Strengths and the House of Knives.

Mages & Sages: Boeleon holds no attraction for scholars and little more for wizards. With the exception of minor adepts and cantrip-casting scribes, most spellcasters sign on to passing pirate ships, and are only found in the town itself when their ships are in dock.

Underworld: The Thieves' Guild has a small presence in Boeleon, mostly robbing warehouses and pilfering crates from unguarded ships. The Deep Pocket Guild, as they are known, fears crossing paths with Leezaar Nae, known to be unwavering in his persecution of thieves.

Interesting Sites: On the southern side of Boeleon stands an empty warehouse owned by Reserus Mopiter. While Reserus' other warehouses stand full to bursting, he keeps this one empty and will answer no questions about it. Nighttime passersby have reported seeing strange lights visible through the cracks in the walls, but so far little else is known. Reserus' temper quickly showed that those who pestered him about the warehouse would soon have cause to regret it. The last pirate to do so has not been seen in weeks.

Special Notes: A small two-story establishment known as the Drunken Monkey provides little in the way of food, but is known for one of the widest selections of drink (and informa-

tion) that Boelon has to offer. The prices are cheap, and many sailors flock here. This tavern attracts both the poor sailor who just wants to have a cheap drink as well as their officers, who desire to drink a bit of the "home brew," and can afford the luxury. It also attracts a third kind of pirate customer, one that desires to seem like nothing more than a common drunk. Such spies are usually here to listen in on conversations that may let slip information on cargo and travel plans; thus they do as little as possible to draw attention to themselves.

CELAIN

Population: 300 mostly Reanaarian humans, with a few gnomes and halflings.

At a Glance: Celain (latitude 27°30'N, longitude 7°0'E) is the northernmost island town in the Captain's Table chain. Though it is smaller and far less important than others in this island chain, it is also fairly peaceful, thanks largely to its leader, Taomaar.

Government: Like all of the pirate towns in Reanaaria Bay, an appointee of the Captains' Table of Thirteen rules Celain. The current leader is a man known as Taomaar the Peglegged (NE male human War 4). Taomaar is a very old man, and his stewardship of Celain was intended to be something of a "sunset posting," a reward for decades of loyal service to the Captains' Table. Much to the surprise of just about everyone, Taomaar has turned Celain into, if not a profitable town, then at least a prospering one.

Economy: Celain is by necessity a mostly self-sufficient settlement, with some items imported by passing ships. A few wheat fields provide grain for bread, but most of the town's livelihood comes from fishing the waters. Since it connects to no important shipping runs, imported goods of any sort are a rarity in Celain — even the pirates seldom stop here to offload their swag. After all, where would the townspeople sell it?

Military: Celain has no military to speak of, though some 300 able-bodied men who are fair hands with club or wood axe or longbow serve as a kind of informal militia should the town come under attack.

Temples: Though most of the villagers simply pray wherever it is convenient, or at best at a small, personal shrine in their homes, Celain does house a temple to the Coinmaster in the basement of the town governor's home. This "temple," however, is less a place of worship than an office for the small group of Friends of the Coin who operate out of Celain. Maps depicting major trade routes across the Bay all but cover the trappings of the church, and rather than an altar, a large desk dominates the small temple. Since Celain is a small and relatively unimportant outpost, a cote full of carrier pigeons occupies one wall for transmitting messages rapidly rather than by ship.

Mages & Sages: Vanoor (NG male human Exp 4) serves as the town's spiritual advisor. While he possesses no clerical spells or magic items, he is a skilled healer and knows a good deal about history, especially that of Reanaaria Bay. Vanoor quietly opposes the operation of the Friends of the Coin, but he knows that he has no power to evict them, especially since they have the support of the town governor, Taomaar. Though he would like to see them gone, Vanoor tolerates the Friends of the Coin as a necessary evil. Should the right band of adventurers come through town, however, he might seek to enlist their aid in ejecting the Friends of the Coin and the appointed governor. Obviously, the Captains' Table would not stand for such rebellion, even in one of its smallest villages.

Saari (N female human Drd 7) is a druid who has recently come to Celain, seeking to find an ancient site of druidic power,

the Grove of Kaer Noa. Legends say that the Grove is somewhere in the southern portion of Reanaaria Bay or the western edge of the Lopoliri Mountains. Saari began dreaming about the Grove of Kaer Noa when she was only a child, first beginning her druidic training. Since then, she has dedicated her life to locating it and restoring its power as a place of druidic worship. She remains ignorant of the existence of the Friends of the Coin, but might turn against them if she can be convinced that they are a threat to the natural balance.

Underworld: Celain's primary purpose is to serve as a hidden information center for the Friends of the Coin. Reports from agents across the Bay eventually find their way to Celain. These reports are then collated by the leader of Celain's cell of the Friends of the Coin, a golden halfling named Randoo (LE male halfling Rog 10). Once Randoo has determined which, if any, targets reported are worth raiding, he sends a monthly report to Mianu at the Friends of the Coin's headquarters in Aasaer. Being a small village, Celain has little in the way of organized thieves' guilds or other criminal organizations, though Randoo has been known to try his hand at a bit of cat burglary from time to time.

Interesting Sites: Celain is not a town with many interesting sites, but adventurers passing through may wish to examine the work of the local bowyer, Mori. Mori's shop is in the market square in the north of Celain, and his waxed bowstrings are widely regarded by local farmers and hunters for their ability to stand up to the elements.

Special Notes: The Grove of Kaer Noa does indeed exist, hidden about 25 miles northwest of Celain, where the edge of the Obakasek Jungle meets the flatlands below the Masau Hills. It is a small ring of trees approximately one half mile across, with a massive boulder in the precise center. This stone is used as an altar, and is covered with hundreds of runes and sacred symbols. While within the grove, all druid spells cast are effected as by the Empower Spell metamagic feat at no cost to the caster. Spells cast from outside the perimeter of the grove that take effect inside it are not effected, but spells cast from within the grove that take effect outside it are. For example, a druid standing inside the grove could cast call lightning on a troll standing outside the grove and gain the benefit, but if the troll were inside the grove and the druid were outside, the spell would not be Empowered. In addition to this effect, any spellcaster attempting to cast a spell that deals in negative energy (such as animate dead or any of the cause wounds series of spells) suffers a -1 effective caster level penalty.

GALAUN

Population: 100 mostly Reanaarian humans and around 300 hobgoblins, half-hobgoblins and half-orcs.

At a Glance: This small island town (latitude 27°5'N, longitude 7°5'E) has a mixture of rough wooden and stone buildings, with hard-packed earthen paths between the buildings. In comparison to the other island towns, it is little more than a small dockyard with several houses and many inns, taverns and brothels. Satisfying a pirate's darkest desires is Galauris sole reason for existence, and this it does very well.

Government: Patukhar Grond, a hobgoblin pirate, rules the town with little care for what happens in it, provided that it does not trespass on his own enjoyment (or the varying percentage he collects from all island businesses). The Patukhar enforces his will by a small band of loyal hobgoblin guards that travel with him through the dusty streets.

Economy: The main economy of Galaun is based on the income from visiting sailors, with most of the coinage arriving in the taverns and brothels, then making its way to the island's

other businesses. The town imports almost all of its food and drink, with the exception of small subsistence crops. The shipwrights of Galaun are quite poor, and most pirates use them only as a last resort.

Patukhar takes a 5% cut from all businesses on the island, provided they have not offended him or tried to cheat him in some manner. Those that have might pay up to 50%!

Military: Aside from Patukhar's personal bodyguards, only a small military force of 20 armed hobgoblins guards the island. As there is little to guard against, these soldiers spend most of their time harassing others (mostly humans) and taxing those who come through the gates. Provided that he receives his percentage, and that the soldiers' behaviors do not cause the stream of visitors to decrease, Patukhar could not care less.

Temples: The House of Vice, the Church of Chance, the Order of the Passionate One, and the House of Scorn have the largest followings in Galaun, though there are no official temples, only small shrines.

As they receive their tithes directly from the brothels and gambling dens, the House of Vice and the Church of Chance are the most powerful churches in Galaun. Of course, the shrines are not exempt from Patukhar's taxes, but their creative scribes are often able to manipulate the accounting in favor of the clergy.

Mages & Sages: Wizards in Galaun are rare, except for those that come ashore to take advantage of the town's passions. As they are often prime targets of thieves and Galaun's soldiers, spellcasters typically disguise themselves as pirates or ruffians.

Azzak, a resident Kors hobgoblin sorcerer, is one of the exceptions. A member of Patukhar's personal guard and the most powerful spellcaster in town, Azzak flaunts his abilities, wearing clothes decorated with arcane symbols and carrying a black wooden staff with a mace-like head.

Underworld: The taverns are full of tales of buried treasures located on the Obakasek Peninsula, hidden there by long-dead pirates and buccaneers. Many tavern owners make a tidy supplement to their normal income by selling recently "discovered" maps to naive young sailors.

There is little theft in Galaun. Not because there are few thieves, but because the thieves are also in town for pleasure and relaxation, not work. The few thieves that reside in Galaun typically make their livings by rolling drunks and swiping small crates from docked ships.

Interesting Sites: A charred building with a sagging roof stands just outside the town's northern wall. An old sign hangs above the door, upon which lies barely legible Reanaarese reading "Kopar's House of Delights. Rates: two coppers to ten gold per visit." This long unused brothel was built, some five years past, by a Reanaarian who hoped to avoid Patukhar's taxes by operating outside the town wall. Patukhar, in a seeming display of leniency, ignored the brothel until the owner had sunk all his money into it, and had it operating at peak efficiency. Patukhar then had all the doors barred from the outside and the building set afire.

Azzak and his slowly growing circle of adepts now use the building as a meeting place. Soon, Azzak believes, he will be able to strike at Patukhar and take control of the town for himself. All he needs, he believes, are some strong swordsmen to assist him, but he fears that all of the town's residents will betray him. Azzak is currently keeping a close eye on visitors to the town in hopes that he will find some dupes who will assist him and, of course, take the fall for him should he fail.

Special Notes: Like other towns and cities populated mostly by evil humanoids, such as Shrogga-pravaaz, walking into

Galaun does not mean instant death for humans and good-aligned adventurers. It does, however, mean that they cannot rely on authorities to protect them if they are offended or threatened, nor are they likely to be able to rely on benevolent clerics who might cast life-saving spells on them without substantial monies paid up front.

KULAARAC

Population: 900 predominantly Reanaarian pirates, with halflings and elves being far and away the most common humanoids.

At a Glance: Kulaarac (latitude 26°30'N, longitude 7°5'E) is the capital city of the Reanaarian pirate empire (if a band of lawless cutthroats can be said to have any real seat of government), and sits on the largest of the five pirate islands. It is here that the Captains' Table of Thirteen meets to discuss and vote upon matters important to the sea dogs of the Bay. It is also here that the Friends of the Coin sect coordinate their vast network of spies and informants across the region - and even across Tellene itself.

Government: As the seat of power for the Captains' Table of Thirteen, Kulaarac is nominally ruled by consensus of the Table's members, who act as a sort of criminal city council. While this may be true on paper, however, the truth of the matter is that, much like the entirety of the Reanaarian pirate empire, Kulaarac is ruled with an iron fist by Kolaar Swiftstrike. Although Kulaarac has very few laws, they are enforced with a fascist authority; Kolaar does not tolerate the slightest challenge to his power. This creates some odd legal quagmires that often baffle outsiders. For example, it is perfectly legal to murder someone and relieve them of their purse in Kulaarac. After all, if the pirate in question really wanted to keep his money or his

life, he would have defended himself better!. However, it is a crime punishable by death to knowingly cheat one of the dockside merchants. Kulaarac's economy depends entirely upon trade, and if the merchants go, the gold flow available to Captain Swiftstrike and his organization would be seriously reduced.

Economy: Kulaarac's economy is almost exclusively derived from the buying and selling of swag and booty taken by Reanaarian pirates on their cruises. Merchants of all stripes crowd the docks, eager to appraise and purchase anything from grain shipments to rare Fhokki jewelry or Kalamaran weapons and armor. These merchants take their illegally purchased goods and, through various underworld contacts throughout Tellene, carefully re-sell the pirate cargoes so that they appear to come from legitimate mercantile sources. The bottom-rung merchants might only distribute their black market goods through one or two fences, leaving a trail of evidence that dedicated investigators could follow with minimal exertion. However, the most skillful and influential merchants channel purchases through so many different contacts across the world that only very powerful divinations would have a chance at discovering their origins.

Apart from the pirate fences that crowd the harbor, the residents of Kulaarac support themselves by fishing the waters around the islands. Occasionally, particularly brave (or foolish) hunters sail to the Obakasek Jungle to hunt dangerous and exotic beasts for skins and other trophies.

Military: Being several centuries old has given Kolaar Swiftstrike a keenly-developed sense of paranoia, which extends to the fear that any standing military might grow ambitious and attempt to overthrow him. As such, Kulaarac has little in the way of a permanent army. Should the town ever come under attack, Kolaar's formidable magical prowess combined with the 30-60 pirate ships that are in port (or at least the general vicinity) would be a powerful deterrent to any would-be pirate hunters.

To keep order within the city itself, Kolaar has created an order of guards called the Ebon Strike. Dressed in forbidding black uniforms and armed with truncheons (treat as a club) and longswords, these low- to mid-level fighters, rogues, and fighter/rogues have been specially hand picked and subjected to a regimen of conditioning, both mystical and mundane, that renders them almost completely loyal to Kolaar Swiftstrike himself. In game terms, the Ebon Strike all have the Iron Will feat and will not accept bribes or other attempts to subvert their loyalty. This is not a free feat—the Ebon Strike must select it as one of his or her level-based feats.

Temples: As the seat of power for the Friends of the Coin and the Captains' Table of Thirteen, the Coinmaster's temples are obviously quite popular in Kulaarac. In fact, aside from the main temple in the center of the city, there are no less than six smaller shrines to the Coinmaster scattered throughout the city (not counting the countless personal altars in individual citizens' homes). The House of Knives, the Order of Agony, and the Temple of the Stars all have strong presences in Kulaarac as well. Rumors speak of a small cult of the Halls of the Valiant seeking to undermine and destroy the Friends of the Coin and the Captains' Table of Thirteen. So far, however, the Ebon Strike has been unable to locate any hint of such a cult, despite combing the city dozens of times.

Mages & Sages: Kolaar Swiftstrike and Mianu, described earlier in this chapter, both make their homes here. Among the dockside merchants, dozens of self-proclaimed sages and experts of antiquities seek to bilk gullible pirates out of their



Exploring an uncharted island...

booty. Kolaar's laws make no ban on merchants cheating pirates - after all, where else would they go? For this reason, many captains seek to hire on pursers with the ability to appraise captured swag.

Among these marketplace charlatans, however, are a few genuinely talented appraisers and examiners whose work is well-respected throughout the Bay area, even by legitimate merchants. One of these is Rounea (LE female half-elf Exp 7), a half-elf woman with a near encyclopedic knowledge of all manner of precious valuables ranging from tapestries to golden idols. The price for her services is extraordinary (75% of the total value of anything appraised). Those wishing to have their swag reviewed by Rounea must also first have it checked by one of her three lesser appraisers to ensure that it is worth at least 1,000 gp (Rounea herself will provide a more precise estimation). The process is arduous and expensive, but merchants throughout Reanaaria Bay and its surrounding regions recognize Rounea's wax sigil, and will treat any price with her seal affixed as a reasonable one.

Underworld: Kulaarac has little in the way of an underworld. It is difficult for any aspiring crime lord to establish himself as a criminal kingpin in a town where something is either one hundred percent legal or punishable by death.

Aside from the usual pirate activity, the only real "underworld" of note is a small cult of the Halls of the Valiant, which operates covertly out of an abandoned warehouse. These noble priests seek to break the iron grip of the Captains' Table of Thirteen in general and Kolaar Swiftstrike in particular. Champion Sutoor (LG male human Clr 10) and Sir Daarlain Lorot (LG male human Pal 8) lead them. At any given time, the cult consists of between five and ten clerics and paladins of lower levels, though the individual members change with some frequency.

Interesting Sites: As with any port town, the dockside market is the most interesting location in Kulaarac. Here, characters can buy virtually anything they could possibly desire: sailcloth merchants and food sellers sit cheek-by-jowl with poison makers and assassins for hire. In fact, just about the only commodity not often found in Kulaarac's marketplace is slaves. On the whole, slavery is more common among Svimohzish pirates and their ilk to the west.

Special Notes: Although Kulaarac is the seat of the Captains' Table of Thirteen and the Friends of the Coin, it should be noted that the vast majority of the town's inhabitants have no idea that this is the case. The ruck and run of the town (the fishermen, shipwrights, and the like) know only that they live in a very dangerous place, and that they must be able to defend themselves if they want to survive. Even a large percentage of Reanaarian pirates know Kulaarac as just another pirate town, which is exactly how Kolaar likes it. Let any pirate hunters and would-be heroes focus their attention on targets like Aasaer, which certainly looks like a more likely spot for the Captains' Table of Thirteen's seat of power.

OALAKEER

Population: 700 humans of mostly Reanaarian descent, plus some halfling, dwarf and elven families.

At a Glance: Most streets are hard packed dirt covered with gravel, while the large dock and shipyard on the western side of the island is sturdily constructed of wood. The main road leading to the Queen's Keep (or so the town's largest building is called) is paved with cobblestones. The buildings are primarily wood, though the largest typically have stone foundations as well. Despite its pleasant appearance, Oalakeer (latitude

26°50'N, longitude 7°5'E) is home to just as much violence and vice as the city of Aasaer or the pleasure island of Galaun.

Government: Oalakeer is ruled by Daaliana Paar, the first female so appointed by the Captains' Table of Thirteen. The illegitimate daughter of a Reanaarian prostitute and a Brandobian pirate named Corvel, Daaliana used her beauty and knowledge of the streets of Aasaer where she grew up to turn herself into one of the richest (and most dangerous) female pirates alive today. However, Daaliana was posted to the town not because of her own abilities; her rule is due solely to her money and influence.

Economy: Local food and lumber from the Obakasek Jungle, as well as looted goods brought in by pirate ships, are in adequate supply. The chief export of the town, however, is the fine rope made from vines found in the jungle. The chief imports are strong drink, loot and other goods taken from the Bay's many merchant ships.

Military: The town guard maintains some slight order, though the only laws truly enforced are those that protect the merchants (particularly those that Daaliana has sponsored) and other wealthy. There are six teams of five guards, each wearing chainmail, a metal helm and carrying a shortsword. They are not equipped to deal with well-armed foes, and leave the defense of the island waters to the pirates.

Temples: Many evil and neutral religions exist within the town walls, though only the major faiths have actual temples. The most popular temples are the House of Knives and the Temple of Strife, which have the largest temples in town. The Way of the Berserk, the Temple of the Three Strengths and the Home Foundation also operate small temples or shrines. As in most pirate towns, the House of Vice operates brothels, while the Church of Chance oversees gambling dens, and the Parish of the Prolific Coin has a hand in it all.

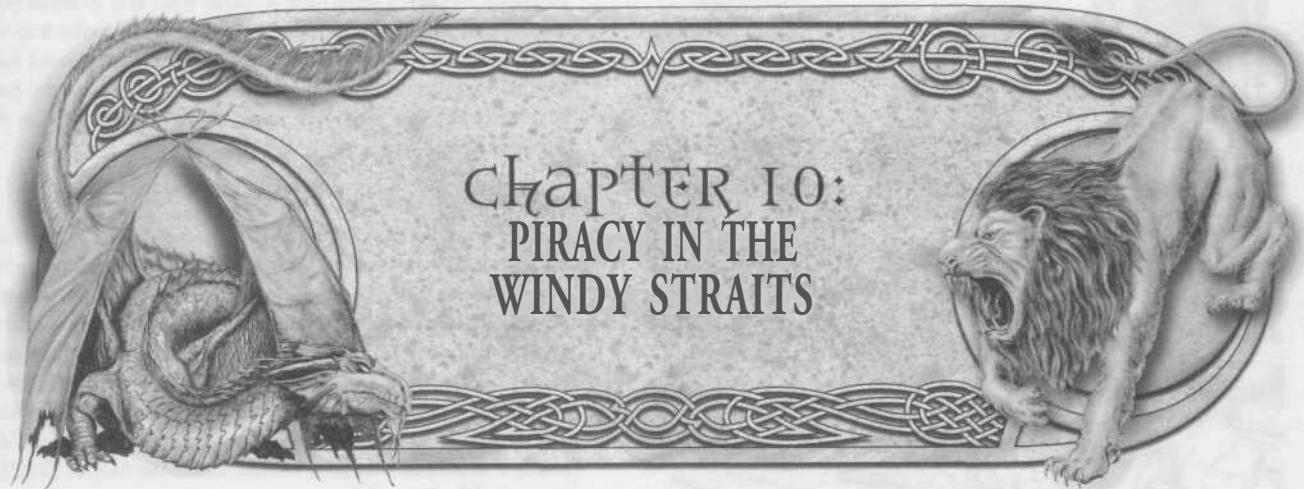
Mages & Sages: Nurkam Bortar, a golden halfling and 6th-level wizard, makes magical trinkets and potions for sale, while Raxamel Tesit, a female rock gnome, creates spell scrolls for use primarily by treasure seekers and ship mages. Naturally, her scrolls focus primarily on divination spells.

Underworld: Members of the Secret Order of the Blue Salamander occasionally put to shore in Oalakeer, often disguising themselves as pirates or buccaneers so as to avoid suspicion. They use the city as a meeting place with operatives from the other islands, where they gather information about everything occurring in the Bay area.

Of all the pirate islands, the Thieves' Guild is perhaps strongest here. The Silver Shadows, as they are known, are actually sponsored by Daaliana herself! By arranging for her guards to look the other way, and for only a mere 5% of the proceeds, the Silver Shadows are assured that they will not be prosecuted. Merchants that pay Daaliana a monthly fee can be assured that they will not be robbed - at least, not by the Silver Shadows.

Interesting Sites: The largest building in town is known as the Queen's Keep, and is the home of town ruler Daaliana Paar. A statue of this prideful woman also stands in the center of the nearby market square. The cold chill the statue emits, even on the warmest days, causes most citizens to give it a wide berth.

Special Notes: Unknown intruders in the dead of night are defacing Daaliana's statue, as well as the walls of her home. The evidence seems to point towards drunken pirates, but the defacing is actually being conducted by a small group of Blackfoot Society members recently arrived in Oalakeer.



CHAPTER 10: PIRACY IN THE WINDY STRAITS

Between the Elos Desert and the northern coast of the Svimohzish Isle lie the Straits of Svimohzia (also known as the Windy Straits), where the oldest traditions of piracy are maintained. These cruel, vicious sea dogs strike terror into the hearts of their victims with their terrifying battle prowess, as well as their dealings with vile slavers from lands like Pel Brolenon and Vrandol. Many methods of dealing with these pirates has been tried over the centuries, ranging from search-and-destroy missions to making bargains with the fiends, but with limited and brief success. Inevitably, the pirates return to their pillaging ways to plague the seas once more. This chapter discusses the history, organizations, notable people and places of the pirates of the Windy Straits.

Do not assume, however, that all these pirates are actually of Svimohzish descent. Though the Svimohz are the predominant ethnicity of this region, there are a fair number of Brandobian, Kalamaran, Kargi and other races that scourge the Straits.

OVERVIEW

The islands of the Windy Straits are home to a cold-blooded and particularly vicious band of pirates who follow a creed of "rule by strength." What they lack in organization, however, they more than compensate for in brute force and shockingly cruel battle tactics. These pirates, as a general rule, know nothing of fair or honorable combat. Unless an enemy surrenders outright with no resistance, the pirates of the Straits rarely, if ever, give quarter. While this sometimes hurts the pirates more than it helps them, it more often encourages their quarry to surrender without any show of resistance. Of course, as these pirates often consider sell the captured crew into slavery, the idea of unconditional surrender seems somewhat less pleasant.

Even amongst themselves, the pirates of the Straits of Svimohzia are harsh and ruthless. Articles of Piracy are all but unknown on these pirate ships. Every crewman simply seizes whatever he is strong enough to keep from the man in the next hammock. Press gangs roam countless ports throughout the Straits (as well as Brandobia and Kalamar), snatching up strong or hardy looking young men and women and forcing them into service. Life aboard these ships is hard, and no slip-ups are permitted, even amongst crewmen who have never served at sea in their lives. Given these foul living conditions, it is no surprise that the majority of these pirates develop some form of psychopathic personality. The weak do not survive in the Straits of Svimohzia.

One popular stereotype, enforced by folk tales, plays, and other literature, states that the pirates of the Straits are universally as stupid as they are bloodthirsty. Unfortunately, this stereotype is completely untrue. Most pirates in the Straits are naturally quite intelligent, especially those who rise to the rank of captain. While they may not be educated or cultured, these pirates are a dangerous, canny bunch, capable of devising and implementing complex naval combat tactics and making calculated decisions about which targets are worthwhile prizes and which are best left alone.

As with their Reanaarian counterparts, it is nigh impossible to gauge the exact number of sea dogs plying the Straits of Svimohzia. Best estimates, however, put their numbers at about 2,500 with a fleet of around 100 ships. At any given point in time, approximately 20 of these ships are secreted away in port somewhere in the Straits, while the remainder cruise the waves, searching for their next prize. Most of these pirates are humans of Svimohzish, Brandobian, or Kalamaran ancestry, but a fair number of hobgoblins, half-hobgoblins and half-orcs also ply the Straits. Other humanoid races are quite rare, but occasionally represented. As a general rule, the pirates of the Straits prefer larger, heavier ships with armored hulls, powerful weapons, and a shallow draft to help navigate the treacherous shoals and shallows. A favored tactic among these pirates is to drive a merchant vessel into shallow water with ballista and catapult shots, running it aground on a reef before closing in to finish off the crew and claim the prize.

Standing in stark contrast to the pirates of Reanaaria Bay, the pirates of the Windy Straits are better suited to a gritty, realistic pirate campaign. Their general prevailing attitude, lack of organization and vicious tactics do not quite fit with a grand swashbuckling adventure theme. This is not to say that there are no opportunities for swashbuckling heroism in the Straits, however. A campaign revolving around fighting the Brolenese slave trade would be an excellent place for swashbuckling derring-do, for example. However, such swashbuckling adventures are, on the whole, much less common. Pirate campaigns in the Straits are generally more straightforward: learn of a fat, unguarded merchant ship, sail out in pursuit, capture, and return to port. Opportunities for politics and intrigue are few and far between among the pirates of the Straits.

PCs might find themselves allied with one of the three factions opposed to the brothers Frim and Fram Rinwar, the current leaders of these pirate islands, or they might be drawn



into skirmishes between Svimohzish or Brandobian nations as privateers. On the whole, however, the pirates of the Straits lack enough of a cohesive structure to have any sort of base for politicking.

HISTORY OF PIRACY IN THE WINDY STRAITS

Unlike the pirates of Reanaaria Bay, the pirates of the Straits are such a scattered, eclectic bunch that charting a history of them is nearly impossible before 200 years ago, at the Battle of Zhano Cape.

THE BATTLE OF ZHANO CAPE

The organization of the Straits pirates increased dramatically about two centuries ago, after the Battle of Zhano Cape. Up until that time there had been a few organized pirate raids on Meznamishii ships and villages. Wanting to end the pirate nuisance, the King of Meznamish ordered his navy to assault the pirates. The devious King planned to use this battle to place some recently disloyal admirals in a dangerous position and then "accidentally" fire on them. When the pirates caught wind of the Meznamishii armada, they gathered their thirty ships and immediately tried to flee.

The Meznamishii fleet caught the pirates just after they set sail. Faster ships surrounded the pirates and engaged them off the coast of Zhano Cape. After the overconfident king of Meznamish felt he had weakened the pirates enough, he attacked the ships commanded by his untrustworthy men. Much to the king's dismay, some 30 royal ships rallied to the aid of the suspected commanders. The remaining pirates and the now-alienated Meznamishii ships fought side by side against the King's loyal fleet. At the end of the third day, the pirates and rebellious Meznamishii ships were forced to flee the battle, leaving behind the burning remains of their armada. The Royal Meznamishii fleet was equally devastated and could not pursue.

Although the Meznamishii king won the battle, his cost was high: 25 ships burnt or sunk, 31 ships turned to piracy, 14 more

barely able to reach land; only 30 ships were able to make port. The pirates survived with only 13 ships able to make it to the nearest island. From that time forward the area pirates have banded together for mutual protection. Many sea battles have occurred over the years, but none on as grand a scale as the Battle of Zhano Cape.

THE KINGS OF THE PIRATE ISLES

After the Battle of Zhano Cape, the influx of trained Meznamishii naval sailors brought the pirates together into a more cohesive unit. Approximately two months after the battle, a former Meznamishii captain named Razhan Aziri declared himself King of the Pirate Isles, a title he held for three days before his assassination. Though Aziri failed in his attempt to unite the pirates of the Straits, he set a precedent for claiming rulership that would continue for two hundred years and see nearly a thousand men and women claim the title of King (or Queen) of the Pirate Isles.

After the untimely death of Captain Aziri, an experienced pirate captain named Hilanozh Vlan attempted to claim dominion over the pirates of the Straits. Being more ruthless and cunning fellow than "King Razhan I," Vlan managed to seize power and force all of the pirates in the Straits to pay him a tithe for three years, before his reign came to an end. Vlan finally died in a freak hunting "accident," when his hunting guide led him to the lair of a young blue dragon rather than the bear Vlan had expected. The string of rulers continued for another 200 years, but to date no one has held the throne longer than Hilanozh Vlan.

The current Kings of the Pirate Isles look to be on the way to claiming that record for themselves, however. Frim and Fram Rinwar, twin brothers from Pel Brolenon, seized power two and a half years ago by brutally murdering "Queen" Savano Ohmdalz in spectacularly magical fashion. Though both are frighteningly ambitious, the brothers have no qualms about sharing power with one another. This trust and willingness to divide and conquer has made their position all but unassailable. Also, it does not hurt that Frim is a wizard and Fram is a cleric of the Oppressor.

Though the brothers Rinwar are powerful, many have tried (and failed) to eliminate them. Many pirates grumble that the Kings Rinwar, as they are known, have accomplished nothing to benefit the pirates of the Straits, but only seek to fatten their own purses by forcing all sea dogs to pay tithes in exchange for safe harbor. Most simply mutter and growl into their grog, but a few have decided to take action. Currently, there are at least three separate movements to oust the twins from power and kill them: the Red Skulls, the Shrikes, and the Brotherhood of the Broken Chain.

ORGANIZATIONS AND GOVERNMENT

Unlike Reanaarian pirates, who have the benefit of a powerful, organized government in the form of the Captains' Table of Thirteen, pirates of the Straits have no such group to call upon for aid or shelter. With no government, piracy in the Straits is a brutal occupation. The strong ruthlessly suppress the weak, using them as tools, lackeys, or convenient stepping stones on the climb to power. Without the Friends of the Coin to monitor trade and identify targets, sea dogs are left with no choice but to raid ships "blind," attacking any vessels that appear weaker than their own. Nevertheless, centuries of practice at the finer arts of skullduggery has made these pirates savagely effective, even without such support organizations.

THE "KING"

Though at the moment two men (the brothers Frim and Fram Rinwar) claim this title, the mantle of "king" is somewhat misleading, as it implies some form of governance in return for fealty. The king, however, is merely a man (or woman) who has enough power to force the remainder of the pirate captains in the Straits to pay him some form of tribute or face obliteration.

While one might think it would be a simple matter for the oppressed majority to band together and eliminate the self-styled king or queen, it bears remembering that most pirates are quite cowardly. No one wants to be the first to draw the king's wrath.

SHIP CAPTAINS

To most of the pirates that plague the Straits, there exists no greater authority figure than their captain. These pirate captains rule their ships with iron fists, brutally punishing any attempt to wrest power from them. Saying that "might makes right" is the prevailing attitude on these ships is putting it mildly. These pirate captains rarely write up articles of piracy for their crews (not surprising, since most crewmen on these pirate ships are slaves or were pressed into service), though at least a few of the more common piratical traditions are still enforced. For example, officers almost invariably receive a larger share of the prize than rank and file crew members, mainly by virtue of the fact that the officers are known as the most brutal and dangerous men on the ship. The fact that only officers have access to the weapons lockers helps as well.

The pirate captains of the Straits are usually harsh disciplinarians, using creative and painful punishments to keep their subordinates in line. Indeed, historians suspect that many of the forms of corporal punishment can trace their origins to especially inventive (and sadistic) captains sailing the Windy Straits. Flogging, keelhauling, and walking the plank are all common punishments, but far and away the most common is marooning. Virtually every small, uninhabited island in the Straits has played host to a marooned pirate at one point or another, with several holding more than one marooned man at the same time. Although common practice is to leave the marooned with a dagger or some other means of quickly ending his own life, particularly cruel captains have been known to forego this "mercy," leaving the victim to die slowly of exposure.

Faced with such draconian discipline, it may seem surprising that more mutinies do not occur on pirate ships in the Straits. The reason that mutinies are rare (and successful ones even more so) is fairly simple, really. First, only the captain and the quartermaster have access to the weapons storerooms, meaning that any enterprising mutineer must overpower the captain and loyal crew with makeshift weapons, or persuade the quartermaster to join their scheme. Both of these tasks are considerable undertakings, for only a very stupid captain appoints officers who are not completely and totally loyal to him.

The second reason mutinies rarely succeed is more insidious. Faced with the kind of punishment mutiny incurs, the only crew members usually moved to take up arms against their captain are precisely the same type of men and women that already make up the "officer corps" of a pirate ship. In other words, why should a lowly deckhand risk an extremely painful death to support a mutiny which will only install a despot as bad as, if not worse than, the one already running the ship? In this way, the harsh, totalitarian system of the Straits' pirates becomes a self-perpetuating problem. It is said that a few ships' crews

that have benefited from their mutiny, but they are undoubtedly in the minority.

INDEPENDENT ORGANIZATIONS

Aside from the kings and pirate captains of the Straits, there are also a few organizations and movements with their own leaders and goals. As mentioned above, the three most prominent are those that plan to eliminate the brothers Rinwar. These are the Brotherhood of the Broken Chain, the Red Skulls, and the Shrikes.

THE BROTHERHOOD OF THE BROKEN CHAIN

The Brotherhood of the Broken Chain (a society whose only goal is to abolish slavery from the face of Tellene) has no real vested interest in ruling the pirates of the Straits of Svimohzia. They oppose the brothers Rinwar solely because of the pirates' dealings with slavers in countries like Mendarn and Ul-Karg. The Brotherhood believes that Frim and Fram have made additional bargains with various slave-lords, ensuring the propagation of the slave trade on Tellene. In fact, this is untrue - the Rinwars deal with slavers no more or less than any of their predecessors or any other pirate captains of the Windy Straits. The Shrikes started this rumor, believing that the Brotherhood could make a useful tool to destabilize the region, prior to a Reanaarese takeover.

THE RED SKULLS

The Red Skulls have no real agenda save to kill the brothers Rinwar and seize power in the wake of their deaths. Unfortunately, every member of the Red Skulls has this same goal, which means that even should the group succeed, they will likely self-destruct in short order. The Red Skulls, at present, seem to be the least likely of the movements to succeed. In fact, the Rinwars are aware of the group's existence, and Frim has placed a powerful geas on the second-in-command of the group that forces him to report to one of the brothers' agents every week. Fram wants to play things safe and destroy this group, but Frim feels that they are no true threat and might be turned into useful pawns at a later date.

THE SHRIKES

The Shrikes, on the other hand, are probably the most serious threat to the brothers' rule of the Straits of Svimohzia. On the surface, this small group of 15 men and women seems to have the same basic goal as the Red Skulls, merely with better organization and loyalty to one another. This appearance hides a deadly secret, though: the Shrikes are actually a highly skilled team of infiltrators in the employ of the Captains' Table of Thirteen (see Chapter 9: Piracy in Reanaaria Bay), the ruling body of the Reanaarian pirates.

Kolaar Swiftstrike has had an eye on the Straits for quite a while now, and he has sent the Shrikes to assess the possibility of forcibly seizing the pirate isles. With this accomplished, Kolaar hopes to bring the two most influential and powerful pirate fleets in the world together under his banner. The Shrikes feel that they are prepared, with several different plans to assassinate Frim and Fram. All they await is an order from Kolaar Swiftstrike himself.

ENEMIES AND ALLIES

The Windy Straits are home to many interesting sea dogs that could make admirable allies or nemeses for the player characters. This section describes several of them.

FRAM AND FRIM RINWAR

Born in a tiny fishing village on the southern coast of Pel Brolenon, the brothers Rinwar seemed destined to live a small, largely inconsequential life as thugs or fishermen. Together they were the terrors of their village, and probably would have remained small-town toughs except for a chance encounter when the two teenagers visited Zha-nehzmish, the capital of Ahznomahn. While seeking entry into one of the city's less-than-reputable bawdy houses, the twins were intercepted by a dark man dressed in brown robes with red trim. Though the man was strange and somewhat frightening, he spoke of power and riches that were theirs for the taking.

For reasons unknown to all but himself and his dark god, the priest lured the young men into his confidence with promises of wealth and power, then gave each of them a gift. To Frim, he gave an ancient spellbook containing numerous spells of dark power. To Fram, he gave a small pendant in the shape of a mailed fist. Though it appeared innocuous (aside from its appearance as a symbol of the Oppressor), the pendant was actually a minor magical item. This item allowed the priest to contact Fram in the form of dark, terrifying dreams in which the young Rinwar was trained as an acolyte of the Oppressor.

Fram (LE male human Clr 6) took to the Bringers of the New Order with startling alacrity, and within two years he was ready to travel to the nearest House of Shackles to be branded and initiated in the faith. During his pilgrimage, Fram made numerous contacts among the slavers of nations as diverse as Mendarn, Pel Brolenon, and Ul-Karg. These contacts would serve him well later in life.

Once he had been initiated, Fram rejoined Frim (LE male human Wiz 6) with the intent to make good on his mentor's promises of wealth and power. The brothers allowed themselves to be pressed into service on one of the many pirate ships that cruise the Straits of Svimohzia, and waited until the vessel was safely out to sea. Then, they killed the captain and all of his officers, re-christened the ship the Obsidian Fist, and began their campaign of plunder.

It seemed that no one could stand against the combined might of their arcane and divine sorceries, and pirate hunters from across the region hunted them in vain. Thanks to lucrative slave trading contracts with Ul-Karg and Pel Brolenon, the brothers' fortunes rapidly grew, and within a few brief years the pair had enough ships and men at their command to challenge Savano Ohmdalz for the title of King of the Pirate Isles. For two and a half years, the brothers have jointly held that title, and seem perfectly content to share. Despite the fact that they are now the self-proclaimed Kings of the Pirate Isles, the brothers have their eyes set on still bigger things. With Frim's magic and Fram's own dark faith, they believe there is no one who can stop them - and they might very well be right.

KURGAZ VAKHTAN

Hobgoblins on Tellene face many negative stereotypes, as most consider them to be savage brutes, sadistic warriors or slimy slave traders. Unfortunately, Kurgaz embodies all of these stereotypes and more. A slaver operating out of Burzumagh, Kurgaz (LE male Kargi Exp 6) enjoys very lucrative deals with various pirate captains and Brolenese traders in need of his

sentient "merchandise." His brisk business allows him to enjoy a wealthy lifestyle, reasonably safe from the diseases that plague the lesser inhabitants of the city.

Kurgaz is a shrewd businessman, always angling for the best deal in any given situation. He enforces a brutal discipline among his slaves, but he is always careful to never permanently break his product before sale. Indeed, Kurgaz prides himself upon knowing the precise threshold for permanent injury of nearly every sentient race on Tellene. He particularly enjoys discussing this knowledge with customers - it makes them uncomfortable, and thus more likely to accept his terms.

WHENSOW YAHUL

Even after two centuries, the shame of the Battle of Zhano Cape burns fiercely in the hearts of many Meznamishii naval officers, but perhaps none as fiercely as Admiral Whensow Yahul (CG male human Ari 4/Ftr 3), the chief pirate hunter in service to King Warven II. Born into a family with a long tradition of naval service, Whensow is actually the descendant of one of the traitorous captains that fought at the Battle of Zhano Cape. Though few in the kingdom even remember this fact, Admiral Yahul has sworn that he will cleanse this perceived stain on his family's honor.

With twenty ships at his command, Whensow prowls the Straits as assiduously as any gold-hungry pirate, searching relentlessly for any ship engaged in unsanctioned piracy. He has an annoying (to innocent merchant captains, at least) tendency of boarding any vessel sailing in Meznamishii territorial waters on the slightest provocation, supposedly "searching for evidence of rogue activities." The fact that he often leaves these ships several crewmen light is surely more than a coincidence. Even lawfully sanctioned privateers serving King Warven have found themselves attacked from time to time, their letters of marque unheeded in the admiral's mad desire to abolish all forms of piracy.

LOCATIONS IN THE WINDY STRAITS

The pirate islands of the Straits are well defended by ships as well as small fortresses located on the major islands. The islands boast over 100 fighting ships, but seldom are more than 20 in port at any given time. The rest of this impressive navy searches the Windy Straits and other bodies of water for prey.

This section describes Bluffport, a fairly typical island pirate town in the Windy Straits, as well as Onasahn, a Meznamishii port town frequented by pirate hunters and privateers.

BLUFFPORT

Population: 541 permanent residents; mostly Svimohz, but with a smattering of virtually every human race on Tellene. Humanoids (mostly hobgoblins) make up about 10% of the total population. At any given time, approximately 500 pirates are either passing through or staying in port for repairs or refurbishment.

At a Glance: Located on the one of the smaller unnamed islands to the west of the northern tip of Meznamish, Bluffport (latitude 33°40'N, longitude 15°15'W) is a fairly typical example of a pirate town in the Straits. Ruled by an especially stern governor, Bluffport is a lawless hole in the wall town, where anything can be bought or sold for the right price. Pirates of all stripes, from the lowliest deckhand to the most skilled and sought after officers, are available for recruitment in Bluffport's many dockside taverns, and a surprisingly high-quality shipyard

can repair most damage a ship might take in the course of its plundering.

DMs should feel free to use the description of Bluffport as a base template for any similarly-sized pirate town in the Windy Straits. Though the names and particulars might vary, most of the same services are available in all of the pirate towns in the Straits.

Government: Captain Lairounaa (LE female half-elf Rog 7/pirate lord 4), an iron-fisted and autocratic ruler, presides over Bluffport, and harshly enforces the town's laws. It is not uncommon in Bluffport to see at least one flogging a week, and pirates visiting the port have found themselves being punished for offenses that, in other pirate ports, would warrant little more than a slap on the wrist. As a result, crime is surprisingly infrequent in Bluffport. Of course, the fact that the only things that are illegal in Bluffport are murder, robbery, and similar violent crimes might also play a role in that statistic.

Despite the draconian laws she enforces, Captain Lairounaa is a capable, effective leader. Bluffport is one of the more prosperous of these pirate ports, and many corsairs that cruise the eastern reaches of the Straits make it their home base, or at least a frequent stopping point.

Economy: Bluffport's economy is primarily driven by piracy. Pirate captains sell their cargo in its large, no-questions-asked marketplace, the shipyard takes in coin for repairing, refitting, and occasionally building pirate ships from scratch, and the taverns, of course, do booming business whenever a pirate ship sails into town. Several sailor's guilds funded by Captain Lairounaa put a percentage of their take from each cruise into the city's coffers in exchange for protection from pirate hunters and exclusive contracts. These guilds include the Sailor's Guild (consisting of rank and file sailors both skilled and unskilled), the Fraternity of Naval Officers, and the new and still very small Society of Magery of the Sea (presently about four ship mages). Bluffport offers these guilds protection and refuge from pirate hunters, exclusive contracts with certain captains (who must pay the city for the privilege of hiring guild members), and occasionally even exclusive access to particularly juicy targets.

Other than piracy, Bluffport supports a few small farms on the outskirts of the town, which also supply food when such cannot otherwise be imported. The city also imports lumber and canvas for the shipyard, ales and meads to supply the taverns, and crude metals for smithing. It exports sailing ships and nautical supplies, but predominantly gains its revenue through services offered to pirates.

Military: Bluffport's primary defense is its location. Situated atop a bluff overlooking a narrow, winding river valley, Bluffport offers a safe harbor to ships allowed in, but a dozen heavy catapults in a small fort where the river runs to the sea ensure that unwanted guests will find entry perilous. Bluffport employs a force of 300 guards, known as the Brute Squad. The Brute Squad keeps the populace in-line as well as serving as a defense against land-bound threats. These soldiers are equipped with leather armor, small wooden shields, and cutlasses, and 50 of them also carry shortbows. Should the town ever be attacked, the pirates in port at any given time would doubtless rise to the town's defense (which would also add several ships of various types to the town's defenses).

Temples: The most predominant public temple in Bluffport is to the Coinmaster. The temple is presided over by Profiteer Rau (N male human Clr 3), a portly man with a sharp eye and a keen mind. In keeping with the piratical love of revelry, there is also a sizable temple to the Laugher, where drink and celebration are actively encouraged as a means of worship. Like most

port towns, there is also a shrine to the Nimble Navigator near the docks. A secret cult dedicated to a dead god of chaos is rumored to exist, but any information about such a cult is limited and vague. Although Captain Lairounaa does not prohibit any specific religions, since Bluffport is a town comprised largely of pirates and scalawags, the general public discourages churches to good and righteous deities.

Mages & Sages: Profiteer Rau, the head priest of the Parish of the Prolific Coin, is always happy to offer his divine magics to identify rare or magical treasures plundered by pirate crews - for a fee, of course. He and his acolytes are the dominant source of magical aid and spells for hire within the town of Bluffport, but other sources exist for those wishing to hire out the services of a mage on a longer-term basis.

The Society of Magery of the Sea, a small and loosely organized guild of ship mages, sea druids, and other spellcasters with a nautical bent hire themselves out to pirate captains wishing to have a bit of extra magical muscle on board. The Society's mages also offer item identification services for a modest fee. Fellow practitioners of the arcane or divine arts can join the Society if they wish. The dues are 200 gp per year and the applicant must be able to cast 3rd level spells to be accepted. Some spell components and blank spellbooks can also be purchased from the Society.

Underworld: It is difficult for any town openly controlled by pirates to have an "underworld," but Bluffport manages all the same. Small cults to depraved and evil gods lie hidden away in basements, drawn to the city because of its secrecy and innate distrust of authority.

For the past two or three years, a small thieves' guild called the Scarlet Hoods has been born in Bluffport. However, as most pirate captains make sure to keep their plunder aboard ship in their holds, and most of the town's merchants hire very intimidating guards to protect their warehouses, the Hoods' business has not gone well so far. Also, the Crimson Hoods have recently been dominated by a small cult dedicated to the Dark One. These cultists have used blackmail, torture, and even flat-out murder to cajole the Crimson Hoods into obedience. The purpose of the Knights of the Black Pit in controlling this thieves' guild remains unknown.

Interesting Sites: In addition to specialized merchants that will buy or sell specific types of cargoes (such as silks, spices, or jewels), Bluffport has a surprisingly large open-air marketplace. Though most of the market's business derives from local farmers and the odd pirate captain seeking fresh provisions, in the back alleys of the market district, the streetwise can buy nearly anything imaginable. Slaves, priceless artifacts, illicit substances, and more can be had for the right price.

The Bluffport shipyard is actually not in the city proper, but farther south, in a small natural harbor that opens directly onto the bay so that larger ships can be sailed in and serviced. The shipyard is well manned and well equipped, and can add ship augmentations, build a ship from the keel up or repair damaged ships at a rate of 300 gp worth of repairs per day (see Repairing Damage in Chapter 7: Naval Combat).

Special Notes: Although she is generally regarded as a harsh but competent ruler, Captain Lairounaa is, in fact, dangerously paranoid and is slowly losing her mind. Part of the reason for her harsh law enforcement techniques is that she sees any form of lawlessness as a threat to her power.

enclave of about 30 hobgoblin and half-hobgoblin traders from Ul-Karg live here as well.

At a Glance: Though not a particularly large city, Onasahn (latitude 32°15'N, longitude 15°15'W) is the chief base of operations for the Meznamishii Royal Navy's fleet of pirate hunters. Unofficially, it is also a frequent residence for privateers and buccaneers in the service of Meznamish (though the recent peace with Ozhvinnish has reduced the number of these lately). Onasahn is a predominantly lawful city with an economy centered around the Royal Navy.

Government: a civilian governor nominally rules Onasahn, but in fact this governor is not much more than a figurehead. The real rulers of Onasahn are the highest-ranking naval officers stationed there (currently the chief officer is Admiral Whensow Yahul), and their primary concern is the readiness of their ships. Civilian business is frequently tossed by the wayside, with problems of crime and poverty often ignored in the rush to secure funding for a new warship or combat drills for the sailors.

Torvish Mahnoz (LG male human Ari 5) is the current ruler of the city. A good man, he genuinely has the best interests of his people at heart. As such, he and Admiral Yahul frequently butt heads over matters of policy and economics. Although in theory Mahnoz has the ability to overrule Yahul at any time, he is all too aware that his city's economy is almost wholly dependent upon the Royal Meznamishii Navy, and should Admiral Yahul relocate his command, Onasahn would wither and die within a few years.

Economy: As mentioned above, Onasahn's economy is almost entirely built around the Royal Meznamishii Navy. The inhabitants who are not sailors (or the families of sailors) are almost all workmen at the Naval Shipyard in the town (which is considered a major port for purposes of repairing damage to ships) or in some closely related industry (sail makers, woodcutters, and so on). The business of tavern-keeper is also a common one in Onasahn, as sailors on leave always need places to relax.

Onasahn has virtually no exports at all (unless you consider the occasional warship), and imports much of its food and finished goods from nearby towns such as Svohlvan and Nanmish. The town's primary income is the pay of the sailors stationed there or on leave there - pay from which the seamen are easily separated in taverns, brothels and gambling houses.

Military: Onasahn's primary military strength is in the twenty warships stationed there (at any given time, however, only five are usually in port). This also provides the town with between 500 and 1,000 combat-ready marines, who can defend the town against any attack. The city is unwalled, but several heavy catapults and ballistae are stationed to cover the entire harbor. Against land-bound threats, 75 members of the Meznamishii Army garrison here as well.

Temples: The most prominent temple in Onasahn is dedicated to the Knight of the Gods, and is presided over by Mezhnish Sahnshu (LG male human Clr 4). Mezhnish is happy to provide all the basic services that adventurers might require from a temple. He also personally blesses each warship before it sets out on a cruise. The temple is a large, fortified building in the center of the city, directly across the main road from the naval officers' hall. In times of war, the temple can serve as a secondary command post for the city.

Though nowhere near as large as the temple to the Knight of the Gods, Onasahn also boasts small temples and shrines to the True, the Raconteur, the Storm Lord, and the Nimble Navigator.

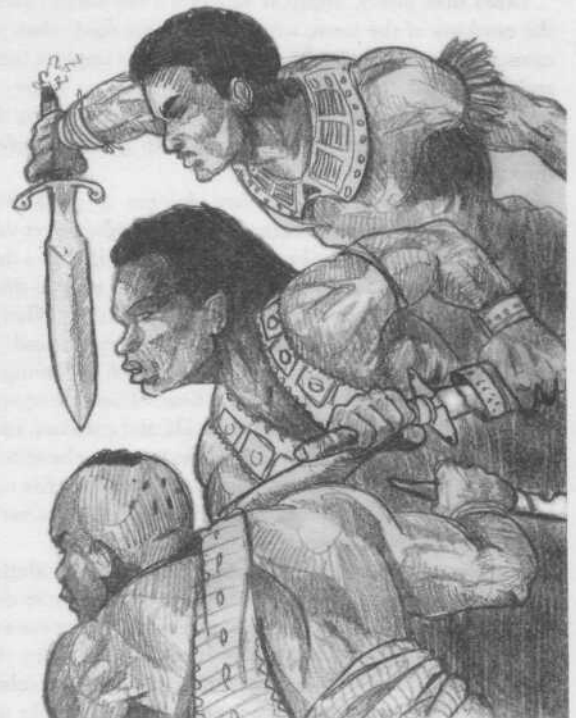
Mages & Sages: Lieutenant Ohznam Vhesh (LN male human Wiz 4/ship magus 2) commands the small but

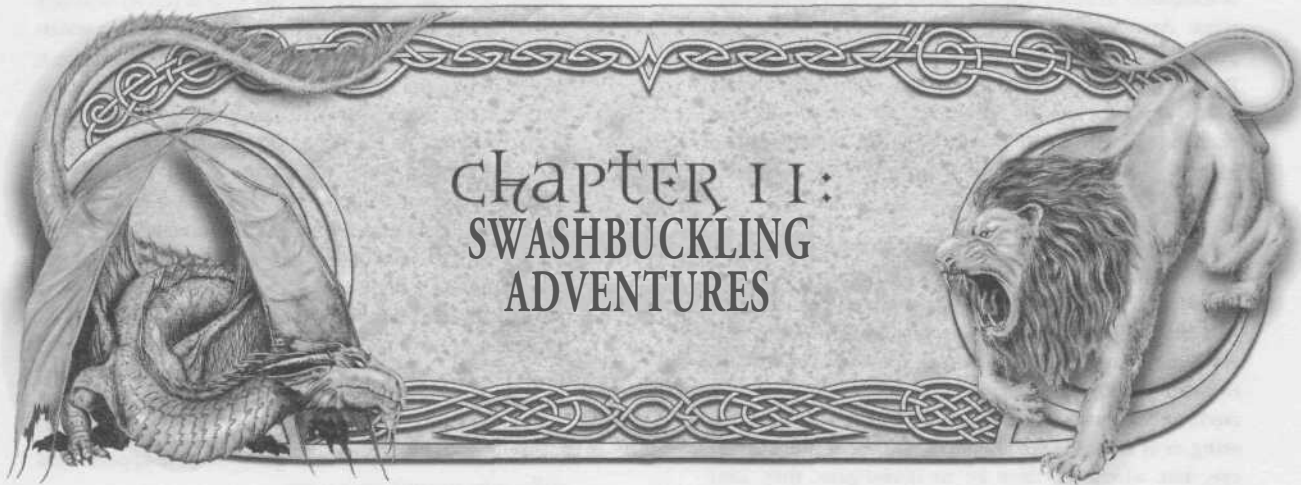
burgeoning Royal Ship Mages Corps. The Corps was created only last year by mandate of King Warven II, and currently consists of a mere five members, ranging in power from lowly apprentices to Lieutenant Vhesh himself. None of these mages has yet been assigned to a ship - they are still training and developing strategy and tactics on dry land.

Underworld: A small cell of the Friends of the Coin are seeking to expand their influence into the Straits of Svimohzia, and have chosen to make Onasahn their home. This group of six Friends is led by a woman named Ronta (N female human Exp 6), who has seduced and blackmailed a clerk in the Royal Meznamishii Navy into feeding her information about the movements of pirates in the region. The cell has not made its presence known or taken any action as of yet, but every day they gather more information with which to eventually move on the Rinwar pirate kings.

Interesting Sites: The Meznamishii Royal Shipyards in Onasahn are capable of building or repairing even the largest of warships. Entire campaigns could be designed around the shipyards, their environs, and the people therein. Perhaps a traitor might agree to sabotage a mighty new warship in exchange for a vast reward from a wealthy pirate captain, or a thieves' guild might use the yards as a cover for more illicit operations.

Special Notes: Although he is undeniably an effective pirate hunter, Admiral Yahul has come to the attention of his superiors as a somewhat dangerous maverick officer. Part of this is true, culled from reports of his fanatical pursuit of piracy. Other reports have been exaggerated or even falsified, though the perpetrators remain unknown. Clearly, they want to see the Admiral removed from command - which could implicate virtually anyone from the Rinwar brothers to the Friends of the Coin cell operating in Onasahn. Regardless of who is behind these subtle attacks, it is anything but certain how Yahul might react to being stripped of command. He might leave with quiet dignity and grace, or he might attempt to continue his duties as a rogue captain, by continuing to command his Navy assets in defiance of his superiors.





CHAPTER 11: SWASHBUCKLING ADVENTURES

At the polar opposite end of the spectrum from gritty realism is the swashbuckling adventure scenario. In this sort of game, piracy and life on the high seas are grand adventures with few or none of the unpleasant factors of "real" life aboard a ship. PCs and their crews in such games, even if they are true pirates, often have some noble or altruistic purpose behind their raiding, or were driven to piracy because they had no other choice. Rarely are the heroes of a swashbuckling adventure campaign simple cutthroats with any desire beyond getting rich as quickly as possible.

As mentioned in the description of the gritty realistic game (mentioned in Chapter 5: A Pirate's Life), the rules presented throughout this book gloss over some of the most unpleasant of "real life" aspects of a nautical campaign. However, if you are running a pure swashbuckling adventure game, you might wish to ignore or modify other aspects of the realities of seafaring. Storms, for example, should only crop up when dramatically appropriate, and you may wish to allow a party of PCs to man their own ship without need for a crew (particularly if the PCs use a smaller vessel such as a sloop).

Adventures in a swashbuckling adventure campaign tend to be larger than life, even downright bizarre. The odds that the king of Cosdol would have an exact body double anywhere in the world, let alone that it happens to be one of the PCs, may be astronomical, but that sort of happenstance makes perfect fodder for a swashbuckling adventure. Perhaps the king has learned that there is an assassin after him, and hires the PCs to crew his royal yacht (with the body double standing in for the king himself) to create a diversion and lure the assassins away.

The "hero as an exact double for royalty" plot is common in many swashbuckling stories, but it is by no means the only classic archetype of a swashbuckling campaign. PCs in a swashbuckling adventure campaign might rob from the rich and give to the poor, by raiding the wealthy merchant ships of an oppressive government and distributing the gold they acquire amongst poor fishermen and common sailors along the coast. Perhaps the PCs even begin as slaves serving on a Brolenese galley, who must escape their captors and seize the ship for themselves.

CAMPAIGN STYLES

Gritty realism and swashbuckling adventure are both perfectly good tones for piratical campaigns, but piracy need not be the only focus of your game. You might also run a campaign centered on pirate hunters, or privateers in service of their king,

or even characters that have been marooned on a deserted island somewhere, and are forced to contend with native monsters and other natural hazards. As a change of pace, you might even want to run a comedic game. This section describes several such styles, and provides several adventure hooks for each.

PIRATES

Of course, the most common campaign with a piratical theme is one in which the PCs themselves play pirates. Indeed, most of this book is written with the assumption that the PCs are scurvy sea dogs that strike fear into the hearts of their quarries. While this campaign style is popular, it does tend to paint the PCs as villains, particularly in a realistic campaign described above. At best, the PCs in a traditional pirate style campaign are usually neutral fortune-seekers, but a campaign with a more swashbuckling feel can easily see the PCs as renegade heroes, fighting against a corrupt or oppressive government.

The chief disadvantage of a typical pirate campaign is that it can get very repetitive. Be sure to mix things up by including different adventures. Searches for buried treasure, evading pirate hunters, and even the odd dungeon crawl can be thrown in to give the traditional pirate game more spice. Monsters, likewise, tend to be somewhat restricted in a pirate game, as the list of aquatic monsters is not a terribly large one. This problem can be partly ameliorated by sending the PCs on land-based missions from time to time, but creative DMs can also make use of certain monsters on board ships, either as crew (for sentient, humanoid monsters) or as guard animals.

PIRATE ADVENTURE HOOKS

These adventure hooks make ideal seeds for a party of buccaneers and scalawags. With a little bit of imagination on the DM's part, they can also be used for other types of games. Privateering campaigns, especially, can use these adventure hooks with very little modification.

X Marks the Spot: While relaxing and spending their hard-earned loot in some pirate town in Reanaaria Bay, the PCs meet a man who claims to be selling a map to the famous pirate Rogar Blackthorn's fabulous buried treasure, said to be worth more than some of the Young Kingdoms. The catch, of course, is that the treasure is buried at the heart

of a monster infested tropical island, guarded by insidious traps. Assuming the PCs trust the mysterious seller and purchase the map, they must then find their way to Rogar's island, battle their way past exotic and deadly beasts, and dig up the treasure. Of course, the real challenge is getting back through the monster filled jungles with several hundred pounds of gold and jewels strapped to the PCs' backs....

Ghost Town Mystery: The PCs return to their port of call, laden with booty to be sold, only to find every soul in town has disappeared. An investigation reveals evidence that the people departed in a considerable hurry; half eaten meals still sit on kitchen tables, laundry sits soaking in barrels, a horseshoe lies half forged on a blacksmith's anvil, and so on. Occasionally, the PCs see a faint flickering, as of someone walking by, out of the corner of their eye, but whenever they go to investigate, they find nothing. Eventually, the PCs find enough clues to fathom that a powerful necromancer has shifted the entire village to the Negative Energy Plane for some vile ritual. The PCs must either find a way to return the villagers to Tellene or travel to the Negative Energy Plane themselves to thwart the necromancer. After all, the PCs need those people to purchase their ill-gotten swag.

Pirates With Hearts of Gold: This adventure hook is best suited to a more swashbuckling campaign. The PCs, sailing out of Pel Brolenon, come to see the oppression that the Theocrat inflicts upon his people and decide to try to help. The PCs may begin raiding the ships of Pel Brolenon and its allies, secretly distributing the wealth among the peasants or even helping to smuggle them out of Pel Brolenon. But when the Brolenese government gets wind of the PCs' actions, they lay a trap for the heroes, filling a "merchant" ship with hundreds of trained combat marines in an attempt to capture the PCs and sell them into slavery. Depending on where you want to take the campaign, the PCs might be forced to fight their way to freedom, or they might actually be captured and enslaved (see the next adventure hook).

Enslaved: The PCs have all been taken prisoner and enslaved by Brolenese or Kargi slavers. Stripped of weapons and armor, the PCs must find a way to overpower their overseers and break free. Of course, on a slave ship, there are few places to run to. As such, the PCs might decide to take over the ship and take to the seas with the rest of their newly liberated comrades, striking at the nation that enslaved them (either in an attempt to end slavery altogether or simply for revenge). If the PCs' motives are altruistic enough, they might be contacted by the Brotherhood of the Broken Chain and provided with additional resources and support.

Note that, in most cases, this adventure hook is better suited for a lower-level campaign in which the PCs have not yet had much chance to accumulate powerful magical treasures. Players may become annoyed when the DM takes away their gear "for the sake of the story," so unless the PCs' items are somewhere on the ship where they can be recovered, this adventure hook should be used sparingly with high level groups.

Cursed Booty: The PCs spot a strange-looking ship sailing the sea, and decide to raid it. When they close to boarding

range, however, they see that the ship is not an ordinary vessel at all, but rather a ghost hulk crewed by waterlogged zombies and seaweed-draped skeletons. Nevertheless, the PCs find a sizable treasure in the ghost ship's hold, which they take back to their ship. Unbeknownst to the PCs, the ghost ship's treasure actually holds a powerful curse, which immediately bestows the cursed ship template (see Chapter 6: Ships) upon the PCs' ship, and carries an additional curse placed upon any PCs that helped to transfer the treasure from the ghost ship. This curse can be any effect that a *bestow curse* spell could inflict, or it might be something original. The PCs may not immediately realize that the curse comes from the ghost ship's treasure. Once they do, however, they are faced with the daunting task of returning all the treasure (or its equivalent gold piece value) to the sea, at which point the mysterious ghost ship re-appears and collects its treasure once more.

Cult of the Deep: For a slightly more horrific adventure, have the PCs put into port for repairs (ensuring that they cannot easily leave) at a small, previously unknown village. The inhabitants of the village seem rather odd, with large eyes, flat noses, and clammy skin. The first night the PCs are in town, a strange, rhythmic noise awakens them at midnight. The sight beyond the window is both repulsive and frightening: Hundreds of kuo-toa (or sahuagin, or other aquatic monstrous humanoids) have gathered in the town square for some sort of dark religious ceremony. When the PCs see one of their NPC crewmen hauled to a giant fish-altar to be sacrificed, their characters' intended fate becomes clear. Trying to warn the "human" inhabitants of the town of the ritual taking place is futile, as the townsfolk have made an unholy pact with the Bringer of Strife to ensure prosperous fishing - the same god, in fact, that the monsters worship. The PCs must now not only evade the monsters and the townsfolk (who are themselves slowly transforming into sea creatures), they must find a way to escape with whatever members of their crew remain alive.

PIRATE HUNTERS

An interesting reversal of the typical pirate campaign, this option puts the PCs in the roles of naval officers charged with hunting down and capturing or eliminating some of the more dangerous pirates sailing the seas. This type of campaign has several advantages, but also a few disadvantages as well. As the pirates are now the villains, you can feel free to make the NPC pirate villains as evil and despicable as you feel is appropriate for your campaign (whereas if the PCs are the pirates, it is generally assumed that they are of good or neutral alignment). Since the PCs are assumed to be members of a kingdom's navy in a pirate hunter campaign, it is also quite easy to get them to go on adventures. The PCs simply receive orders from their superiors ordering them to perform whatever mission you have planned for the week.

The drawbacks of a pirate hunter game are mostly related to flavor, for half the fun of playing a pirate campaign is actually being a pirate. Make sure that your players do not have their hearts set on playing scurvy sea dogs before planning out a pirate hunter game. It can also become difficult to instill variety in a pirate hunter game - make sure that you include variations on the typical "track down a pirate ship and capture it" motif. Perhaps a certain group of pirates the PCs are pursuing have

made landfall and are holed up in a coastal fort, necessitating a clever infiltration by the PCs. Or perhaps the "pirates" are actually the undead crew of a ghost ship, and the only way for the PCs to end their depredations is to determine the source of their curse.

PIRATE HUNTER ADVENTURE HOOKS

The following adventure hooks make ideal plot seeds for a pirate hunter campaign, though with small modifications they can easily be adapted to other types of campaigns.

The Privateer Twist: The PCs are asked by a representative of Ozhvinmish to find and capture a certain pirate that has been raiding their merchant ships. Once the PCs track down the buccaneer, however, they discover that he is actually a privateer in the service of one of the PCs' home nation. The PCs are now faced with a dilemma: do they let the privateer go out of their own sense of patriotism, or do they drag him back to Ozhvinmish to face justice?

Traitor Among Us: While tracking a particularly elusive band of pirates, the PCs find themselves sailing into an ambush. Once they escape the ambush and resume the chase, the PCs find the villains are always one step ahead of them, seeming to know the PCs' plans well in advance. Is there a traitor on the PCs' crew? Are the pirates using powerful divination magic to spy on the PCs? The PCs have only a limited amount of time to discover the answer before their foes are able to stage a second, more successful ambush.

Pirate Amnesty: His Most August Supremacy, Emperor Kabori I of the Vast Kalamaran Empire has declared an amnesty for all pirates willing to cease their plundering ways. The PCs are tasked with spreading the word of this amnesty to the pirate hideouts in the region, but since they have developed a reputation as skilled pirate hunters, they are met with a less than warm reception. The vastly outnumbered PCs must convince the pirates not only that they aren't being arrested, but being pardoned for their crimes.

What Would You Do With a Reformed Pirate? This hook can either be played as a follow up to the Pirate Amnesty hook above or as a stand-alone adventure. The PCs learn that the king of Cosdol has offered an amnesty to any pirate willing to swear fealty to him. This strikes the PCs as somewhat suspicious, as the Cosdolites have always been staunch foes of piracy. As the PCs investigate, they eventually discover that this amnesty does not come from King Welren, but from a corrupt local lord who wishes to form his own navy and overthrow the kingdom.

Family Tragedy: While on a routine mission, one of the PCs receives word that a friend or family member (preferably a previously established NPC with whom the character has a strong relationship) has been taken by pirates to be sold into slavery. The PCs must choose whether to abandon their current mission to rescue the captured relative, and, if they choose to do so, they must track the slavers from port to port, eventually ending in a Brolenese seaport where the slave auction is to be held.

Hunters Hunted: The PCs find the tables turned on themselves when a well equipped band of pirates put to

sea to hunt them for a change. The PCs must avoid their pursuers long enough to come up with a plan for defeating them, and then figure out who sent these pirates after them. Depending on where you want to take your campaign, the culprit might be any of the famous pirates or factions mentioned in Chapters 9 and 10, the Secret Network of the Blue Salamander, or any other foe the PCs have angered over the course of the campaign.

PRIVATEERS

Like the pirate hunter campaign, a privateering campaign has the advantage of giving your PCs an air of legitimacy and being the "good guys." Unlike that style of game, however, in a privateering campaign the PCs still get to indulge in classic piratical deeds, raiding and plundering ships of their nation's enemies. Depending upon the tone of your campaign, the PCs might serve a relatively benign government such as Cosdol, or they might be vicious corsairs in service of Pel Brolenon, Ul-Karg, or a similar evil nation.

The privateering campaign combines most of the best elements of a traditional pirate campaign and a pirate hunting game, but it does have a few drawbacks of which you, as the DM, must be aware. First and foremost, a privateering campaign works best if all of the PCs are from the same nation. A Fhokki barbarian, Kalamaran soldier, and a half-hobgoblin from Ul-Karg will require a very inventive story to explain how they all came to be privateers under the same banner. Privateering campaigns also tend to rely on a war somewhere in the campaign's background. If there is no war, there is probably no reason for the PCs to be privateering. Fortunately, Tellene is a volatile place, and there are several conflicts ongoing at any given time.



The following list names several countries that exist in a near-constant state of war with one another:

- Pekal and Basir (in Kalamar)
- Prompeldia and Eldor
- Mendarn and Pel Brolenon

Even with these wars to occupy them, the PCs will inevitably become jaded as a war drags on into another endlessly. This problem can be avoided by simply transitioning the game to another style as the war ends. For example, the PCs might decide that unsanctioned piracy would be a very lucrative course of action, as the conflict between Pekal and Kalamar winds down for a time. Alternatively, they might be drafted into service to hunt down and bring to justice other pirates that see that same opportunity.

PRIVATEERING ADVENTURE HOOKS

These six adventure hooks will help you get started with designing a privateering game, or making an existing campaign into a privateering one. As always, feel free to substitute or add people, places, or events that have greater significance to your game.

Divided Loyalties: The PCs are commissioned as privateers, and their first orders are to prey upon the ships of one of the PCs' homeland (or a nation in which a PC has family or friends, if all of the PCs are from the same nation). The PC in question must decide whether her loyalty to the monarch that commissioned her as a privateer is greater than her loyalty to the kingdom of her birth, and what she intends to do about it. Make sure to find a way to involve the other PCs in this conflict as well; perhaps they are aware of their comrade's nationality, or perhaps they themselves have relatives or friends from the same nation.

Privateers Out In the Cold: In this scenario, the PCs are sent out to raid the ships of an enemy nation during a war as usual. However, while the PCs are at sea, the two warring nations come to an agreement, and a peace treaty is signed. Since communication with ships at sea is spotty at best, the PCs remain unaware of this new development and go about their duties, raiding and plundering ships from the "enemy" nation. When the PCs return to port to divide up and sell their loot, they learn of the peace accord. Unfortunately for them, since their home nation would be highly embarrassed and dishonored if word that they hired the PCs gets out, the PCs are now wanted on charges of piracy. The PCs must escape port, evade capture long enough to clear their names, and possibly take revenge on the monarch who betrayed them.

Other People, Property: While acting as privateers, the PCs mistakenly raid a Brolenese merchant ship traveling in secret, under the flag of the nation that the PCs oppose. When they check the cargo, they find that, rather than carrying gold, silks, or spices, this ship carries a large number of slaves bound for the Pel. The PCs have a dilemma on their hands: do they free the slaves, potentially starting a war between Pel Brolenon and their kingdom, or do they turn the ship loose, minimizing the political backlash but dooming the unfortunates aboard to a life of slavery?

Land Bound Privateering: Instead of being sent to sea to raid the ships of an enemy nation, the PCs are put ashore on the borders of their enemy's land, or at a small colony far from the enemy's seat of power. They are tasked with raiding and capturing, if possible, a fort or small coastal town. Experienced D&D players might see this change of pace as a return to the "norm" of dungeon crawling. However, they may find it a bit of a shock when they see how different the scenario is, once their characters are accustomed to fighting lightly armed and armored aboard a ship!

Rumors of War: While at sea, far from their homeland, the PCs begin to hear rumors that a war has broken out between their kingdom and Meznamish. The PCs must decide whether to act upon these rumors and attack Meznamishii ships they come across, or whether to chance sailing back to their home port for official approval. If you want to be devious, this adventure hook can tie into the Privateers Out In the Cold adventure hook described above as the PCs learn that the rumors of war are nothing more than that - rumors.

Blood of Innocents: A new monarch has recently been crowned in the PCs' home nation, and the new king immediately declares war on a neighboring country. As privateers, the PCs are sent out to raid the enemy's ships, but their orders become progressively more and more ruthless, until finally they are being ordered to attack and destroy ships carrying refugees from the war. The PCs must decide when enough becomes too much, and come up with a plan to deal with the bloodthirsty new monarch.

MAROONED!

An extreme departure from the traditional pirate campaign, and yet still fitting snugly within the pirate mythos, this campaign style finds the PCs marooned on an uncharted island (either deliberately, perhaps by mutinous crew, or accidentally, such as by a shipwreck). Although most realistic maroonings take place on tiny, barren scraps of land, for the purpose of this campaign type it is better if the PCs are stranded on a large island with an abundance of natural flora and fauna, much of which, naturally, should be hostile. Survival becomes the PCs' first priority as they must deal with such diverse issues as exposure, finding pure water, and, of course, ultimately getting home.

A campaign in which the PCs are marooned can provide an excellent opportunity for more "traditional" types of D&D adventures, such as dungeon crawls and wilderness exploration, but at the same time it presents several difficulties that you as the DM must overcome. First, by the very definition of "marooned," the campaign is probably restricted to a single geographical location: a single island, or perhaps a small chain of islands.

The size of the island is also an issue. Too small, and the PCs will have seen and done everything there is to see and do on the island, but make the island too large, and the PCs will begin to wonder why no one else has discovered the island and claimed it. Magic can also eliminate much of the tension and challenge of a marooned campaign. When the party cleric can cast *purify water* and *heroes' feast*, finding food suddenly becomes a much less pressing issue. Also, if the wizard can cast *teleport* or *teleport without error*, your marooned campaign will last all of the one action it takes the mage to cast his spell. For this reason, it is

advised that you run a marooned campaign for relatively low level parties or those without access to powerful magic.

MAROONED ADVENTURE HOOKS

A marooned campaign offers virtually endless opportunities for adventure. These adventure hooks are only a tiny fraction of the quests you can send your PCs on while they struggle to get off their island prison. Note that, for the sake of brevity, basic survival (food gathering, building shelter, etc) is not discussed here.

Where the Stars Are Strange: Rather than simply having been marooned, the PCs have sailed completely off the map due to a powerful storm, to an island thousands of miles from the civilized lands of Tellene, perhaps even on the other side of the world. This island might be utterly devoid of intelligent life, or it might be home to strange, possibly hostile, tribes of natives the likes of which the PCs have never seen (hopefully the party wizard can cast tongues). Such an island might also be the home of strange, exotic monsters like digesters or even more bizarre creatures. Now the PCs must discern where exactly they are as well as how to get home.

Restless Natives: Shortly after their arrival on the island, the PCs are attacked by a band of savage natives wielding crude spears of wood and bone. Once they have fended off their hostile attackers, representatives of another tribe approach the PCs. These newcomers are peaceful hunter gatherers who want the PCs' aid in driving off their cannibalistic neighbors. In turn, they assure the PCs that they have canoes capable of getting the castaways home. Devious DMs may wish to give this hook a few twists to keep things interesting. For example, the "cannibals" might actually be fierce but noble warriors who mistook the PCs for demons in cahoots with their "peaceful" half-fiend neighbors.

Old Time Religion: The island the PCs find themselves on is empty of intelligent life, but it was not always so. At the exact center of the island rises an ancient, ruined temple to the Harvester of Souls. The temple has fallen into disrepair since it was built, but many of its defenses, including insidious traps and undead guardians, remain intact. Runes and ancient writings upon the temple's walls speak of great treasures to be found within, but also of a nameless horror sealed at the heart of the temple, a fiend that terrified even the Congregation of the Dead. The PCs will likely attempt to explore this temple in hopes of finding some magic item capable of sending them home, but they risk freeing the monster trapped inside. Exactly what this horror is—demon, dragon, undead monstrosity, or something else altogether—is left to the fiendish imagination of the DM.

Bug Hunt: The PCs are marooned on an island with a sizable infestation of ankhegs. The monstrous insects pop up out of the ground, seemingly at random, and attack with unusual ferocity. Not only must the PCs fight off or avoid the creatures, they must determine the source of the ankhegs' peculiar numbers and behavior. In fact, a cleric of the Locust Lord has made this island his home, and is building up a horde of ankhegs which he plans to unleash on the unsuspecting populace of Tellene.

More Marooners: Evidently, the PCs have chosen a popular place to be marooned, for there is already a group of marooned sailors eking out an existence on the island. Depending upon your overall goals for the story, these newcomers might welcome the PCs and offer to help them survive on the island, or they might be hostile toward the PCs as a source of competition for the food that is already scarce on the island. In the latter case, these newcomers should be of a level comparable with that of the PCs so that they can hold their own in a battle. Although, given that the other newcomers know the island much better than the PCs, they might be able to hold their own even against a much more powerful group of PCs.

Rescued?: This adventure hook is well-suited to bringing a marooned campaign to a close. After spending some time on their island prison, the PCs are surprised to see a ship sailing into a natural harbor along the beach. The PCs' hopes of being rescued dim, however, when it is revealed that these sailors are pirates who have only stopped here to maroon a mutinous crew member of their own. The PCs might try several approaches to get themselves onto this ship, ranging from a diplomatic approach ("No, of course we weren't marooned! Our ship ran aground here!") to sneaking on board and stowing away, to attacking the crew directly in an attempt to take the ship for themselves. You can choose to wrap up the campaign at this point, or you can continue the adventures with the newly freed PCs. Perhaps the crewmembers of the ship that rescued them are not what they appear to be, or perhaps the ship is owned by a powerful pirate lord - who is not pleased when the PCs steal his ship. The possibilities are endless.

HUMOR

Just about every gaming group enjoys a little humor every now and then. Usually, this humor takes the form of jokes or funny stories from previous game told over pizza or during breaks in the action, but sometimes a group decides to let that humor take center stage, at least for a session or two. The pirate genre is ideally suited to a humorous campaign, because it contains so many recognizable cliches that can be exploited: the peg leg, the eye patch, the hook hand, ghost ships, and many, many more elements are all ripe for parody. This is the sort of campaign in which an NPC might remain marooned on a desert island for decades, despite having a fully working ship, because he refuses to spend weeks at sea with the monkeys he has trained as a crew.

Despite the potential for amusement to be found in a humorous game, however, this particular type of game is generally best suited to a short, diversionary campaign, or even a one shot adventure, as a break from more traditional games. Eventually, any sort of humor, no matter how amusing, gets old after a while. One other piece of advice for DMs wishing to run a humorous game may seem harsh, but it is true nonetheless: make sure you have a sense of humor similar to the rest of your group, or your humorous game will fall flat. If your players are expecting slapstick physical comedy, but your adventures are witty political satires or parodies, you will likely end up with very bored, restless players.

HUMOROUS ADVENTURE HOOKS

The following adventure hooks are best suited to a humorous campaign. While some of them might be adapted into a serious campaign, most of them should probably be left to the realm of comedy.

So You Want to Be a Pirate?: This adventure hook is best suited for lower-level parties. The PCs have set out with the intention to become mighty pirates, and now they have to secure themselves a ship, a crew, and a mission. Perhaps the PCs have to purchase a ship from an obnoxious, fast-talking used ship salesman (who sells them a ramshackle old boat that is barely seaworthy under the pretense that it is a high-performance racing ship. Possibly, the crewmen the PCs hire all have some sort of bizarre quirk, such as a blind navigator, a cross-eyed gunner, or a quartermaster who cannot count. Once the PCs have these basic components of piracy, they must undertake an increasingly silly series of quests to prove their mettle as pirates. They might have to raid a ship whose cargo consists of novelty peg legs, or search for buried treasure on an island inhabited by fearsome dire parrots.

The Princess and the Pirates: One of the passengers on a ship the PCs take hostage is the princess of a powerful nation. Sensing the potential for a large ransom, the PCs take her prisoner, only to discover that princesses make for very difficult passengers. Not only must the PCs contend with the king's fleets sent to reclaim the princess, they must put up with the princess's demands for a larger room, better food, and insistence that the PCs hunt down and kill every rat on the ship. Obviously, in a more straightforward game, the PCs would likely just bind and gag the princess to shut her up, but in a humorous campaign, such trivialities should not stop the princess's complaints. Eventually, the PCs may get so fed up with her nagging that they turn themselves over to the authorities just to get away from her.

Lost Treasure: An NPC ally of the PCs (a lover, friend, or relative) is transformed by a powerful curse, or has her soul trapped, in a large, valuable jewel or other form of treasure. Unfortunately, while the PCs are searching for a way to remove this curse, thieves steal the gem containing the NPC. Now the PCs must track down the criminals in order to recover the NPC while still trying to find a way to remove the curse before the treasure is melted down or the gem re-cut. For a darker comedy, the PCs might arrive after the gem has been cut down. If they attempt to reverse the

curse, the NPC finds herself restored, but in several, separately animated pieces: a hopping leg, a crawling arm, a head that is none too pleased with the state of things, and so on.

Extreme Cliche: This idea is best used as a single adventure, as clichés tend to wear out their humor value quickly. This scenario can be applied to any plot type, even one suggested for a "serious" game. In an extremely clichéd game, every imaginable pirate cliché and stereotype is not only exploited, it is taken to extremes. The PCs might meet a legendary pirate captain who has two peg legs, both hands replaced by hooks, and an eye patch over each eye. Characters speak with so much nautical and piratical slang that they are all but incomprehensible, and of



A ghost pirate captain is not to be taken lightly.

course every sentence is punctuated by numerous "Arrrr"s. Though as a stand alone form of comedy, the extreme cliché might get a bit stale, when combined with interesting and comedic characters and situations, this type of game can be very entertaining.

Serious Plot, Funny Characters: Less of an adventure hook than a style of humorous gaming, this style puts the PCs into serious, traditional pirate adventures, but populates the world with a host of absurd characters and creatures. The PCs themselves might be a collection of runaway cabin boys masquerading as fierce pirates, or they might be hardened, vicious pirates who, in order to evade pirate hunters, must go undercover as serving wenches at a local pirate tavern. They might face such opponents as tribes of ogre "cannibals" who are no threat to the PCs because they only eat other ogres, or a tribe of angry monkeys that have been awakened by a high level druid and are led by a cunning half-fiendish monkey sorcerer of terrible power. This sort of campaign lives or dies based on the DM's ability to come up with creative, bizarre NPCs for the players to interact with. However, if done properly, your PCs will be talking about that dragon that wanted to be a pirate (but kept sinking every ship he landed on) for years to come.

PUBLISHED ADVENTURES

Numerous adventures have been published to support Kingdoms of Kalamar fantasy campaign setting. Many of these involve ships, sea travel or take place in a port city. Consequently many of them are ideal to use for pirate campaigns. Recommended published adventures for pirate characters are listed below with a brief plot synopsis for each.

Root of All Evil, Forging Darkness, Coin's End (1st-5th-level): These three adventures all involve a continuing plot that takes the PCs from a small town on the northern shores of Reanaaria Bay to the Obakasek Jungle across the Sea of the Dead and back. The plot centers on an evil Wizard who crafts a corrupting magic item called the *Coin of power*. The PCs set out on a quest to make a companion coin that is capable of destroying the first. But their search for the necessary materials takes them all over Reanaaria Bay. These adventures include two sample ships and numerous encounters at sea. They also include an opportunity for the PCs to win their own ship!

Harvest of Darkness: This book includes four distinct adventures that are loosely tied together. The first adventure (1st-level) takes place in the riverside village of Narmaren near the City of Prompeldia (a known haven for pirates). The adventure involves running afoul of a local cleric of the Harvester of Souls, god of the dead. He is working on building an undead army to take over the region until the PCs get in his way.

Aldriv's Revenge (1st-level): This adventure takes place in the port town of Yelden in the Kingdom of Mendarn. The PCs become involved in a murder mystery and join the hunt for a missing prince.

lands of Mystery (1st to 5th-level): This book includes four distinct adventures, two of which are ideal for a pirate campaign. The *Sirocco's Kiss* involves thwarting the plans of a Rakshasa and gives the PCs an opportunity to win their own ship. The *Night of the Rotlord* is based on a

river town in Reanaaria Bay that pits the PCs against a cleric of the god of disease and his minions.

Siren's Prize (5th-level): This adventure takes place in an abandoned lighthouse near the port City of Dralven in the Kingdom of Eldor. The lighthouse stands on a cliff that holds sea caves and dangerous denizens below including kuo-toa and an aboleth. The PCs will meet a member of the Golden Alliance merchant guild in this adventure, possibly leading to more adventure on the high seas.

QUESTS ON THE HIGH SEAS

As the adventure hooks in the previous section show, many of the classic elements of a D&D adventure, including the ubiquitous dungeons and dragons themselves, are difficult to cram onto a ship and put out to sea. This section discusses some general tips for keeping nautical adventures interesting, substitutes for dungeon crawls (and ways to work traditional dungeon crawls into a nautical campaign), and how to use monsters in a piratical campaign.

Keeping Nautical Adventures Interesting

Life at sea is relatively boring. That much, at least, is an undeniable fact. While there is ample work to do on a ship, most of it boils down, mechanically, to a simple Craft or Profession skill check - hardly the stuff of which legends are made. Consequently, nautical adventuring in between raids on enemy ships can get relatively dull, boiling down to little more than the DM telling the players how much progress they made on this particular day, or what direction the wind was blowing on that day. To keep the game moving at a brisk pace, consider the following tips for spicing up the adventure.

Cut the Unnecessary. It might seem obvious, but if your adventure calls for nothing of much interest to happen during the next two weeks of travel, simply skip those two weeks. The average daily speed entry is provided for ship statistics for a reason; do not be afraid to use it.

Vary the Enemies. Unlike a typical D&D game, in which all manner of monsters dwell in the mountains, forests, plains, and other regions, monstrous life at sea may seem somewhat scarce. In a pirate game, especially, where most adventure centers around raiding ships that are crewed by humans, elves and other standard races, all of the foes the PCs face can start to appear identical. Do not be afraid to add more unusual opponents, such as a mind flayer ship or a vessel crewed by dark elves that sails under cover of darkness. And though many land-bound monsters are difficult to incorporate into a piratical campaign, the reverse is also true: a nautical campaign gives you a perfect opportunity to throw aquatic monsters at your PCs that seldom see play otherwise. This can be a great way to keep jaded players on their toes. After all, a player might have memorized a red dragon's statistics and know the weaknesses of demons and devils intimately, but he probably never bothered memorizing the statistics of a sea hag or a kraken, because they see such monsters fairly rarely in most campaigns.

Use Random Encounters. Random encounters, when used in moderation, can greatly help to remove the constructed feel from an adventure. If the PCs only encounter opponents when there is a plot point in the

adventure, they will begin to lose their suspension of disbelief. By including random encounters, you can make your world feel much more alive. Take care not to throw too many random encounters at the PCs, though, or you will bog down game play and leave the characters weakened when they must fight the real antagonists of the story. One random encounter roll every day or two is usually sufficient. You should also not be afraid to "tweak" the numbers on random encounter rolls, particularly if the PCs are in a state such that the challenge rating of a monster they could normally take on has been affected in some way. For example, if a party of nth-level characters is severely wounded and low on spells and ammunition after a particularly tough raid, you might want to overrule the dice if they indicate a kraken attack.

Encourage Role-Playing. If your gaming group has a "kick in the door" style of play, this might not be the best option. However, if your players enjoy character interaction in their game, the down time on a sea voyage can provide the perfect time to let the characters get to know each other, and the NPCs, a little bit better. Be careful, though, that this role-playing does not run rampant and take up your entire game session, or the PCs will never accomplish anything. Depending on the length and frequency of your game session, you might want to nudge the PCs back to the story after ten minutes to a half hour of real time. Do not hold to this time absolutely, though; if a particularly interesting conversation is developing, let it continue.

Involve the PCs In Sailing. While it is generally assumed that the day to day tasks of sailing a ship are handled by the NPC crewmembers, you might want to consider giving the PCs something to do related to sailing the ship. This might be anything from repairing a leak that threatens to sink the ship to using a water breathing spell to swim below the waves and see why the anchor is snagged. Obviously, you will have to do some work to keep these scenarios interesting to the players. Tying a knot is not a very thrilling or exciting activity, but tying a knot while clinging precariously to the topmast in a high gale and driving rains is another prospect altogether. Likewise, freeing an anchor is fairly dull, but freeing the anchor from the grip of a giant octopus makes for a memorable encounter.

DUNGEON CRAWL SUBSTITUTES

Since the advent of D&D, the dungeon crawl has been the default adventure of choice for many gamers. Invading some subterranean monster lair, slaying the denizens and stealing their treasure is a time-honored tradition—but the open sea suffers from a deplorable lack of ruined crypts, crumbling keeps, and monster infested caves (at least on the surface). None of this means that you must give up the dungeon crawl, of course; you just need to make a few changes. The following suggestions should help you get started.

Raids: Obviously, in a pirate campaign or a privateering game, raiding enemy ships becomes the primary type of adventure, possibly even replacing dungeon crawls. Raids tend to have a very different dynamic than dungeon crawls, however, which could potentially cause a slight skewing of challenge ratings (since the PCs are likely fighting all of the "monsters" at once, rather than in

smaller groups). The occasional "stealth raid," wherein the PCs sneak onto the enemy ship under cover of darkness to take it without a pitched battle, comes very close to the style of the typical dungeon crawl.

Big Ships: While space is at a premium on any seafaring vessel, and even the largest of them could not be called spacious by any means, some larger ships can be converted into passable "mini-dungeons." A galleon with crates of cargo stacked haphazardly in the hold can replicate the maze-like feel of a more traditional dungeon. Perhaps the cargo consists of exotic beasts for a royal menagerie, or guard animals let loose in the hold to protect against thieves and pirates.

Buried Pirate Treasure: While a popular conception of buried treasure involves a hole dug on a sandy beach, the treasure placed inside, and the hole filled up, pirates sometimes find a natural cave complex on a desert island and leave their booty deep within it. Wealthy pirates often hire trap makers and powerful wizards to seed the entire complex with traps, and many also purchase fierce monsters (though usually not intelligent ones, as they might steal the loot themselves) to further protect the complex. This suggestion is very close to a traditional dungeon crawl, but it is a good example of how traditional adventure elements can have a piratical flavor.

UNDERWATER ADVENTURING

A special kind of dungeon crawl substitute is underwater adventuring. As the D&D Player's Handbook and DUNGEON MASTER'S GUIDE have detailed information on swimming, water dangers and aquatic terrain, this section will not attempt to add new rules. However, it is worth noting three underwater dungeon crawl substitutes here.

Sunken Ships: The sea is a treacherous mistress, and thousands of ships have been sunk since sentient races first took to the sea. While the wooden hulls usually rot away quickly, sometimes the climate is just right, or the magic on a ship powerful enough, to preserve the vessel's hull. In some particularly dangerous expanses of water, sunken ships create a vast graveyard plane stretching as far as the eye can see. For PCs with access to *water breathing* spells or magic items, such a ship graveyard is an opportunity too good to pass up. By placing the sunken ships close to each other, or even overlapping one another, you can create a vast, complex dungeon. To make such a dungeon even more unique, you might have several of the ships resting on their sides, at steep angles, or even upside down to create a surreal environment. Many different kinds of monsters might populate such a "dungeon," ranging from the undead remains of the unfortunate crews of the ships to aquatic predators and scavengers like sharks and squid. Aquatic races like deep stalkers, goldfins, kuo-toa, lobsterfolk, locathah, and sahuagin might also use ship graveyards as lairs or fortresses.

Underwater Caves: Deep below the sea's surface, hidden in deep caves, are occasional watertight grottoes filled with breathable air. Whether these peculiar areas are a natural phenomenon or are created by magic remains unknown (though it is known that kraken and aboleths use such grottoes to keep human slaves), but if the PCs can get to

them, these caves can make excellent dungeon crawl locales. Perhaps a ship the PCs are on is sunk, and through sheer luck or divine providence they find themselves drawn into an undersea grotto. Monsters in such a locale might be the slaves and slave overseers of powerful aquatic monsters like aboleths and krakens, and high-level PCs might even find themselves fighting the master itself.

Underwater Cities: While this may refer to human cities whose islands long ago sank beneath the waves, it may also apply to cities built by humanoids and monsters. On Tellene, both the goldfin and lobsterfolk (see below) once

had magnificent cities of their own, though now the only known underwater city belongs to the merfolk.

SAMPLE UNDERWATER CITY: NEAESQUATILA

The underwater city of Neaesquatila was founded three centuries ago by merfolk looking for a good place to fish and to farm pearl oysters. It was built on an enormous mesa that rose to a depth of 120 feet below sea level. At this depth, the sunlight over Whimdol Bay still sheds some light and some warmth. The city is located just over 10 miles from the coast of Ehzhimahn, and has a current population of nearly 4000 inhabitants. The merfolk settlements in the regions just outside the city double this number.



A merman inspects the wreckage of a sunken ship.

Neaesquatila is a good example of merfolk culture and liveliness. Its architecture is very different from that seen in land-based buildings. First, the building stones are large and cut precisely to fit together without the aid of mortar. Secondly, no stairs are necessary. With the ability to move anywhere in the water, the merfolk live a far more three-dimensional life than most land dwellers can imagine. As a matter of etiquette, the lowest entrances into a building are intended for servants. Guests are always greeted from the "roof" or at least from somewhere further up the tower. The towers crafted by the merfolk are spectacular. They are thin and tall, looking as graceful as any elven structure.

The architecture also differs in that sharp edges are extremely rare. Smooth and sleek are words often heard when describing the buildings (and just about every object made by the merfolk). Towers are round or oval and often arranged in clusters called "bouquets". Doors and especially windows are typically circular. If a doorway has a flat threshold, chances are, its frame is a half circle or oval.

Wood and metal materials are only found as items traded from the surface dwellers. Ceramics are also impossible to make but may rarely be found as an item of trade from the surface. Animal materials are very common. Whale bones are used in building, and it is not uncommon for a home's main entrance to contain a whale bone gate. No solid doors are used due to the difficulty in moving such a large object through the water when closing it. Solid doors would be little deterrent for thieves anyway, as it is difficult to guard every window and entrance in a three dimensional world. Merfolk society has such harsh penalties for theft that cause most would-be burglars to rethink their careers. Cheating surface dwellers is not discouraged, however.

Warriors and hunters are equipped with the best weapons and armor available in the sea. Some of the most common protection devices are clam shell shields and sharkskin or sea serpent armor. They arm themselves with coral-tipped, whale-bone spears and special aquatic crossbows made from various nautical materials. Their nets are woven from the strongest stems of the largest sea plants and are weighted with rocks or heavy shells. Other equipment will often be made of bone, or adapted from a sea animal.

Writing, although rare, is not completely absent among the merfolk. It is only used for the most important of documents because of the scarcity of writing materials. Typically, documents are carved or etched into thin stone tablets. These are then specially treated with a stain made from octopus ink, which darkens the etchings. This time consuming process and the weight of the stone tablets reserves writing for such matters as laws, genealogy and magic. The ability to write is usually only present among scholars, magicians and some merchants.

The outlying inhabitants of the region are the only merfolk who are likely to speak Merchant's Tongue from their years of trade with the surface. There are very few citizens of Neaesquatila who can speak Merchant's Tongue. All merfolk can speak Aquan, along with one or more regional merfolk tongues.

The merfolk are not by any means primitive. They have made advances in many of the sciences that parallel or exceed those being achieved on land. They are skilled in the sciences of botany, anatomy, physics, and marine biology. Some of these sciences rely on regular trade with the land dwellers.

Trade between the humans of Ehzhimahn and the merfolk began many years ago, but it did not originally include the city of Neaesquatila. Those merfolk that lived away from the capital

of Neaesquatila and closer to shore began trading with the humans in an effort to make peace. While their small quantities of excess food (mainly shellfish delicacies) and coral were appreciated, it only gave the surface dwellers a taste of what they really wanted.

It was Timapriion, Minister of Trade, who opened trade between Ehzhimahn and Neaesquatila. He sought to trade pearls and other undersea jewels for "magical" weapons made of metal. Desperate to be the first merfolk to sell iron and steel weapons to the king, he was easily duped, having absolutely no understanding of the concept of "rust".

Not to completely lose out, Timapriion traded with the surface dwellers again, this time for gold and silver. At first the exchange rates were for equal weights of pearls for the precious metals. After all, the merfolk of Neaesquatila had fabulous fields of pearl oysters, and trading the unattractive ones to the surface seemed a good deal. After a short time, the merfolk saw that they could not do anything with the flat circles of gold and silver and began to insist upon gold and silver that had already been worked into objects. They also learned that they could get much better exchange rates. As this trade has continued, the merfolk have come to desire gold far more than silver or even platinum. They prefer how it holds its color. Although those who trade gold for pearls are becoming very wealthy in Ehzhimahn, the exchange rates have been changing rapidly and always in favor of the merfolk.

Within the Whimdol Bay region, the king of Neaesquatila claims to hold absolute power. All merfolk in the area are technically under his rule, but only those in the city Neaesquatila actually recognize this. The other merfolk colonies that exist closer to the shore show no reverence to the king. Typically no larger than extended family units, these merfolk are less rigid in their social structure and interaction. It is these smaller colonies that have been trading with the surface dwellers for many years.

In times of war and crisis, the king of Neaesquatila has a responsibility to protect these people. Granted, these people have shirked their responsibilities to the crown for many years, but they still expect protection. King Seustus intends to keep the entire region safe, not just his own city, but many of his officials and military leaders feel that these rural merfolk should be forced to fend for themselves.

MONSTERS IN A PIRATE CAMPAIGN

While most of the foes PCs will face in a pirate campaign are other seafarers, monsters still appear quite frequently. This section discusses how several different types of monsters might be incorporated into a pirate game, as well as a brief discussion of how to make use of the various aquatic monsters described in the Monster Manual. Maneuverability ratings, like those used for ships, are given for all aquatic monsters of comparable size; Large and smaller monsters with a swim speed follow the normal rules for a character swimming.

Aboleth: While aboleths are primarily found in subterranean lakes and pools, those whose lairs are close to an outlet to the sea sometimes prey on shipping lanes. Aboleths particularly enjoy using their psionic powers of illusion to fool ships into running aground on reefs and shoals near their lairs, allowing them to collect both treasure and slaves. They frequently use their mucus cloud ability to keep their slaves from escaping back to the surface world.

Allip: As the spirit of an individual driven to madness and suicide, allips are often found on desert islands where long dead sailors were once marooned.

Beholder: Although they are not commonly found on ships or in aquatic environs, beholders sometimes take control of a pirate organization or hire out fleets of pirates for their own nefarious purposes.

Bugbear: Because of their size and strength, powerful pirate lords often employ bugbears as either bodyguards or shock troops. A squadron of bugbear combat marines is a fearsome enemy in battle, and many pirate ships fly a Jolly Rogar with a stylized bugbear skull on it to advertise the humanoids' presence—upon seeing such a flag, many ships surrender without a fight.

Deep Stalker: Deep stalkers are often known to attack passing ships, and can prove a significant challenge to any PCs who decide upon underwater adventuring. More information on deep stalkers can be found in the Kingdoms of Kalamar supplement, *Dangerous Denizens*.

Demon and Devil: While fiends from the lower planes seldom debase themselves by engaging in mere acts of piracy, they occasionally offer their patronage to a mortal pirate in exchange for the mortal's soul.

Dinosaur: These massive, prehistoric reptiles are still sometimes found on uninhabited jungle islands (often, conveniently enough, places where PCs are marooned).

Doppelganger: Doppelgangers, like beholders, often infiltrate and take over guilds of pirates for their mysterious schemes.

Dragon: Although dragons might seem ideally suited to piracy (albeit not of the traditional variety), they seldom attack ships for the simple reason that it is extremely difficult for a dragon to get the treasure off of its ship and back to its lair. Even the largest dragons cannot scoop up a ship and carry it off, and unless the dragon has the ability to breathe water, fetching the ship's cargo from the bottom of the sea can be difficult. Occasionally, however, a dragon that lairs on or near the coast will attack a ship but not sink it, and demand that the crew set anchor and transfer the contents of their holds to the dragon's lair. However, PCs might encounter the more benevolent aquatic dragon (from the Kingdoms of Kalamar supplement, *Dangerous Denizens*), and somehow persuade it to aid them.

Dragon Turtle: When a sailor speaks in hushed tones of sea monsters that devour entire ships, he is most often talking about a dragon turtle (even if he does not realize it). These massive beasts are the bane of seafarers, as they often mistake ships for food. Dragon turtles attacking a ship usually lead off with their capsized ability, then cook any sailors that fall overboard with their steam breath. Though they do not accumulate treasure for the same reasons as other dragons, the rotting hulks of sunken ships, which may very well contain treasures, often surround their lairs. A dragon turtle has a Poor maneuverability rating and is considered oar-powered.

Elemental: Elementals are most often encountered as the summoned thralls of powerful spellcasters, though water elementals sometimes cross over to the deep seas of Tellene through portals to the Elemental Plane of Water. Earth elementals are rarely seen in nautical campaigns, but water, air, and fire elementals crop up from time to time. Water elementals may be summoned by ship mages to attack an enemy's ship, or they might appear on their own, mindlessly swamping ships and stirring up storms. Air elementals are sometimes summoned to fill a ship's sails or becalm an enemy's, and they are also found riding the winds of the most powerful of storms. Finally, while fire elementals are rarely found by happenstance, summoning such a creature on the deck of an enemy ship is one of the most devastating magical attacks in a ship mage's arsenal. Water elementals do not have a maneuverability rating in the water—they can move as freely and easily through water as a human can move about on land.

Ethereal Filcher: These bizarre monsters are sometimes captured and trained by pirates to seek out other ships and whittle away their cargo, bit by bit.

Ettin: Larger ships sometimes carry a gang (two to four) of ettins as shock troops. Their superior two-weapon fighting ability means that an ettin can deal with a large number of enemy sailors, but their size makes it difficult to fit them onto a ship.

Ghoul: Like other types of undead, ghouls are often found on ghost ships. They are also found lurking in the hulks of sunken ships from time to time. Rather than appearing desiccated and rotting, ghouls in a nautical campaign are usually bloated and distorted from being thoroughly soaked for a long period of time.



Ghost: Ghosts are often the undead remains of captains or officers on board ghost ships. Even corporeal ghost ships often have a ghostly captain.

Giant: Although they are more accurate rock-throwers than catapults, giants are usually too large to travel by ship. Occasionally, the largest galleons have a hill giant slave or two to fling boulders at enemy ships, but these are rare.

Girallon: Nefarious pirate captains sometimes keep caged girallons on their ships, starving them to make them more aggressive, and then open the cages in the direction of an enemy ship as a boarding action begins. Girallons can also make for effective disciplinary tools, as the threat of being locked in a cage with a girallon is enough to quell even the most mutinous of crews.

Goblin: Goblin slaves are sometimes employed on both pirate ships and naval ships. They are used to do work in small spaces in the ship's hull where larger humanoids cannot reach, and for unpleasant tasks like manning the bilge pumps. Goblins are not generally clever enough to have their own ships, though they would doubtless be fearsome pirates if knowledge of seamanship was given to them.

Goldfin: Though unable to leave water, goldfin are skilled spearmen who use long spears with cords when attacking humanoids on boats. A launch sailing from a ship to a secluded island might easily find itself being attack by goldfins once it has reached the halfway point between the ship and the shore. More information on the goldfin can be found in the Kingdoms of Kalamar supplement, *Dangerous Denizens*.

Hag: Sea hags, while they seldom attack larger ships outright, often pray on coastal villages and smaller ships. The sea hag's tactic against a ship is to swim well below the surface until it reaches the ship. It then climbs up the side of the hull, usually amidships, in an attempt to affect as many crew members as possible with their horrific appearance and evil eye. Many ships found floating adrift, their crews mysteriously having vanished, are the result of sea hag attacks.

Hobgoblin: Even outside of Ul-Karg, hobgoblins are prized as combat marines by captains who prefer an organized assault rather than a rush that relies on brute force. Hobgoblin marines make extensive use of strategy and tactics, and always support each other with pikes and ranged weapons. Of course, unlike most monsters, a hobgoblin may have the might of an entire kingdom to back him up.

Invisible Stalker: Invisible stalkers make perfect treasure guards, and are often employed as such in addition to their more obvious uses as assassins.

Kobold: Like goblins, kobold slaves are often kept to perform difficult, dangerous, or just plain unpleasant jobs on board a ship.

Kraken: Along with dragon turtles, krakens are the most common sea monsters featured in sailors' tales. These enormous, intelligent monstrosities rarely emerge from their deep lairs, but when they do come to the surface they frequently attack ships, dragging them to the sea floor to reinvigorate their slave populations. It is rumored that some truly ancient krakens use their servants to spy on merchant fleet movements and report their activities to pirates. These krakens' motives, along with what they receive out of such arrangements, is unknown. Krakens have Good maneuverability, and are considered oar-powered.

Kuo-Toa: These repulsive, fishy monsters are often allied with krakens and even older, more terrifying monsters of the deeps. They often boil up out of the sea to scour entire villages clean of life, and they sometimes attack ships for food and slaves. The most common tactic used by kuo-toa to attack ships is to attack from beneath; they can often destroy entire sections of the ship before the crew can react.

Lobsterfolk: Lobsterfolk tend to be as reclusive, but unlike many other aquatic races, they are not inherently distrustful of surface dwellers. In particular, lobsterfolk have been known to ally themselves with others to protect their young. More information on lobsterfolk can be found in the Kingdoms of Kalamar supplement, *Dangerous Denizens*.

Locathah: These sea-dwellers are generally peaceful, but they occasionally attack fishing vessels that pass through their territory. They are mistrustful of surface dwellers, but may be persuaded to offer aid against other aquatic monsters like kuo-toa or sahuagin, with whom they war occasionally.

Merfolk: Merfolk are peaceful beings who seldom trouble surface dwellers (though reports of merfolk rescuing drowned sailors are somewhat suspect). They hate sahuagin, and merfolk warriors can often be convinced to aid characters in battle against their enemies (particularly deep stalkers).



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Merfolk, Split-Tail Neaesquatilan: A split-tail is a genetic mutation that occurs in about one of every thousand Neaesquatilan merfolk. Instead of having a single tail fin, the tail has two fin-legs that work independently of each other. The rest of merfolk society rejects split-tails. Although they are allowed to live within the city, they are shunned and oppressed. The full-tailed

merfolk are capable of much greater speeds than the split-tails, but the split-tails can maneuver much sharper and more quickly.

Split-tails often leave Neaesquata to strike out on their own. Those that do not become adventurers often start their own villages. After many years, the small villages begun by split-tails often seem no different than other merfolk villages. This is because split-tail is a recessive gene and they typically have full-tail children. Although split-tail parents have a higher chance of having split-tail children than the general populace, the chance is still only one in sixty. For this reason, after a generation or two, most split-tail villages have only full-tail residents.

Split-tails have a swim speed of 40 feet, a land speed of 20 feet, and can remain out of water for 1 hour per point of Constitution. Otherwise, their statistics are identical to a standard merfolk.

Mimic: Many clever, or perhaps sadistic, merchant captains put a mimic or two in their ship's hold, ensuring that even if pirates take the ship, they will have a nasty surprise.

Mohrg: As they are the re-animated corpses of mass murderers and other unpleasant sorts, many of whom are pirates, mohrgs can be found on ghost ships fairly often.

Ogre: Like other giants and savage humanoids, pirates who can stand the stench sometimes employ ogres as shock troops.

Orc: Orc pirates are not unknown, though their ships are seldom as swift or well-built as those of other races. They tend to favor galleons and longships crewed by slaves, and a few powerful orc chieftains have warships at their disposal.

Otyugh: Larger ships sometimes keep an otyugh on board to deal with the waste problem generated by several hundred sailors.

Rakshasa: Rakshasas' love of wealth and rich living often lead them to finance large pirate fleets. Rakshasa owned fleets are often extremely well-trained and well-equipped.

Sahuagin: These hideous, fishy monstrosities are even more aggressive than kuo-toa, frequently attacking ships and villages. They often war with other aquatic races, including aquatic elves, locathahs, and tritons.

Sea Lion: These marine predators present little danger to characters traveling aboard a ship, but they often lair in the wrecks of sunken ships, and PCs exploring such hulks might run afoul of sea lions.

Shadow: Like spectres and ghosts, shadows are often found on incorporeal ghost ships.

Shark, Dire: Dire sharks often terrorize coastal villages, and sometimes they even attack ships on the open sea. Though most ships, with the exception of small rowboats and launches, are too small to be swallowed whole, sailors unfortunate enough to be knocked overboard are snapped up immediately. Dire sharks have a maneuverability rating of Average, and are considered to be oar-powered.

Skeleton: Skeletons, like other undead, are often found aboard ghost ships. Though they are mindless, skeleton

crews are capable of following the orders of intelligent undead leaders, and can sail a ship with reasonable facility.

Skum: Like their aboleth masters, skum are more often found in subterranean pools and rivers, but if an aboleth decides to attack a ship or coastal town, the odds are that it will send its skum servants.

Spectre: These incorporeal undead are often the captains or crews of ghost ships with the incorporeal property.

Tarrasque, Aquatic: Though the aquatic tarrasque of Tellene is thought to exist only in the Black Lake of the Elenon Mountains, DMs may choose to locate it in a much larger body of water, such as the Elos Bay, for a truly surprising experience. More information on the aquatic tarrasque can be found in the Kingdoms of Kalamar supplement, *Dangerous Denizens*.

Tojanida: These beings from the Elemental Plane of Water are seldom a threat, but they sometimes attack fishermen they feel are trying to beat them to a meal.

Triton: Tritons are one of the two most populous good-aligned races that dwell under the sea. They tend to avoid surface dwellers, but will sometimes come to the aid of ships or towns under sahuagin attack (though more out of a desire to strike at their most hated foes than any desire to help the surface dwellers).

Troll, Sea: Sea trolls are vicious marine carnivores that terrorize fishing villages. Though they usually do not care about attacking ships, they often scavenge around shipwrecks, making encounters with underwater explorers common. More information on sea trolls can be found in the Kingdoms of Kalamar supplement, *Dangerous Denizens*.

Tursa: This powerful sea monster rises from the deep to attack passing ships in search of its favorite food - humanoid flesh. More information on the tursa can be found in the Kingdoms of Kalamar supplement, *Dangerous Denizens*.

Wight: These hateful undead creatures are often found on ghost ships, though many also haunt the shipwrecks that killed them. Like most undead encountered at sea, wights in a nautical campaign are bloated, discolored, and waterlogged.

Wraith: Wraiths are sometimes found on incorporeal ghost ships.

Yuan-Ti: Like many other scheming monsters, including beholders, mind flayers, and doppelgangers, yuan-ti have no compunction about manipulating and using humanoids, including pirates, for their own schemes. More information about specific yuan-ti on Tellene, and their dealings with slavers, can be found in the Kingdoms of Kalamar supplement, *Dangerous Denizens*.

Zombie: Zombies are the most common undead found on abandoned and wrecked ships, serving along with skeletons as the enlisted crew. They tend to be swollen and hideous-looking thanks to the water that has soaked into their decaying flesh, and they leave a dripping trail of filthy, revolting water wherever they go.

SWAG AND BOOTY

The ultimate goal of most pirates, of course, is to become rich and retire to a life of luxury. In reality, this rarely happens; pirates are often captured and executed, or they squander all of the treasure they earn from a voyage on liquor and wenches. Even PC pirates rarely strike it rich until late in their careers, as most of their treasure is used for purchasing new equipment, researching spells, creating magic items, and so on.

The following sections discuss how to deal with treasure in a pirate game, including random tables to determine the cargo of a merchant ships and a discussion of how to divide treasure amongst a crew. Some new magic items appropriate for a pirate campaign can be found in Appendix A: New Magic Items.

Random Swag Tables

Pirates wouldn't plunder merchant ships if they did not carry valuable cargo, but trying to create a unique cargo manifest for every prize ship is a daunting task. Table 11-1: Random Ship Cargo can be used to quickly generate the contents of a ship's hold.

Roll 1d6 to determine how many times you should roll on the table to generate a cargo manifest. To determine the value of the cargo, you may use the DUNGEON MASTER'S GUIDE (see the Treasure sections), as appropriate to the Encounter Level.

Table 11 - 1: Random Ship Cargo

d%	Cargo
01-07	Medicines and alchemical supplies
08-14	Precious jewels
15-21	Art objects
22-28	Exotic spices
29-35	Silks and textiles
36-42	Common foodstuffs (grains, livestock, etc)
43-49	Exotic foodstuffs (wines, exotic fruits, etc)
50-56	Rare animals or monsters
57-63	Slaves
64-70	Passengers
71-77	Weapons and armor
78-95	Gold
95-00	Roll again 1d3 times, ignoring this result hereafter

Dividing Treasure

Unlike most adventuring parties, typically consisting of the PCs and possibly a few henchmen, a pirate crew consists of a large number of additional NPCs, all of whom expect to be paid for their time and work. These extra NPCs can misalign the balance of treasure earned by the PCs, as the PCs receive smaller shares, and gain new treasure at a reduced rate. This further unbalances Encounter Levels later on in the campaign (as Challenge Ratings are calculated with the assumption that PCs of a given level will have the appropriate amount of treasure and magic items). In order to combat this skewing, you have several options.

Ignore Cargo: In this simplest option, the gold piece value of the prize ship's cargo is irrelevant. The treasure the PCs earn comes only from their principal adversaries, usually the prize ship's officers and any unusual monsters that might be present. The rest of the swag taken is assumed to be spent between the PCs' crew's shares, repair work on the ship (in which case PCs should not be required to

shell out their own money to repair their ship), and other miscellaneous expenses. While this is undoubtedly the simplest option, it can have the significant drawback of making the PCs feel like they really aren't accomplishing anything with their piracy. As such, it should be used with caution - you may wish to talk it over with your players before the campaign starts.

Cargo Folded In: This option takes the middle road, letting the PCs feel like they are still accomplishing something in their raiding while maintaining a relatively simple means of calculating treasure. Rather than flat-out ignoring cargo, as with the previous option, this method has the PCs taking the amount of treasure appropriate to their level out of the value of the prize ship's cargo. The remainder of the value, if any, is divided amongst the NPC crew. The primary disadvantage of this method comes in realism: if the PCs raid several smaller ships, with less cargo, there may not be enough left over for the crew. This disadvantage can be easily nullified simply by boosting the gold piece value of the treasure. It is not recommended that you add to the magic items (if any) in the ship's cargo, as PCs are likely to take these for themselves, and too many magic items can unbalance play quickly. This is usually the best option for most campaigns.

Realistic Shares: For DMs who want exacting realism, the prize ship's cargo can be divided up amongst the PC officers and the NPC crewmen exactly as described in the Articles of Piracy section in Chapter 5. The total gold piece value of the treasure is divided by number of crewmembers (including the extra shares earned by the officers), and each crewmember receives that much of the treasure. While this option is certainly true to life, it has several disadvantages. First, unless all of the PCs occupy positions on the crew that get an equal number of shares each, some PCs will end up getting shortchanged. Second, unless you greatly increase the standard amount of treasure awarded, the PCs will rapidly end up quite far behind the average equipment for a party of their level, which, as mentioned, causes serious problems within the Challenge Rating system. This option works best in realistic, low-magic campaigns, where the PCs are likely intended to have a good deal less treasure than a "standard" party.



APPENDIX A: NEW MAGIC ITEMS

Powerful mystical artifacts are often what players desire, even more than the gold that their characters covet. After all, a magical longsword can usually be put to much better use than a few thousand gold pieces, and it is better to have a *robe of the anhmagi* when facing an angry dragon turtle than a pocket full of diamonds and rubies. The following section presents a variety of new magic items suitable for use in a piratical campaign, as well as a few new weapon and armor enhancements.

ARMOR AND SHIELDS

Because of its weight and encumbrance, armor is seldom worn aboard ship. Magic armor can change that, however, as even the heaviest of armors can be enspelled to remain light and flexible. Characters who spot a pirate captain charging into naval combat wearing a suit of full plate are advised to be wary: either the armor is magical, or the captain is a fool.

ARMOR AND SHIELD SPECIAL ABILITIES DESCRIPTIONS

Armor or shields must have at least a +1 enhancement bonus to have any of the following special abilities.

Storm Resistance: A suit of armor or a shield with this enhancement often has images of storm clouds and lightning bolts arcing across its surface. While storm resistance armor is worn, the character is unaffected by the adverse effects of natural wind, rain and waves (he is never checked, knocked over, or blown away, suffers no vision or hearing penalties, takes no cold damage from rain, etc). Secondary effects of weather can still effect the character, however. For example, a tree uprooted by a strong wind can still damage the character if it strikes him, and if the character's ship is sunk by waves, he still risks drowning. Magical weather effects (those created by magic, such as a *gust of wind* spell, not those simply modified by magic, such as a *control weather* spell) affect the character normally.

Moderate abjuration; CL 10th; Craft Magic Arms and Armor, *endure elements*, *freedom of movement*, Price: +4 bonus.

Swimming: A suit of armor or shield with this enhancement is often graven with images of fish and waves. A suit of swimming armor adds a +10 enhancement bonus to the

wearer's Swim checks and does not incur the normal armor check and encumbrance penalties to Swim checks.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *freedom of movement*; Price: +2 bonus.

SPECIFIC ARMORS

The following armors are usually constructed with exactly the qualities described below.

Armor of the Jolly Rogar: This suit of +2 *studded leather* is dyed the darkest black and tooled with the image of a skull and crossbones. Three times per day, the armor can *cause fear* as the spell (Will negates DC 11) against any creature within 30 feet.

Moderate necromancy; CL 6th; Craft Magic Arms and Armor, *cause fear*, Price: 17,135 gp.



WONDROUS ITEMS

Sailor's leather: This simple +1 *swimming leather* armor bestows upon its wearer a +2 enhancement bonus on all Profession (sailor) checks.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *endure elements, freedom of movement*; Price: 9,560 gp

WEAPONS

Magic weapons are, unsurprisingly, very highly prized by pirates, who often quarrel over who gets the best picks out of any given treasure horde.

SPECIFIC WEAPONS

The following weapons are usually constructed with exactly the qualities described below.

The Captain's Daughter: These +1 *wounding whips* are sometimes employed as disciplinary tools by particularly sadistic captains. Needless to say, such captains often find their crews deserting in droves.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *Dorama's sword**; Price: 8,320.

*This spell is known in other settings as *Mordenkainen's sword*, and can be found in the D&D Player's Handbook under that name.

Collapsible Pike: This +1 *pike* is extremely useful to characters that frequently engage in boarding actions. Upon command, the weapon grows or shrinks from its full size (a pike with 15 foot reach) to the size of a shortspear (with the same statistics as a shortspear) or anywhere in between (treat its in between forms as either a spear or a long spear). The first time this collapsing ability is used in combat against a particular foe, the character gains a +2 circumstance bonus to any Bluff check related to feinting in combat.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *shrink item*; Price: 8,320 gp.

Hammer of Storms: This +2 *thundering warhammer* is carved with ancient runes and glyphs representing the power of the storm. Once per day, the wielder of a *hammer of storms* can strike the ground (a standard action) with the weapon to activate the effects of a *control weather* spell. If the creator of any given *hammer of storms* is a druid (10% likelihood if found randomly), the *control weather* effect acts as if cast by a druid.

Moderate transmutation; CL nth; Craft Magic Arms and Armor, *control weather, magic stone*; Price: 79,832 gp.

Sword of the Waves: This +3 cutlass, when wielded on the open sea (whether in the water or on a ship), grants its wielder the use of the Cleave feat and deals +1d6 points of bonus damage.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *divine power*; Price: 55,815 gp.

This is a catchall category for anything that does not fall into any of the other groups. Anyone can use a wondrous item, unless the item's description specifies otherwise.

Becalmng Stone: This large, round stone is just the right size to fit a light catapult (a heavy catapult can fire it with no problem, though). When fired at an enemy ship, the becalming stone vanishes before striking, dealing no damage to the ship, but automatically lowers the wind intensity by three levels within 500 feet of the ship. This effect persists for 1 hour.

Strong transmutation; CL 13th; Craft Wondrous Item, *control winds*; Price: 8,000 gp.

Dwarven Compass: This particular magic item is not actually of dwarven make. The name is a derogatory reference to the legendary dwarven greed, for rather than pointing toward north, the dwarven compass points toward gold. The character using a dwarven compass holds the item in his hands and concentrates for one round, willing the item to locate either the closest source of gold within one hundred miles, or the most valuable source of gold within one hundred miles.

The dwarven compass's needle then swings about to point toward the gold, remaining fixed on that source until the character using the item concentrates for another full round to choose another source. The dwarven compass only registers sources of gold worth more than 100 gp (so the user will not home in on anyone's pocket change). If there is no source of gold worth at least 100 gp within a hundred miles, the needle simply spins around once, then points north like a normal compass.

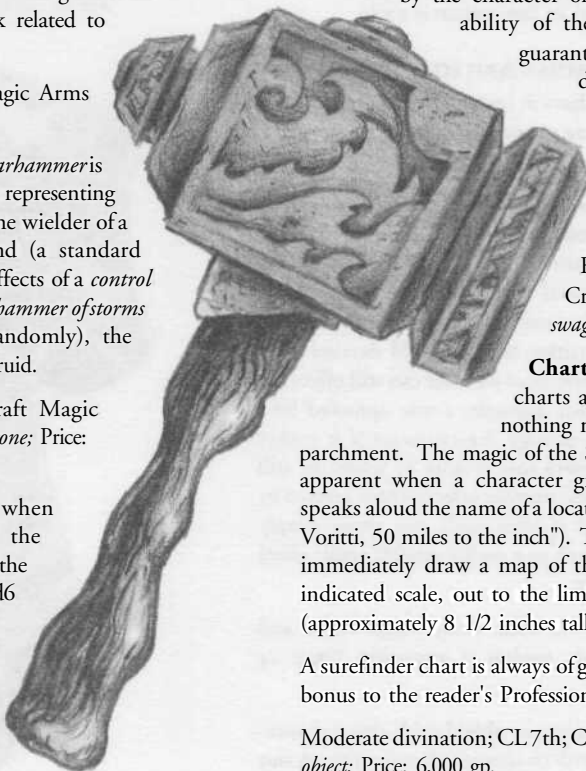
The dwarven compass will never detect gold owned by the character or his allies, but the availability of the gold is not otherwise guaranteed. A character using a dwarven compass is as likely to find an untapped gold mine as he is to find a red dragon's horde with this item.

Faint divination; CL 5th; Craft Wondrous Item, *detect swag*; Price: 3,000 gp.

Chart, Surefinder: Surefinder charts appear at first glance to be nothing more than blank pieces of parchment. The magic of the Surefinder charts becomes apparent when a character grasps the parchment and speaks aloud the name of a location and a scale (i.e. "Isle of Voritti, 50 miles to the inch"). The Surefinder charts then immediately draw a map of the indicated region at the indicated scale, out to the limits of the parchment's size (approximately 8 1/2 inches tall by 11 inches wide).

A surefinder chart is always of good quality, granting 3+15 bonus to the reader's Profession (navigator) skill checks.

Moderate divination; CL 7th; Craft Wondrous Item, *locate object*; Price: 6,000 gp.



Ghost Sails: These gauzy, translucent sails are as strong as normal canvas and can propel a sailing ship just like a normal set of sails. Their real power, however, lies in their ability to transport the ship to which they are rigged, along with all of its contents, to the Ethereal Plane. Ghost sails can use this ability once per day each to shift to the Ethereal Plane and back from it (so a ship can enter and exit the Ethereal Plane in one day).

Moderate transmutation; CL nth; Craft Wondrous Item, *ethereality*; Price: 30,000 gp.

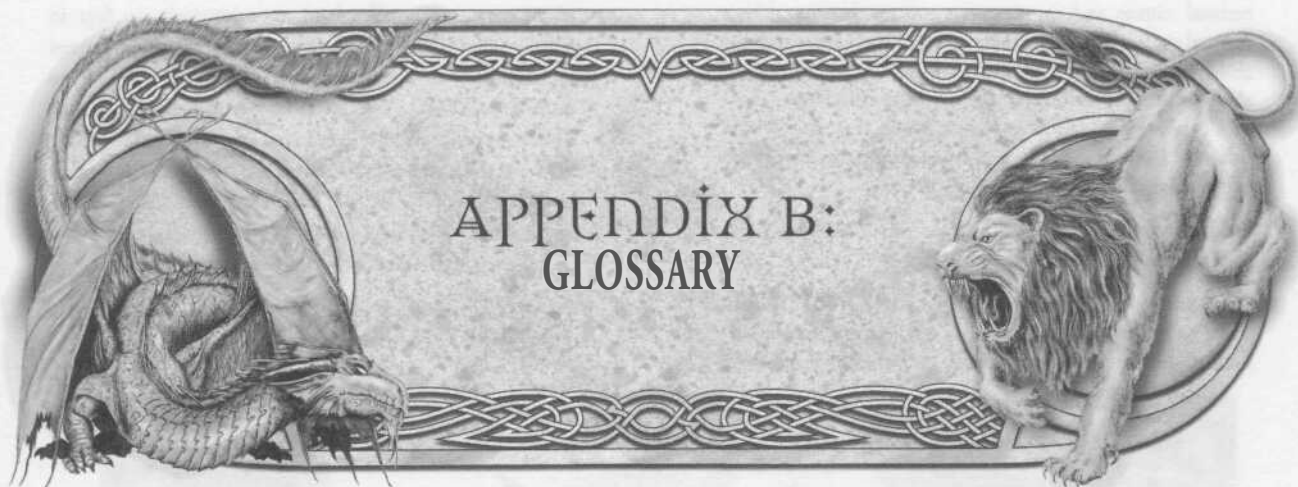
Instant Island: These small, rough-hewn rocks scarcely seem to be worth the trouble of enchanting, but nevertheless they are powerful items. When flung into any

large body of water (the sea, a large lake, etc), an *instant island* creates a small island approximately 20 feet in radius. This island is a barren scrap of rock that cannot support life (though it may provide temporary respite from drowning). The most common use for instant islands is to fling them in front of an enemy ship. Doing so forces the enemy ship's helmsman to make a Profession (sailor) check (DC 20) or be run aground. A ship run aground on an instant island takes 10d10 points of damage to the foremost 10-foot section of its hull.

Strong transmutation; CL 12th; Craft Wondrous Item, *control water*; Price: 50,000 gp.



On the high seas, danger comes from every direction.



Sprinkling these words into your character's speech can greatly enhance the feel of a pirate game. Be careful not to overdo some of the stereotypical jargon (such as "argh"), or your character will start to sound like a parody.

Admiral of the Black: Title of the leader of any large fleet of pirates.

Aft: Toward the rear of the ship.

Ahoy: A greeting.

Aids to Navigation: Artificial objects used to indicate safe or unsafe waters.

Anchors Aweigh: See Weigh Anchors.

Argh: A staple of pirate jargon. "Argh" can be used to punctuate any sentence, and is often (over)used.

Ballast: Weight placed in ship's hold to increase stability.

Batten Down: To "batten down the hatches" is to secure all the hatches on the ship and to tie down all loose objects on deck or below decks. This is usually done in preparation for a coming storm.

Beam: The extreme width of a ship at its widest part.

Belaying Pin: A large, wooden or metal pin used to secure rigging lines.

Bireme: A galley with two banks of oars.

Bilge: The broadest part of a ship's bottom. Ships with only a bilge deck have no planking to walk upon; sailors actually stand on the ship's inner hull.

Blow the Man Down: To kill someone.

Booty: Treasure. See also "swag."

Bow: The forward end of the vessel.

Bowsprit: A spar projecting forward and upward from a ship's bow.

Brace: Either one of the lines attached a yardarm [q.v.] which are used to swivel the yard from side to side, or the act of moving the yardarm side to side so that the sails catch the wind at the proper angle.

Also, a grouping of two or more of some type of weapon. For example, a pirate might carry a brace of hand crossbows numbering two, or a ship might carry 11 ballistae: a brace of four on the port and starboard sides, a brace of two at the stern, and a single ballista in the bow. Most of the time, a brace consists of an even number of weapons, but braces of three, five, or even seven weapons are not unknown.

Bring 'em Near: A spyglass.

Brotherhood of the Coast: Pirates. There is no formal organization of pirates called the Brotherhood of the Coast. This is a generic term to refer to pirates as a whole.

Buccaneer: On Tellene, a character operating as a privateer but without a formal letter of marque.

Bulkhead: An upright partition that divides the inside of a ship into compartments. In essence, a wall, but never referred to as such on a ship.

Bulwark: Planks or plates that extend above the height of a ship's deck to protect against rough seas.

Cackle Fruit: Hen's eggs.

Capstan: A large cylindrical drum with spoke-like handles. It is attached like a winch to ropes (such as an anchor line) to make the ropes easier to haul.

Careen: Careening is the process of deliberately running a ship aground in order to clean barnacles off of the bottom of the hull. These barnacles affect the ship's speed and mobility, increasing the drag on the ship as it sails. Since speed and maneuverability are two characteristics that are highly prized by pirate captains, keeping the hull clear of barnacles is usually high on the list of ship maintenance priorities. For the sake of simplicity and maintaining the heroic flavor of the D&D game, careening is assumed to take place during down time, much like other mundane activities such as goorming.

Cat o' Nine Tails: A whip with nine thongs used to mete out punishment.

Corsair: Another term for a pirate.

Daevi Geones' Footlocker: The bottom of the ocean. Daevi was the name of a terrible Reanaarian pirate centuries ago. He vowed that no pirate hunter could ever catch him, and true to his word, he never was caught. He died in a fierce storm that sprung up out of nowhere like the wrath of an angry god (which some say it was). Since then, sailors use his name to refer to the evil gods of the sea and storm, since naming them is believed to draw their attention. To be "sent to Daevi Geones' locker" is to die at sea (specifically, in a shipwreck). Characters close to death are said to be "in Daevi's grip," while frightened characters have "the Daervis" or "the Geoneses." "Sending [enemy's name] to Daevi Geones" is a threat of murder, specifically being thrown overboard to drown. "Awakening Daevi Geones" refers to causing a storm, whether through magic or superstition.

Deck: The "floor" of a ship. Most ships have more than one deck.

Draft: The depth of a vessel's hull below the waterline. A vessel's draft determines the minimum depth of water it can sail in.

Drop Anchor: To lower the ship's anchor to the sea floor.

Drydock: A large, enclosed pool into which a ship is maneuvered. Through a series of locks and pumps, the water is then drained out of the drydock, leaving the ship sitting on a wooden frame. Drydocks are used when major repairs are necessary, or when a ship needs to have its hull scraped clean of barnacles. Since only very large ports have drydocks, however, and since pirates are seldom welcome in such locales, only legitimate ships usually have the luxury of using a drydock for cleaning. Pirates must resort to the much riskier method of careening (as described above). When used as a verb, "drydocking" refers to bringing a ship into a drydock for repairs or maintenance.

Fathom: A nautical unit of measurement equal to approximately 6 feet.

Figurehead: An ornamental carving on the bow of a ship. Sailors have many superstitions about figureheads, and some ships are even rumored to have magically animated figureheads.

Fire Ship: A ship coated in tar, pitch, and other flammable substances, then rammed into an enemy ship or fleet.

Fore-and-Aft Rigging: Sails that run parallel to the midline of the ship.

Foremast: The mast located closest to the bow of the ship.

Gibbet Cage: A wrapping of chains used to hang the corpses of executed pirates for display as a warning to other would-be corsairs.

Grog: Basically watered down rum, grog is a pirate sailor's lifeblood. A small amount of rum added to a sailor's daily ration of water helps to deaden the rancid taste once the water has gone bad, and has the added benefit of not getting the sailors drunk quite so quickly. Grog is also often served with lemon juice added to fight off scurvy.

Heave To: To come to a stop, whether in movement or action.

Hogshead: A large cask or barrel, most commonly used for shipping wine and spirits. When a sailor dies at sea, and the crew cannot, for whatever reason, simply put the body overboard, the corpse is often placed in a hogshead full of whiskey or brandy to preserve it.

Hold: The interior part of the ship, in which cargo is stored.

Hornswaggle: To cheat someone.

Hulk: Any large sailing vessel used as a prison ship.

Hull: The "body" of the ship. Does not include rigging or other equipment found on board.

Jib: A triangular sail set forward of the foremast.

Jibboom: A spar extending forward from the bowsprit. The ship's jibs are attached here.

Jolly Rogar: Generic term for any flag flown by pirates. The most popular Jolly Rogar is a black field with a white skull above two crossed bones, though other variations are said to exist. The term "Jolly Rogar" originates with the flag of legendary Reanaarian pirate captain Rogar Blackthorn.

Keel: The principal structure of the ship, running lengthwise along the ship's centerline from bow to stern. Frames are attached to the keel to form the basis of the ship's hull.

Keelhauling: A method of punishment in which the offender is tied to a rope and dragged underwater along the ship's keel.

Knots: A nautical mile, equal to 1.1508 miles, or 6,076 feet.

Lateen Rig: A rigging method in which triangular sails are mounted perpendicular to the keel.

League: A nautical unit of measurement equal to approximately three miles.

Leeward: With the wind. For example, if the wind is blowing from the northeast, anything to the southeast is leeward. A southeasterly course is a leeward course, looking to the southeast is looking leeward, and so on. Leeward is often pronounced "loor'd."

Line: Any rope, cord, or wire used on a ship.

Lowermast: The lowest spar on a mast.

Mainmast: The tallest and forward-most mast of the sailing ship. On two-masted vessels, the mainmast is usually the forward-most mast.

Man of War: Any ship outfitted for war.

Marooning: A particularly unpleasant form of punishment wherein the offender is abandoned on a desert island.

Mast: A tall pole that rises from the keel of a ship. The mast's purpose is to support the sails and rigging. Masts are usually made up of several spars mounted one atop the other.

Master: A professional mariner, usually with many years of experience. Masters are generally assigned responsibility over younger, more inexperienced crew members.

Matey: A generic term of address for a man.

Pilot: Sometimes used as a synonym for helmsman, the term "pilot" more specifically refers to a sailor who steers

or navigates a ship (or a fleet of ships) through coastal waters.

Plunder: As a noun, treasure taken in a pirate raid. Used as a verb, plunder refers to the act of raiding a ship or town and taking its valuables.

Port: The left side of the ship when facing forward. Also refers to any city or town with a dock.

Press: The act of "pressing" refers to forcibly "recruiting" someone into naval service. The navies of various countries (such as Meznamish) often practice pressing, as do pirates and other independent seamen. Press gangs, usually consisting of three to five exceptionally burly and unpleasant sailors, roam the dockside district of various port cities, looking for unsuspecting victims (usually inebriated but sometimes those that simply look unable to resist). After a quick knock on the head, the unfortunate is a newly ordained sailor. Pressing is also sometimes used as a punishment for criminals.

Privateer: A pirate sanctioned by a government, given a letter of marque to show the government's sponsorship.

Prize: The target of a pirate ship's depredations. This term should not be confused with "plunder," "swag," or "booty." Prize refers only to the original owner of the treasure stolen by pirates. For example, an Eldoran merchant ship or a small, undefended port town might be prizes claimed by pirates.

Quarter: A room on a ship, but more often "quarter" refers to mercy (i.e. "show no quarter"). Particularly famous, feared pirates often find their quarry striking its colors, a sign that they seek quarter. The expected course of action is that the pirates board and loot the ship, but spare the passengers and crew. Even the most bloodthirsty of pirates usually adhere to this tradition. After all, a pirate with a reputation for showing no mercy quickly finds his prizes fighting back, for they know that surrender is pointless.

Rum: An alcoholic beverage made from fermented molasses. Because water has a tendency to spoil while on board, rum and ale are common substitutes.

Rigging: The entire system of masts, sails, lines, yardarms, etc. on a ship.

Rudder: A hinged metal or wood fin mounted at the ship's stern, used for steering the ship.

Scalawag: A rogue or other mischievous or villainous person.

Scurvy Dog: A generic, fairly mild insult that is commonly applied to prolific pirates.

Scuttle: To sink a ship, usually your own and usually deliberately.

Shiver Me Timbers: An expression of shock or surprise (e.g. "Shiver me timbers, that dragon be bigger than our ship!")

Shroud: A mesh of ropes that support a mast, preventing it from swaying from side to side. The shrouds also make climbing the rigging much easier.

Spar: Any boom, pole, mast, etc. to which rigging or sail is secured.

Square Rig: A rigging method in which square sails are mounted perpendicular to the keel.

Starboard: The right-hand side of ship, as one faces forward.

Stay: A rope used to support a mast in the fore or aft direction.

Stem: The upright, forward-most portion of the ship's keel.

Stern: The rear end of the ship.

Swag: Treasure. See also "booty."

Top: On a square-rigged vessel, a platform attached to the mast, usually semicircular in shape. Serves to keep the shrouds spread out, and serves as a work area for crewmembers engaged in rigging repairs.

Topgallant: On a square-rigged vessel, the mast, sail, rigging, and yard above the topmast.

Topmast: The spar above the lowermast, but below the topgallant mast.

Topsail: A sail set on the topmast.

Trireme: A galley with three banks of oars.

Weigh Anchors: Raising the anchor to get the ship under way.

Windlass: A winch used for hauling in an anchor cable or mooring lines.

Windward: Against the wind. For example, if the wind is blowing from the northeast, anything to the northeast is windward. A northeasterly course is a windward course, looking to the northeast is looking windward, and so on. Windward is often pronounced "winnr'd."

Yards: The horizontal spars to which square sails are attached.



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Kingdoms of Kalamar

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