

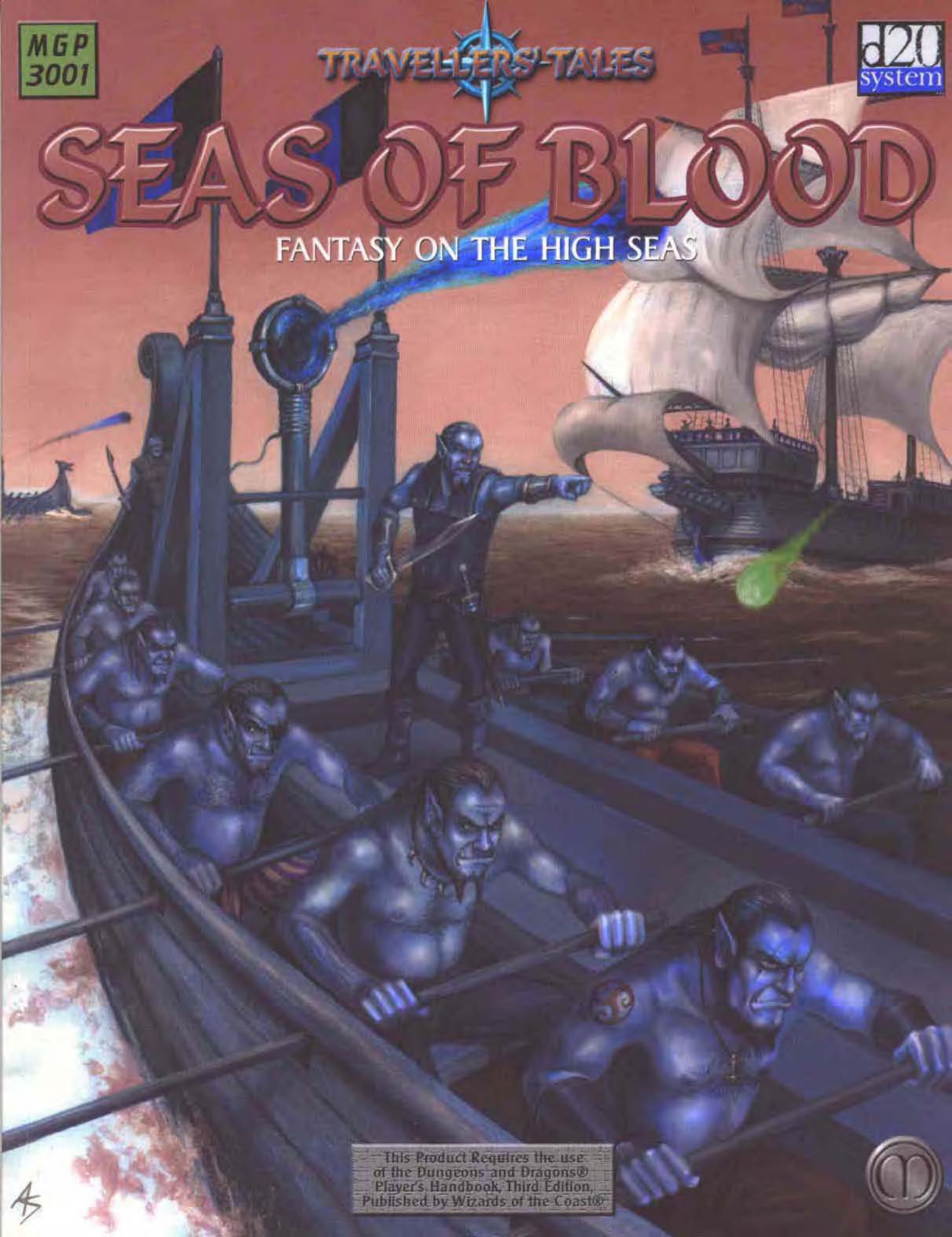
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TRAVELLERS' TALES

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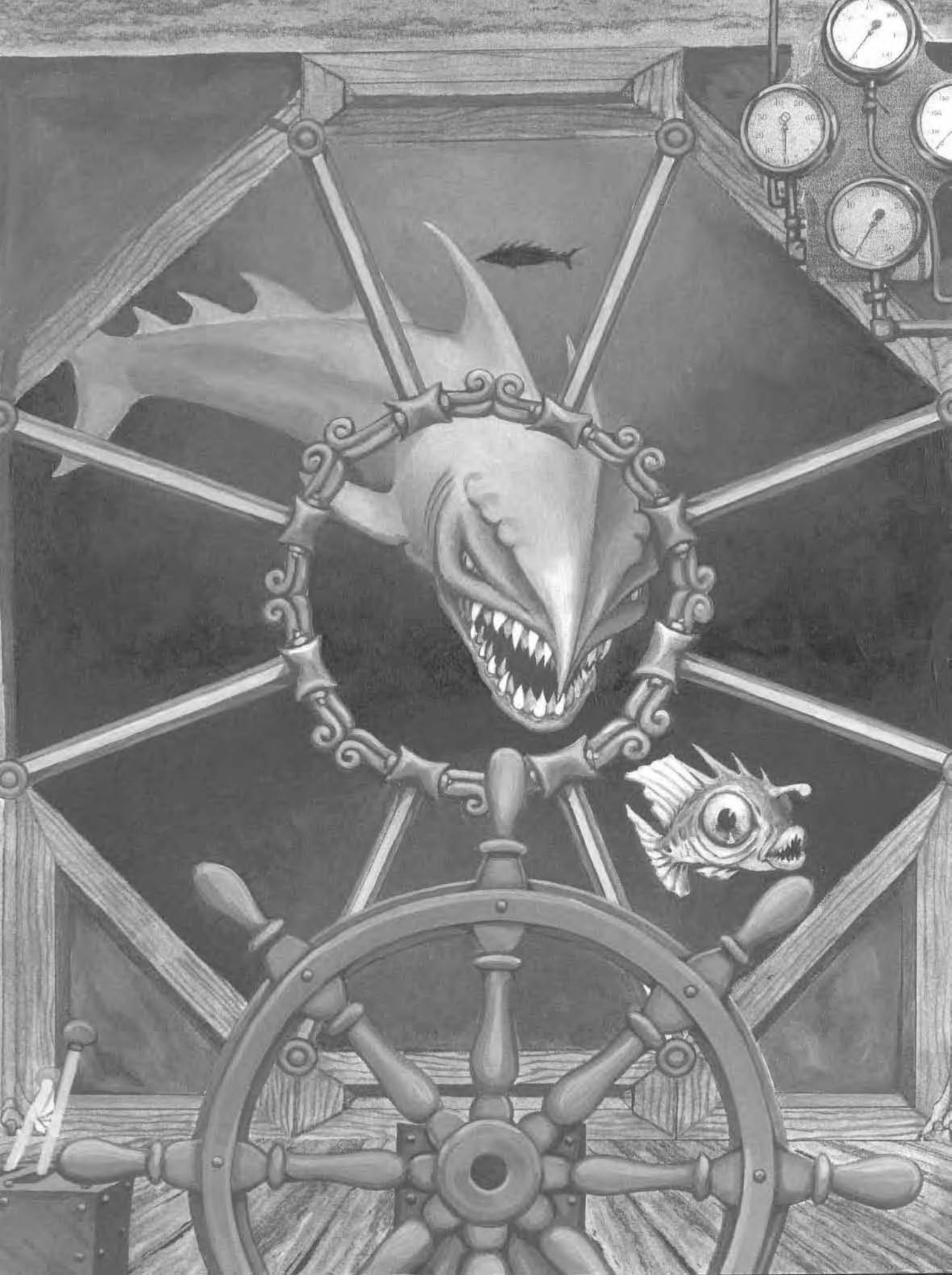
SEAS OF BLOOD

FANTASY ON THE HIGH SEAS



This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
Published by Wizards of the Coast®





Seas of Blood

Fantasy on the High Seas

Matthew Sprange

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INTRODUCTION

Mighty ships cresting waves in the midst of a great storm, hobgoblin pirates pursuing slow merchantmen, navigator-wizards sailing their vessels far beyond the limits of the known world, awesome battleships, loaded with weaponry, ploughing through the sea with their magically charged rams – all these things are as much a part of fantasy as dragons, elves and wizards. This sourcebook, *Seas of Blood – Fantasy on the High Seas*, is intended to do far more than merely introduce a set of rules covering nautical adventures in the d20 system. It seeks to inject the very essence of fantasy into any gaming session revolving around sea-borne scenarios, taking such games much further than any previous supplement of this type.

To this end, you will discover more in these pages than a transplant of Middle Ages and Renaissance shipping into the d20 system. Instead, you will encounter ships, weapons and magic of the most awesome magnitude.

REACHING FOR FANTASY

By utilising the rules within this book, you will vastly widen the scope of your campaign world for all levels of play. Low-level characters will be able to sign up with crews and embark on their first sea-going adventures. Over time, they may strive to purchase their own ship and hire their own crew, perhaps taking a sturdy vessel like the *Voyager* sloop across entire oceans in search of excitement, wealth and adventure. Perhaps they will build their own fleet, led by a mighty battleship or dreadnought, ships of great size with few equals on the ocean.

Along the way, they may explore the depths of the sea, either using powerful magicks to enable their travel, or by hiring or purchasing one of the famed gnomish submersibles. Entire undersea kingdoms await your players, from the haughty but benevolent tritons, to the utterly lethal sahuagin. Perhaps they will battle with powerful sea giants or seek to capture and slay one of the legendary leviathans, whale-like creatures of such size that they can smash most ships to timbers with but a flick of their massive tails.

Player characters will begin to specialise in nautical travel, guiding their skills and feat progression to

take into account the multitude of new options presented in this book. A gifted character can make all the difference on board a ship, putting down mutinies with nothing more than a stern speech, spotting enemy vessels miles away or increasing the rate of fire of the huge weapons mounted on most vessels. Others may choose to embark on the career of a corsair, buccaneer or navigator-wizard – such individuals very quickly move into the position of captain on board a ship, whose word is instantly obeyed by every crew member and considered the ultimate authority on the sea.

Battles on the high seas require a complete re-thinking of tactics for those used to land-bound combat. Heavy armour is no longer an option, for one slip and a warrior may plummet to the depths of the ocean. Characters will also rarely be fighting alone, for the whole crew stands ready to repel boarders or launch their own devastating boarding actions, and many ships supplement their crew with highly specialised mercenaries. The rules presented in this book allow players to enjoy the entire vista of ship-to-ship combat, through watching a merchantman strike her colours after a single catapult salvo, to launching a desperate boarding action from a sinking vessel against a mighty battleship or dreadnought that has pounded their own vessel into submission. The quick and easy combat system relies heavily on d20 game mechanics, ensuring anyone familiar with the current rules will pick up both ship-to-ship and boarding actions very quickly indeed. Entire crews fight with just a few simple dice rolls, allowing players to concentrate on their own characters, and the Games Master on his scenario.

Magic is a potent force for any vessel to have as its ally, and all spellcasters will find a ready place amongst the rest of the crew. Wizards, sorcerers and clerics alike will rapidly learn the new spells required for a successful voyage, from guiding the winds to aid a ship's course, to repairing critical damage quickly and thus saving the ship from sinking and taking all hands with it. The mightiest spellcasters of all will come to grips with actually levitating vessels so they sail several metres above the water, or perhaps raising devastating tsunamis against their foes, destroying ships and coastal settlements alike.

THE SHIPS

Any nautically-based campaign will focus not only on the player characters, but the ships as well. Many players possess an innate love of great vessels of all

types and so we have endeavoured to bring you the very finest from fantasy fiction. Real world equivalents have been included to provide players and Games Masters with a familiar baseline on which to set their campaigns, so you will find cargo ships, merchantmen, sloops and galleys. But we have also striven for the fantastic and we have no doubt players are going to be very eager to get their hands on the likes of the *Warspite* siege ship and the *Sovereign* dreadnought, two of the most powerful vessels ever to set sail and certainly capable of easily destroying any warship from real world history.

More remarkable ships yet may also be found within these pages – from the sprightly elven *Corsair* to the gnomish *Diver* submersible, these ships can add whole new dimensions even to campaigns where sea travel is commonplace. And of course, the dwarf *Foundation of the World* floating fortress will be enough to give any player nightmares if they unintentionally provoke the enmity of the dwarven people.

We doubt many players will be able to stop themselves here though – full rules are given for not only fitting more weaponry on board a ship than it was ever designed to carry, but also for adding potent magical items. The figureheads of fantasy really do protect their ships and crew from harm, whilst a magically charged ram is fully capable of blasting an enemy ship in two on a successful strike.

TRAVELLERS' TALES

This sourcebook heralds a new series from Mongoose Publishing, Travellers' Tales. Designed to be seamlessly slotted into any fantasy-based d20 games system, the Travellers' Tales series introduces players and Games Masters alike to a wealth of new options upon which to base their campaigns. Rather than detailing specific campaign settings, each book of the Travellers' Tales series will take an exhaustive look at the way entire campaign genres may be run and explored. The next book in this series, *Crusades of*

Valour, will introduce players to the virtues of running knightly campaigns involving gigantic crusades across entire continents

FURTHER VOYAGES

Seas of Blood – Fantasy on the High Seas provides just the beginning of a full-blown nautical campaign. Within these pages, we provide the rules and the inspiration for the players and Games Master on which to base their games but, ultimately, it is their own imagination that will carry their adventures forward into the realms of fantasy.

However, Mongoose Publishing is also endeavouring to bring you further materials to build upon *Seas of Blood* with a string of releases supporting this sourcebook. The first of these, *Ships of the Goblinoids*, is on sale right now and provides detailed rules for the vessels such races as goblins, orcs and hobgoblins use in their piratical activities, as well as the crew and weapons found on board. This will be quickly followed by *Ships of the Elves*, *Ships of War* and *The Slayer's Guide to Sahuagin*, giving Games Masters a wealth of tools guaranteed to keep their players happy on the high seas for many gaming sessions to come.



INTRODUCTION

Day 1. After many concerns over provisions and maps, we successfully sailed from Esperal harbour on our long voyage to the southern seas and the lands beyond.

Day 2. A problem in the fitting of the yard supporting the royal sail. If the problem is not solved, we will have no choice but to return home.

Day 5. First problem solved, but one of the crew found to be carrying Fair Golda's Plague. Father Topadall assures us he has now cured the man but if the plague spreads, no-one from Esperal will ever hear from us again.

Day 22. Course change to carry us past the Grey Peninsula.

Day 47. Have passed through the seas of the Kai Sa Empire. No encounters, hostile or benign, with their formidable navy.

Day 61. We enter the Teeth of the Serpent. There are many jagged rocks here protruding from the churning sea, most completely uncharted. Lookouts posted. We hope to avoid grounding. Small wonder the Kai Sa navy seldom ventures this far south.

Day 68. We safely emerge from the Teeth, happy to remain alive. The southern seas beckon.

Day 108. The unnamed island described by the explorer Moullet over a century ago lies before us. No one in Esperal has ever seen this place before.

Day 109. We have named this island New Esperal and truly it is a place of wonder. Immense and strangely twisted trees, towering above us, form a dense jungle everywhere we travel. Scouts have reported seeing an immense beam in the centre of this strange land, again filled with a mass of vegetation.

Day 118. After stocking on provisions and water, we left New Esperal with all haste. Many strange and lethal predators on the island and even the trees may ensnare a man and crush him to death with their colossal branches. In fear for my crew, together with my scout's reports of walking dead, I gave orders to set sail. We leave the rest of the southern seas awaiting us.

Day 129. We have seen the jewelled skies of the south, only heard before in legend. The clouds are strewn with multi-coloured bands of red, blue and brown with pinpricks of light constantly blazing on and winking off like fireflies in the night. No painter trapped in Esperal ever imagined a scene so strange and lovely. The seas here are unusually turbulent but have posed no problem to ship or crew.

Day 151. Course change. The seas have steadily become more turbulent and choppy. Today we found the cause - an immense storm in the distance, rising from the sea in an enormous column of cloud and steam, climbing miles into the sky. The jewelled skies seem somehow to be emanating from this vast and beautiful tempest. We dare not travel any closer but the whole crew was mesmerised by this sight as we skimmed past.

Day 176. Lookouts report sea dragons a mile to port. Nothing more seen. Rumours of distilling liquors below deck, though first mate Amin has so far found nothing. Presuming one rumour has begot the other.

Day 181. Being followed. Never more than one ship seen at any one time but they are clearly of differing designs. Tall, graceful white ships they are, surely not crafted by any mortal hand. The crew are concerned for these vessels seem to disappear before our eyes.

Day 182. Seven ships behind us now, shadowing our every move. Fear skittish. Dark mutterings below deck. Still no sign of enemy's intent.

Excerpt from log recovered from the wreck of the sloop Voyager.

MEN OF THE SEA

From the lowly deckhand of a fat merchant ship to the deadly pirate captain, the men of the sea are an eclectic mix but all have a profound respect for the ocean on which they ply their skills. It is said that one man of the sea may recognise another immediately and without words, from the other side of a smoke-filled tavern, for each shares a bond that links them together in a way those land-bound can never truly understand. To undertake a life on the high seas is, many might say, a vocation and there are veterans of the waves who swear by this – by signing on with a crew of whatever vessel, a man is making a life-altering choice and choosing to pursue his greatest dreams as he hears the call of the sea.

There are also those who search purely for profit, for it is certain that the majority of the wealth from many nations travels by sea. The merchant looks to his trading vessels to garner immense wealth by travelling to far off lands and bringing back goods that his civilised world may never have even heard of. The pirate looks to his fast galley to outrun such trading ships and cause them to surrender with as little damage as possible. The admiral looks to his vast fleet of frigates, galleys, battleships and even dreadnoughts to maintain the security of his nation and funnel trade into his own ports rather than those of rival kingdoms. Ships form the core of any sea-borne enterprise, whether military or trade, but it is the men who serve on board that deserve the greatest attention. Few so-called civilised men could spend a week on board the typical merchantmen without succumbing to sickness or disease and yet the true sailor endures terrible hardships and peril for months at a time, demonstrating a bravery and resolve rarely found in those spending their lives on dry land.

EXISTING CHARACTER CLASSES

Players need not immediately roll up new characters to begin a new life on the ocean waves – the existing character classes detailed in Core Rulebook I have a definite place in Seas of Blood and by hiring on with an experienced crew, players

can rapidly gain the seafaring skills their characters need to survive the perils of the open sea.

Barbarians

There are oft-told tales of wild northmen sweeping down into warmer waters, forming the entire crew of their rugged longships. There are many, particularly in the southern climes, who doubt such wild stories but mercenary tribes of barbarians are often sought after as marines on warships or merchantmen carrying valuable cargoes, for there are few who can match their berserk fury in boarding actions. Their overall lack of discipline, so sought after by most captains on long voyages, tends to restrict their hiring though to those desperate enough to afford them.

Bards

Many bards are drawn to the ocean waves to experience first hand the tales and legends told by their rivals and often form the only reliable accounts of the activities of many pirates, corsairs and privateers. The passion to explore, to learn and to know runs strong in any bard and so many willingly sign up with the most villainous of crews intent on discovering new lands and civilisations no one has yet seen. For their part, many ship's captains welcome the inclusion of a bard onto their vessel for the effect they have on a crew's morale. It is said no ship with a capable bard on board has ever mutinied unless it was at the direct instigation of the bard himself.

Clerics & Paladins

The vast majority of clerics and paladins at sea tend to either be captains or 'officers' on board a ship, or alternatively have chartered an entire vessel in order to fulfil some important mission for their church. The benefit of a cleric or paladin on board a ship is obvious for whilst he may insist on the crew following regular religious ceremonies when they might rather be gambling amongst themselves, his role as healer can never be overlooked when miles from dry land and civilisation. It also has to be recognised that few crews have ever starved or thirsted to death when a cleric has been present to grant bounteous food and water directly from his patron deity.

Sailors, however, tend to be a very superstitious breed and always watch for omens, good or ill. The slightest change in fortune may easily be blamed on a deity and its representative on the ship. Many a



crew has thrown a cleric overboard in order to ward off bad fortune, little knowing they are discarding their one hope of safe passage in a long voyage.

Druids

The druids of the forest and other wildernesses are incredibly rare on the ocean and few willingly set foot on board a ship. A new breed of druid, however, is often found to govern and worship the forces of nature across the trackless sea. Whole oceans are the domain of the sea druid and he defends his territory just as fiercely as his counterpart in the deep forests of the world. Few may be tempted to join a crew unless they or their environment are under direct threat, but the power of a sea druid enraged is awesome to behold in battles upon the waves. Great winds may blow an enemy vessel far off course as ice storms and lightning bolts mercilessly ravage it. The very hull of a ship may buckle and twist, causing water to flood on board or, alternatively, great ruptures

caused by immense rams may be brought together and healed, making a vessel seaworthy once more.

Fighters, Rangers and Rogues

These three form by far the most common of player character classes found on the sea. Fighters and rangers are often found amongst the captains or officers of ships, though some highly specialised and experienced crews may be formed entirely of these dedicated warriors. Such crews are murderous for any to fight and many pirate bands will be comprised of both rangers and fighters.

Rogues often end up as part of the crew, whether by freewill or pressgang, though many have the wit to rise into positions of authority if they can escape the attentions of crewmen who would rather have a far more hardy shipmate working alongside them. Enterprising captains often keep their eye out for crew members displaying rougeish talents and utilise

The Sea Druid

Any player rolling up a druid character for the first time may declare it will be a sea druid, so long as the Games Master informs him that the campaign will at least be starting near the sea. Sea druids follow all the rules for druids detailed in Core Rulebook I, but instead of listed class features, they instead gain the following special abilities.

Bonus Languages: Instead of substituting Sylvan for one of his bonus languages, a sea druid may substitute Aquan instead, the tongue of the deep sea.

Nature Sense: As listed in Core Rulebook I, but a sea druid's nature sense is limited to aquatic plants and animals. However, he also gains the ability to predict the weather for a number of days in advance equal to his class level divided by two, rounding down. The Games Master may simply relate, in broad descriptions, the for the next few days (e.g. 'overcast, strong winds,' 'raging storm,' etc. ...).

Speed of the Fish: Instead of Woodland Stride, the sea druid receives Speed of the Fish at 2nd level. He may now swim through the water at twice his normal swimming rate. This is adjusted as normal if the sea druid is encumbered.

Salt Synthesis: Instead of receiving Trackless Step at 3rd level, the sea druid gains the ability to subsist purely on sea water for periods of up to one week per class level. Salt Synthesis, however, may not be conferred to another individual.

Other than those listed above, the sea druid receives the same special abilities as other druids. Other druids, however, may also learn the abilities of the sea druid once they have acclimatised themselves to the forces of nature that exist at sea. After spending at least six continuous months at sea or in a coastal region, the Games Master may allow another druid to gain the equivalent sea druid abilities listed above in addition to their normal abilities. A 2nd level druid, for example, after spending six months in an oceanic environment would automatically gain the sea druid's Nature Sense and Speed of the Fish. After attaining 3rd level, he would gain Salt of the Sea.

The reverse is also true – a sea druid, or one who has begun to learn his abilities, may gain the abilities of regular druids in Core Rulebook I after having spent at least six continuous months on land.

them in the exploration of new lands or nefarious activities when in port.

Monks

Few monks willingly subject themselves to the wretched and monotonous grind of serving as a crewman on board a vessel, but many are nevertheless drawn to the sea as a measure of the ultimate test they may face. A monk may come to quickly realise the sheer forces of nature present in the ocean, along with their attendant perils and dangers. Many have met their end pitting mind and body against the great, coursing, implacable forces of nature so readily accessible on the sea.

Sorcerers and Wizards

By far, sorcerers are more often found on ships than their scholarly cousins and their sheer destructive power in battle has saved many a merchantman from capture by pirates. Whether it is a hurled fireball or the ability to grant crews the ability to breathe underwater that a captain looks for, he is guaranteed of an immense boon in magical might by employing a sorcerer to serve with his crew. Few large merchant or warships will willingly set sail without the ability to rely on magical support to aid them in peril, as well as a crew member capable of countering any enemy magicks.

Wizards, as a rule, prefer to avoid the sea altogether as many disagree with shipboard life and the ocean is inherently ruinous to their treasured spell books and scrolls. However, many are forced into a voyage in order to complete various tasks demanded by research, particularly when rare and hard to find components are required by their most powerful conjurations. However, the navigator-wizard is a highly skilled individual, combining his magical abilities with a passion to explore and a deep understanding of the lore involved in faultless navigation. No ship can ever remain lost at sea for long with a navigator-wizard on board and such men are often able to name their own price whenever offering their services to a captain. Many however, simply join a crew for the prospect of seeing new seas and lands never before discovered by others of their nation.

SKILLS OF THE SEA

Whilst it is true that many of the functions and demands of shipboard life remain as a mystery to many of those who remain on land, one exposed to the open sea very quickly comes to appreciate the

knowledge necessary for basic survival. Crews function as a single unit, all reliant on the ship in which they sail to get them safely to port and any member not completely conversant with his duties will be quickly and competently instructed by those more experienced.

Whilst there are indeed new skills for a character to learn in order to take full advantage of these rules, it is the intention of *Seas of Blood* that any party of adventurers be able to adapt as quickly as possible to shipboard life so as to better concentrate on a new range of scenarios, rather than worry constantly about whether they have the right skill to perform the right task in the midst of a howling gale. To this end, a few changes have been made to the most basic of nautical skills – Knowledge (seamanship).

Knowledge (seamanship)

Int, Untrained

This skill represents a character's sum total of knowledge of all matters pertaining to the manoeuvre and repair of any vessel, ranging from the tiniest rowing boat to the colossal dreadnoughts of the greatest navies. A character with a high score in Knowledge (seamanship) is capable of acting as an integrated part of any crew and will be familiar with all manner of duties on board a vessel, be it oared or sailed, merchant or warship.

Check: The rules for Seamanship checks may be found throughout *Seas of Blood* and all are based on a character's or crew's Knowledge (seamanship) skill. In addition, a character may attempt to answer any question within the field of seamanship through the use of this skill. A really easy question (is the wind light, medium or strong?) has a DC of 10, basic questions (what type of ship is that?) DC 15 and DC 20 or 30 for really tough questions (what is the meaning of the flag flying from the mast of an unknown vessel?).

Retry: Seamanship checks, as detailed throughout *Seas of Blood*, may always be retried. Failed Knowledge checks using Seamanship may not.

Special: Knowledge (seamanship) is related to other Knowledge-based skills but there are important differences. It is not a trained only skill – in a fantasy world where sea travel is common, many people have at least a basic grounding in how a ship functions. In addition, a Games Master is free to rule that characters with certain sea-based skills, such as Profession (Sailor), may be assumed to automatically



have an equivalent rank in Knowledge (seamanship). In effect, such skills are interchangeable.

Profession (navigator)

Wis, Trained Only

The profession of a navigator is one highly skilled and any captain is foolish to attempt a crossing of the open sea without one on board his vessel. The navigator is not always the most popular man amongst the crew of a ship, particularly when he orders long and tortuous course changes in order to avoid potential disaster, but it is ultimately recognised that he is an essential addition if the ship is to ever see port again.

Check: The rules for making Navigation checks are covered on p20.

Retry: Navigation checks may not be retried, as a character is unlikely to know he has actually failed until it becomes apparent that the ship is lost at sea.

THE SAILOR

The seemingly humble sailor is the backbone of the sea and the fortunes of every nation's navy or merchant fleet rests upon his skills and ability to successfully grapple with the ocean. Many sailors consider themselves born into their role and view 'landlubbers' as pale imitations of real men, whatever their true accomplishments may be. The lowliest sailor may snort at a great warrior who has led an army against marauding orcs, for he alone knows such trials are nothing compared to matching oneself against the open sea.

To a man, sailors are notoriously hardy individuals, able to take the battering of waves and the lash of a captain's whip with equal ease. Whilst they may constantly grumble at their lot in life, all recognise the entire crew must work as one in keeping a ship on course and in good order, for it is the only home they have for perhaps thousands of miles, once voyaging on the open sea. A sailor also knows that, even

whilst being lashed for insubordination or ill-discipline, there is nowhere else he would rather be than on the deck of a ship at sail.

The true sailor is a man of many talents – he is capable of furling sails to the main yard arm in the midst of a violent storm, of sanding and polishing decks to protect them from water, as well as leading vicious boarding actions against enemy vessels. In paying the wages of an accomplished sailor, his captain is buying a guarantee that his ship will always arrive at its destination on time, no matter what hardships may be faced along the voyage.

Player characters are welcome to use the sailor NPC class though, it has to be said, they are generally better off taking one of the main character classes listed in Core Rulebook I and then specialising in one of the prestige classes detailed later.

Hit Die: d8

Class Skills

The sailor's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Jump (Str), Knowledge (seamanship) (Int), Swim (Str), and Use Rope (Dex). See Core Rulebook I for skill descriptions.

Skill points at 1st level: (2 + Int modifier) x 4

Skill points at each additional level: 2 + Int modifier

Class Features

The following is a class feature of the sailor NPC class.

Weapon and Armour Proficiency: The sailor is proficient in the use of all simple and martial weapons, and in light and medium armour. He is not proficient in the use of shields. Note that the armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide,

The Sailor				
Sailor Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1	+1	+2	+0	+0
2	+2	+3	+0	+0
3	+3	+3	+0	+0
4	+4	+4	+1	+1
5	+5	+4	+1	+1

Jump, Move Silently, Pick Pocket and Tumble, and that carrying heavy gear imposes a penalty on Swim checks.

Starting Gear

2d4 x 10 gp worth of equipment

BUCCANEER

Cursed and reviled by merchantmen across the high seas, the buccaneer is one who has made the ocean his home, his life and his passion. They are men who make their living from their ships and the sea, and are highly skilled individuals with few equals, though few seem to take themselves, or others, seriously. Often seen as being the rogue of the sea, many buccaneers are, in fact, much-maligned and many work as merchantmen themselves, simply trying to safely carry their precious cargoes from one port to another. Others are dedicated explorers, eager to seek out new lands yet to be discovered.

The majority, however, earn their title of disrepute well and do indeed epitomise the role of pirate. Honing their skills in launching devastating boarding actions, they are responsible for waves of terror, and love nothing more than the sight of a fat, low-riding merchantman striking colours as soon as their pirate flag is raised. Such buccaneers pursue not only gold and riches but also reputation, a commodity as basic to them as food and water. Bright, flamboyant figures, renowned buccaneers often dress themselves in the finest cottons and silk even whilst on board ship, and are likely to take a great deal of offence if anyone fails to recognise them.

Hit Die: d8.

Requirements

To qualify to become a buccaneer, a character must fulfil all the following criteria.

Base Attack Bonus: +3 or higher

Ability Score: Charisma 13+

Skills: Balance 6 ranks, Swim 6 ranks, Tumble 6 ranks

Class Skills

The buccaneer's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (seamanship) (Int), Move Silently (Dex), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Core Rulebook I for skill descriptions.

Skill points at each level: 4 + Int modifier.



Class Features

All of the following are class features of the buccaneer prestige class.

Weapon and Armour Proficiency: The buccaneer is proficient in all simple and martial weapons, and light and medium armour, but not shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape

The Buccaneer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Shipboard Climbing
2	+2	+3	+3	+0	Up Close and Personal
3	+3	+3	+3	+1	Witty Repartee
4	+4	+4	+4	+1	Superb Seaman
5	+5	+4	+4	+1	Swarm Rigging
6	+6	+5	+5	+2	Superb Balance
7	+7	+5	+5	+2	Rope Fighting
8	+8	+6	+6	+2	Superb Seaman
9	+9	+6	+6	+3	Sabotage
10	+10	+7	+7	+3	Acrobatic Defence

Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Shipboard Climbing: At 1st level, a buccaneer may add a +2 competence bonus to all Climb checks when on board ship. This includes climbing up the outside hull of a boat, as well as masts and rigging.

Up Close and Personal: Buccaneers are skilled at the close quarter fighting involved in all boarding actions. When fighting with two small size weapons, the penalties for fighting with two weapons is reduced by a further -2 as soon as the buccaneer achieves 2nd level.

Witty Repartee: When engaged in melee combat, the buccaneer keeps up a steady stream of banter that can soon infuriate an unbalanced opponent. From 3rd level onwards, the buccaneer may use his witty repartee class feature in conjunction with a full attack combat option. Both he and one opponent make opposed Will checks, with the buccaneer using his class level as a bonus modifier. If the buccaneer is successful, his opponent suffers a -2 morale penalty to all attacks rolls until the start of the buccaneer's next round.

Superb Seaman: At 4th level, the buccaneer becomes so in tune with his ship and the sea that he may add a +2 competence bonus to all Seamanship checks. At 8th level, he receives a further +2 competence bonus on all Seamanship checks.

Swarm Rigging: The buccaneer can climb rigging and other ropes at his full movement rate at 5th level, as a move-equivalent action.

Superb Balance: Upon reaching 6th level, a buccaneer making a successful Balance check may

move at full speed along any precarious surface.

Rope Fighting: At 7th level, a buccaneer has become so proficient at fighting along masts and in the rigging that he may retain his Dexterity bonus to his Armour Class when engaged in combat. In addition, enemies will gain no bonus to hit when he is in such a position. The buccaneer will still lose his Dexterity bonus in other circumstances, such as being flat-footed.

Sabotage: Given 1d6 minutes, a 9th level buccaneer may sabotage a ship's rudder or rigging, halving its base speed and giving the ship a -2 circumstance penalty to its Manoeuvrability. The sabotage may be rectified by the ship's crew with a Seamanship check at DC 20. This will take one hour to complete.

Acrobatic Defence: At 10th level, so long as he wears light or no armour and is not encumbered, the buccaneer gains a +4 dodge Armour Class bonus when executing the fight defensively standard or full round action. In addition, he gains a +8 dodge Armour Class bonus when executing the total defence standard action.

REAVER

The reaver is a powerful ally to have in boarding actions, whether in defence or attack, and every good privateer or pirate captain will eagerly employ a mate who demonstrates such skills. Noted for his passion to get to grips with the enemy, the reaver readily advocates the direct course of boarding actions to resolve battles, the type of combat he excels in. Able to perform heroic feats only talked about in legend, the reaver inspires the rest of the crew with his bold actions and daring bravery.

Armed and armoured for the vicious melee that results from a boarding action, the reaver can often appear as any ordinary land bound mercenary. His abilities, however, will shine through as he fights – he handles rolling ships and slippery decks with ease and hold no fear of falling into the sea, to be dragged down and drowned by his heavier armour. The merchantmen who suffer the reaver leaping over their railings to secure vital positions onboard their own ship may look upon him as being little better than a common pirate but the wise will seek to employ their own reaver to guard their ship against capture.

Hit Die: d10.

Requirements

To qualify to become a reaver, a character must fulfil all the following criteria.

Base Attack Bonus: +4 or higher

Skills: Swim 6 ranks

Feats: Power Attack, Two-Weapon Fighting

Class Skills

The reaver's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (seamanship) (Int), Swim (Str), and Use Rope (Dex). See Core Rulebook I for skill descriptions.

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the reaver prestige class.

Weapon and Armour Proficiency: The reaver is proficient in all simple and martial weapons, and

light and medium armour, together with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Armour Expertise: From 1st level onwards, the reaver may ignore the armour check penalties of many lighter types of armour. Every time this class feature is gained, the reaver may ignore armour check penalties of up to the number listed in the parentheses. This feature does not affect higher armour check penalties in any way.

Inspire Crew: Reavers are skilled not only in boarding actions, but also in encouraging their crews to fight to best effect. A crew led by a reaver are likely to believe they are invincible and will never be defeated. From 2nd level, the reaver grants the crew he leads the morale bonus listed on the table below to their attack and damage rolls. This only applies during boarding action and if the reaver flees or is killed during the battle, this morale bonus will immediately be converted into a morale penalty, affecting the crew's attack and damage rolls.

Bonus Feat: At 3rd and 8th level, the reaver may choose a bonus feat from the following list; Ambidexterity, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Improved Critical, Improved Initiative, Quick Draw, Weapon Finesse or Weapon Focus. Any prerequisites for these feats must be met in the normal way before they may be chosen.

Instil Fear: When the reaver reaches 4th level, he gains the extraordinary ability to cast *fear* as a free action once per day. This ability may only be used during a boarding action and the reaver must perform some dramatic and morale-building action in view of his crew and his enemies in the action it is used. This

The Reaver

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Armour Expertise (1)
2	+2	+3	+0	+0	Inspire Crew +1
3	+3	+3	+1	+1	Bonus Feat
4	+4	+4	+1	+1	Instil Fear
5	+5	+4	+1	+1	Armour Expertise (2)
6	+6	+5	+2	+2	Inspire Crew +2
7	+7	+5	+2	+2	Skilled Boarder
8	+8	+6	+2	+2	Bonus Feat
9	+9	+6	+3	+3	Armour Expertise (3)
10	+10	+7	+3	+3	Inspire Crew +3

The Navigator-Wizard

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Infalible Direction	+1 level of existing class
2	+1	+0	+0	+3	Fast Pursuit	+1 level of existing class
3	+1	+1	+1	+3	Intuitive Seamanship	+1 level of existing class
4	+2	+1	+1	+4	Catch the Wind	+1 level of existing class
5	+2	+1	+1	+4	True Voyage	+1 level of existing class
6	+3	+2	+2	+5	Intuitive Seamanship	+1 level of existing class
7	+3	+2	+2	+5	Weather Prediction	+1 level of existing class
8	+4	+2	+2	+6	Ride the Wind	+1 level of existing class
9	+4	+3	+3	+6	Intuitive Seamanship	+1 level of existing class
10	+5	+3	+3	+7	Control Winds	+1 level of existing class

ability has a range of 5 feet per class level of the reaver and all within range will be frightened for 1d6 rounds. Those who pass a Will save (DC 10 + reaver's class level + reaver's Charisma modifier) will merely be shaken for this time. This ability may only be used once per day.

Skilled Boarder: Reavers are the masters of boarding actions and well-respected by their captains. At 7th level, the reaver may add his class level to the opposed Seamanship check required in boarding actions, whether his ship is the attacker or defender.

NAVIGATOR-WIZARD

The navigator-wizard is a rare and elusive figure, for few studious practitioners of the arcane arts venture to the ocean, but a captain will always be ready to part with a great deal of gold to secure his services when embarking on a long and potentially dangerous voyage. Navigator-wizards are driven by a passion and a thirst to explore and make use of their talents, not simply to fund their own arcane research, but also simply to be given the chance to see new and exotic lands for the very first time. Others, tired of the constraints imposed by employers, seek to purchase their own ship and hire their own crew with a view to simply setting sail and crossing vast oceans no one has yet dared to navigate. Many of the greatest exploring vessels of history were captained by navigator-wizards.

It is said that a ship with a skilled navigator-wizard on board will never become lost at sea, for he employs both his considerable learning in the profession of navigation alongside a deep understanding of all arcane arts related to the sea. It is his privilege to almost 'feel' the

weather and the sea, guiding his ship unerringly to take best advantage of both. Many superstitious crews will start to believe that the navigator-wizard can make his own weather and thus start to give him a wide berth.

Hit Die: d4.



Requirements

To qualify to become a navigator-wizard, a character must fulfil all the following criteria.

Spells: Must be able to cast Divination spells of 2nd level or greater.

Skills: Profession (navigator) 6 ranks

Feats: Spell Mastery

Class Skills

The navigator-wizard's class skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int, exclusive skill), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Profession (navigator) (Wis), Scry (Int) and Spellcraft (Int). See Core Rulebook I for skill descriptions.

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the navigator-wizard prestige class.

Weapon and Armour Proficiency: Navigator-wizards gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day: A navigator-wizard continues training in magic as well as his own field of research. Thus, when a new navigator-wizard level is gained, the character also gains spells as if he had also gained a level in an spellcasting class he belonged to before he added the prestige class. He does not, however, get any additional benefits a character of that class would have gained, only the new spells.

This essentially means that he adds the level of navigator-wizard to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a navigator-wizard, he must decide to which class he adds each level of navigator-wizard for the purposes of determining spells per day when he adds the new level.

Infallible Direction: A navigator-wizard automatically knows where true north lies. This grants a +2 competence bonus to all Navigation checks.

Fast Pursuit: The 2nd level navigator-wizard learns to manoeuvre his ship to take best advantage of wind and wave to gain an advantage over any other vessel he is pursuing or trying to escape from. He may add his class level to any opposed Seamanship checks made when involved in a pursuit, as detailed on p22.

Intuitive Seamanship: At 3rd level, a navigator-wizard learns how to get the very best out of his ship and his crew. All Seamanship checks made by the navigator-wizard or his crew receive a +2 competence bonus. At 6th and 9th levels, this bonus rises to +4 and +6 respectively.

Catch the Wind: On achieving 4th level, the navigator-wizard is able to manoeuvre his ship to take best advantage of winds and currents for sustained periods of time and may freely cast minor incantations to influence them. Any ship with a navigator-wizard on board may increase both its base and daily movement rate by 10%.

True Voyage: At 5th level the navigator-wizard will never become lost at sea. He automatically passes all future Navigation checks, unless thrown off course by magical means (such as teleportation).

Weather Prediction: The navigator-wizard may start to predict the weather at 7th level, through powerful divination rituals. He may faultlessly predict the weather for a number of days equal to his class level by spending an hour performing no other action.

Ride the Wind: This is a more advanced form of Catch the Wind. On reaching 8th level, the navigator-wizard may add 25% to the base and daily movement rate of any ship he is on.

Control Winds: At 10th level the navigator-wizard may cast the spell *control winds* once per day, at a casting level equal to his class level. This is a spell-like ability.

PIRATES & PRIVATEERS

Pirates are the scourge of the ocean, constantly searching for fat and weakly defended merchantmen whom they can plunder and rob. Few pirates care for the crews of the ships they attack and many just perform outright slaughter and butchery, as if mindless carnage will somehow make up for the weeks of boredom they have faced in search of prey. All kingdoms with a substantial reliance on the ocean

pursue piratical activity with diligence for a growing pirate presence can all but put an end to trade, the lifeblood of many such nations. A successful pirate ship will soon become a target for the legitimate navies of the seas and it is well advised to move on before being trapped and surrounded by warships eager to exact revenge for a multitude of plundered trading vessels.

There are many on the seas who would view privateers as no different from the more usual pirate scum. A privateer is, quite simply, a pirate who operates under a *letter of marque*, a sanction from a kingdom to pursue national enemies. These may range from pirate vessels who have been preying too heavily on merchant ships, to the merchant ships of other nations with whom war is currently being fought. The terms laid out in their *letter of marque* usually require the privateer to hand over the bulk portion of his plundered goods to the kingdom that granted him the status of privateer. In practice however, very little will find its way into the coffers of the king. The majority will be sold or stashed, building towards the retirement of the privateer or, alternatively, squirreled away as 'expenses.'

No pirate or privateer prestige classes are detailed in *Seas of Blood*, something which, I am sure, will come as a surprise to many. However, such men need not be represented by a new set of skills and abilities – you either are a pirate or you are not. A fighter, rogue or even wizard makes just as a good a pirate as the buccaneer detailed in this chapter. Being a pirate is a title awarded based on the actions of a character, not any dry list of class features.

In short, if you find you are sailing the high seas, plundering ports and stealing the cargoes of merchantmen, then congratulations, you are indeed a pirate. If you are doing much the same thing but have a *letter of marque* awarded to you, then you are not a pirate but a privateer. Your particular character class will make little difference to the crew of the merchantmen you board either way. . .

HIRING CREWS

No ship should sail without a full complement of crew and all captains like the chance to choose their men with a great deal of care and thought. Unfortunately other factors, particularly available gold, often ensure compromises have to be made as to whom is hired to serve on board and who should be turned away. All too often, a veteran seaman with years of hard ocean-going experience under his belt is passed over for the wretched, though agreeably cheaper, ruffian with just one voyage to his name and who may be likely to mutiny at the first sign of rationed food. The wise captain makes his best endeavours to retain crew after each voyage in order to avoid being forced to take on new crew who he is unsure about, and also to maintain a solid core of veteran seamen upon whom he may trust his life.

Mercenaries are also often hired for shipboard life, warriors and fighters skilled in both launching and defending against boarding actions. Often extremely well paid, such men endure endless weeks on board ship, often gaining the enmity of the crew who view them as layabouts and a useless drain on food and water as they will do little to aid in the maintenance and upkeep of the vessel without a substantial



increase in wages. Their true worth shines through when attacked though, for the mercenaries will always be the first across the railings, taking the battle directly to any enemy who would dare threaten the ship. Many captains make the mistake of viewing mercenaries as a needless luxury but far too many merchant vessels have been captured with ease by pirates willing to carry specialised boarding parties adept at slaying enemy crews within minutes of launching their attack.

AVAILABILITY

It is ultimately the prerogative of the Games Master as to which crews and mercenaries are available and he may even adjust the cost of hiring to reflect them being in greater or lesser demand – during wartime, both merchants and warships eagerly gather all available crews, placing prices at a high premium. Conversely, in the aftermath of war, there is often a great surplus of out-of-work crews and mercenaries ready to sign on with any ship worthy of their talents.

A large port city is likely to have just about every type of crewman and mercenary a captain can afford to hire, whilst a village may yield no more than half a dozen sailors and captains will be forced to pressgang crews in order to make a full complement. Most prosperous towns and cities should yield full crews for any size of ship, though able seamen and veteran seadogs may prove hard to find.

It should be noted that to successfully pressgang a crew, a captain will need to move those he captures on board ship and set sail before they are able to escape. Magical means may well be employed, though many simply send men on shore to club victims unconscious, only rousing them when land has been left far behind. Most will escape at the first opportunity, usually when the ship next arrives in port, though a few (perhaps 10%) are likely to find life on ship agreeable and may choose to stay with the ship's company, particularly if wages are increased. It is also important to remember that unpaid pressgang crew are slaves by any other name. A captain choosing to enslave his pressganged crew will face constant attempts at escape and mutiny, unless he actually chains them to their posts – a task all but impossible on a sailed ship.

CREWMEN

Listed below are a selection of sample crewmen, along with a rough guide on how much a captain

may expect to pay for their services for the period of one month. It should be noted that whilst a captain may pay 3 gp per month for a crew of seamen, this will also include mates, junior officers, cooks, and other persons of seniority and skill. If the Games Master ever need detail them in his adventures, they will all have similar statistics to the listed 'average' with perhaps a few different skills to reflect their own abilities.

It should be noted that pressganged crews are extremely cheap, hence their use in many merchant fleets and navies, but they are usually very inexperienced and unlikely to hold firm when being boarded or pounded by enemy vessels. Captains have been warned. . .

The rules for preparing Crew Rosters and engaging in crew combat are detailed on p41. Players should keep in mind that only the majority of the crew are taken into account in Crew Rosters and so should plan their recruitment accordingly – a single veteran seadog may prove of little use amongst an entire pressganged crew, but a large cadre of them can greatly ease the functioning of the greenest of recruits.

All crewmen are considered to be human, the most populous of the races on the high sea. However, the Games Master can readily introduce crews of other races, simply by adjusting the ability scores, as listed in the racial traits of Core Rulebook I) and adding 1 or 2 gold pieces to their hiring cost. Non-human crews will be covered in more depth within our forthcoming *Ships Of* series. Captains are at perfect liberty to buy their crewmen new weapons and armour but they may not take existing equipment away from them. It should be noted that armour check penalties have not been factored into the crew statistics below and must always be borne in mind whenever such a character attempts to use relevant skills.

Pressganged Crewman (1 gp/month)

1st level commoner

Str: 10, Dex: 11, Con: 10, Int: 11, Wis: 11, Cha: 11;
HP: 2; Initiative +0; AC: 10; Attacks: Dagger
melee; Damage: Dagger 1d4; Fort: +0, Ref: +0,
Will: +0; Skills: Climb +4, Jump +2, Swim +4, Use
Rope +2; Feats: Endurance.

Seamanship: 0

Green Crewman (2 gp/month)

1st level commoner
 Str: 10, Dex: 11, Con: 10, Int: 11, Wis: 11, Cha: 11;
 HP: 2; Initiative +0; AC: 10; Attacks: Dagger
 melee; Damage: Dagger 1d4; Fort: +0, Ref: +0,
 Will: +0; Skills: Climb +2, Handle Animal +2, Jump
 +2, Knowledge (seamanship) +2, Swim +2; Feats:
 Endurance.

Seamanship: +2

Seaman (3 gp/month)

1st level sailor
 Str: 12, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11;
 HP: 5; Initiative +0; AC: 12 (+2 leather); Attacks:
 Short sword +2 melee; Damage: Short sword 1d6+1;
 Fort: +5, Ref: +0, Will: +0; Skills: Climb +5,
 Knowledge (seamanship) +4; Swim +3, Use Rope
 +4; Feats: Endurance, Great Fortitude.

Seamanship: +4

Ruffian (3 gp/month)

1st level rogue
 Str: 10, Dex: 13, Con: 10, Int: 11, Wis: 11, Cha: 11;
 HP: 2; Initiative +5; AC: 13 (+1 Dex, +2 leather);
 Attacks: Short sword melee; Damage: Short sword
 1d6; Fort: +0, Ref: +5, Will: +0; Skills: Balance +5,
 Bluff +4, Climb +4, Jump +4, Knowledge
 (seamanship) +2, Listen +4, Spot +4, Swim +4, Use
 Rope +5; Feats: Improved Initiative, Lightning
 Reflexes.

Seamanship: +2

Hardy Seaman (4 gp/month)

1st level warrior
 Str: 12, Dex: 11, Con: 12, Int: 11, Wis:
 11, Cha: 11; HP: 5; Initiative +0; AC:
 13 (+3 studded leather); Attacks:
 Longsword +2 melee; Damage:
 Longsword 1d8+1; Fort: +5, Ref: +0,
 Will: +0; Skills: Climb +3, Jump +1,
 Knowledge (seamanship) +2, Swim +3,
 Use Rope +2; Feats: Endurance, Great
 Fortitude.

Seamanship: +2

Fighting Seaman (7 gp/month)

1st level fighter
 Str: 13, Dex: 12, Con: 12, Int: 11, Wis:
 11, Cha: 11; HP: 6; Initiative +1; AC:

14 (+1 Dex, +3 studded leather); Attacks: Long
 sword +2 melee; Damage: Long sword 1d8+1; Fort:
 +3, Ref: +1, Will: +0; Skills: Climb +5, Knowledge
 (seamanship) +4, Swim +3, Use Rope +3; Feats:
 Cleave, Power Attack, Skill Focus (seamanship).

Seamanship: +4

Able Seaman (10 gp/month)

2nd level sailor
 Str: 12, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11;
 HP: 11; Initiative +0; AC: 12 (+2 leather armour);
 Attacks: Short sword +3 melee; Damage: Short
 sword 1d6+1; Fort: +4, Ref: +0, Will: +0; Skills:
 Climb +3, Knowledge (seamanship) +7; Swim +4,
 Use Rope +4; Feats: Endurance, Skill Focus
 (seamanship).

Seamanship: +7

Veteran Seadog (15 gp/month)

3rd level sailor
 Str: 12, Dex: 12, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 17; Initiative +1;
 AC: 13 (+1, Dex, +2 leather armour);

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Attacks: Short sword +4 melee; Damage: Short sword 1d6+1; Fort: +4, Ref: +0, Will: +0; Skills: Climb +5, Knowledge (seamanship) +8; Swim +4, Use Rope +4; Feats: Endurance, Skill Focus (seamanship).

Seamanship: +8

MERCENARIES

Listed below are a range of sample mercenaries captains may employ to bolster the fighting prowess of their crews. As with crewmen above, this list assumes that officers and sergeants are also paid for when recruiting entire units but that their statistics and abilities are all subsumed into the Crew Roster when it is being prepared for each unit.

Archer (4 gp/month)

1st level warrior

Str: 11, Dex: 12, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 5; Initiative +0; AC: 13 (+1 Dex, +2 leather); Attacks: Longbow +2 ranged; Damage: Longbow 1d8; Fort: +3, Ref: +0, Will: +0; Skills: Climb +4, Intimidate +2, Jump +2, Swim +2, Use Rope +3; Feats: Point Blank Shot, Precise Shot.

Light Infantry (4 gp/month)

1st level warrior

Str: 12, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 8; Initiative +0; AC: 13 (+3 studded leather); Attacks: Longsword +2 melee; Damage: Longsword 1d8+1; Fort: +5, Ref: +0, Will: +0; Skills: Climb +5, Intimidate +2, Jump +2, Swim +3, Use Rope +2; Feats: Great Fortitude, Quick Draw.

Heavy Infantry (6 gp/month)

1st level warrior

Str: 12, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 8; Initiative +0; AC: 15 (+4 chain shirt, +1 small shield); Attacks: Longsword +3 melee; Damage: Longsword 1d8+1; Fort: +3, Ref: +0, Will: +0; Skills: Climb +5, Intimidate +2, Jump +2, Swim +3, Use Rope +2; Feats: Toughness, Weapon Focus (longsword).

Shock Troop (8 gp/month)

1st level fighter

Str: 13, Dex: 12, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 6; Initiative +1; AC: 15 (+1 Dex, +4 chain shirt); Attacks: Long sword +3 melee; Damage: Long sword 1d8+1; Fort: +3, Ref: +1, Will: +0; Skills: Climb +5, Jump +5, Swim +3, Use Rope +2; Feats: Cleave, Power Attack, Weapon Focus

(longsword).

Berserker (12 gp/month)

1st level barbarian

Str: 14, Dex: 11, Con: 12, Int: 11, Wis: 11, Cha: 11; HP: 6; Initiative +0; AC: 12 (+2 leather); Attacks: Great axe +3 melee; Damage: Great Axe 1d12+2; Fort: +3, Ref: +0, Will: +0; Skills: Climb +6, Intimidate +4, Jump +6, Swim +6, Use Rope +2; Feats: Cleave, Power Attack.

NAUTICAL FEATS

Any character spending a great deal of time at sea will, sooner or later, pick up a whole new range of skills and talents that suit shipboard life. Whether it is instinctively taking advantage of every minor change of wind and current whilst at the helm of a ship, or keeping their feet as the ship pitches and rolls in the grip of a storm, these feats are often the distinction between those with 'sea legs' and landlubbers.

Amazing Agility (General)

You have an innate sense of balance and always seem to land on your feet when falling from any height. Others will notice you move with a natural, almost sylvan-like grace.

Prerequisites: Balance 12 ranks

Benefit: You may always Take 20 on any Balance check, even for checks that would not normally allow it. Use of this feat is a free action.

Bargain (General)

You are a skilled negotiator, renowned amongst other merchants, and will always strive for the very best deal in any transaction. Valued by your captain, you are able to keep the ship's hold filled with valuable cargo for long merchant voyages.

Prerequisites: Cha 13+

Benefit: You gain a +4 competence bonus to all Profession (merchant) checks when buying or selling goods as described on p88.

Duck & Weave (General)

Having been involved in many battles between ships, you have learnt to keep your head down when the arrows and ballista bolts start flying overhead. Unconsciously taking advantage of every scrap of cover, from bulkheads, railing and masts, up to other crewmen, you carry on your ordinary duties aboard



the ship but whilst under much greater protection.

Prerequisites: Dex 15+

Benefit: So long as you are not flat-footed or surprised, you always count as being in three-quarters cover against ranged attacks whilst on board a ship. This will grant you a +7 cover AC bonus and a +3 cover Reflex save bonus, affording you far greater protection than other crewmen.

Eagle Eyes (General)

You are an effective lookout, having a sharp eye that would be the envy of any bird of prey, for you can spy other vessels from a great distance away. You will always find ready employment with merchantmen who seek to escape pirates before they are even noticed, whilst pirates themselves value crew who can allow them to close range on victims who are unaware of their presence.

Prerequisites: None

Benefit: Your eyesight is excellent. You may add 50% to all the visibility ranges listed on p24.

Improved Underwater Combat (General)



You are a master of underwater combat and fight with equal ease whether submerged or on dry land.

Prerequisites: Underwater Combat, Base Attack Bonus 6+

Benefit: Whilst using piercing weapons, you suffer no penalty to Initiative and attack rolls in underwater melee combat. This feat has no effect when used in conjunction with slashing or bludgeoning weapons.

Normal: A character without this feat fights with a -4 penalty to their Initiative and attack rolls whilst underwater. In addition, those using slashing or bludgeoning weapons will suffer a -4 penalty to their damage rolls.

Inspire Loyalty (General)

Having been with your crew through thick and thin, they now look to you with great respect. Every one of them will be prepared to put up with great hardships before the word 'mutiny' is ever uttered and they will always follow your lead in the direct combat of a boarding action, refusing to surrender whilst you fight alongside them.

Prerequisites: Leadership

Benefit: So long as you are alive and seen to be fighting, your crew will automatically pass any Morale check they are required to make during a boarding action. Additionally, you gain a +4 bonus to avoid Mutiny checks.

Master Helmsman (General)

You are gifted with an innate knowledge of the wind and the sea, the winds and the currents being your own private domain. When in control of any vessel, you can coax just a little extra speed out of it, easily outdistancing pursuers in similar ships.

Prerequisites: Knowledge (seamanship) 8 ranks

Benefit: When at the wheel or rudder of a ship you are able to take advantage of each breath of wind and every current your vessel comes into contact with. Both the base and daily movement rates of the ship are increased by 10% due to your expert handling.

Rapid Loader (General)

With a strong aptitude for the large siege-like weapons used on board ship, you are able to lead a team of men to load and

fire their weapon much faster than would be considered normal. This allows you to outshoot enemies on other ships with similar weapons, thus ensuring their eventual surrender.

Prerequisites: Profession (siege engineer) 4 ranks

Benefit: When part of a crew for a shipboard weapon, you may halve the time taken to reload the weapon after firing, rounding down. No matter what other factors apply (magic, for example), a shipboard weapon will always take at least one round to reload.

Sea Legs (General)

Having spent a great length of time at sea, the pitching and rolling of ships is nothing to you, barely noticed, even comforting in a way. Whilst others are vulnerable to losing their balance or even falling sick as the ship constantly rises and drops as it skims the waves, you remain rock steady upon the deck, continuing your tasks as if nothing were amiss.

Prerequisites: Must have spent at least 3 months at sea.

Benefit: Whilst on board a ship, you gain a +2 competence bonus to all Climb, Concentration, Jump and Use Rope checks.

Steady Captain (General)

Your knowledge of the sea and calm manner when giving orders in battle grants you the respect of your crew. Listening to your every command, they respond rapidly and efficiently.

Prerequisites: Knowledge (seamanship) rank 6+, Leadership, must be captain of a ship

Benefit: The crew of your ship gain a +2 competence bonus to all Seamanship checks whilst you remain in command of the ship.

Superior Helmsman (General)

Having spent a great deal of time piloting ships, you can feel each twist of the rudder and every flap of the sail almost as if it were your own body. The ship becomes an extension of yourself whenever you take the wheel and you are able to turn it about at great speed.

Prerequisites: Knowledge (seamanship) 6 ranks

Benefit: When either at the wheel or rudder of a ship, you are able to make very fast turns that can throw an enemy completely off guard. Any ship you are in control of gains a +1 competence bonus to its Manoeuvrability.



Strong Swimmer (General)

You are a swift swimmer, able to outdistance most others.

Prerequisites: Swim 8 ranks, Str 13+

Benefit: Upon a successful Swim check, you may now swim at one-half your speed as a move-equivalent action, or your full speed as a full-round action.

Underwater Combat (General)

You have learnt to adjust to the rigours and demands of combat beneath the waves and can fight enemies with little difficulty.

Prerequisites: Dex 13+

Benefit: When fighting in underwater melee combat (see the rules on p96), you only face a -2 penalty to Initiative and attack rolls. In addition, you also receive only a -2 penalty to damage when using slashing or bludgeoning weapons.

Normal: A character without this feat fights with a -4 penalty to their Initiative and attack rolls whilst underwater. In addition, those using slashing or bludgeoning weapons will suffer a -4 penalty to their damage rolls.

NAUTICAL TRAVEL

Seaborne travel offers both speed and convenience to any traveller wanting to cover long distances, especially if he is looking to transport large amounts of cargo. Ships of all types can travel much greater distances than any land-based method and are hindered only by weather, not terrain. The distance a sailing ship can travel in a single day can seem incredible to those used only to the horse and wagon. Though such vessels are proportionally far more expensive than a typical merchant train, they can soon pay for themselves in time saved and the sheer amount of cargo that may be stored within their holds.

NAVIGATION

Even the lowest goblin pirate captain may navigate his vessel safely and without getting lost – so long as he stays within sight of the coastline. Many ships adopt this policy, for coastal waters are far more predictable than the open sea and the chances of losing your way are almost zero. However, the open sea is an attraction for many others, as it is often the quickest (and sometimes the only) route to a particular destination and it may avoid many of the pirates who lurk in coastal waters.

The open sea is a trackless wilderness though, and the role of a navigator is an essential one if a ship is

not to travel in circles, getting hopelessly lost. Navigators are highly trained individuals, able to gauge the speed and direction of a ship and cross reference that information with maps and star constellations so that even after many days or weeks on the open sea, they always know exactly where they are. Coastal waters are considered to be anywhere within 20 miles of the shore. The open seas lie beyond this range.

Navigating

A ship in coastal waters need never take a Navigation check. Even if they are out of sight of land for a short period of time, due to their course, fog or other circumstances, they can readily pick up their location once more as soon as land is spotted.

A ship on the open sea, far out of sight of land, is required to make a Navigation check at DC 10 every day to avoid becoming lost at sea or, alternatively, to find its way again after having become lost. Navigation checks are based on the skill Profession: (navigator), as described on p8. No Navigation check may be attempted without the use of a Navigator's Toolkit (p70). The check is modified as follows:

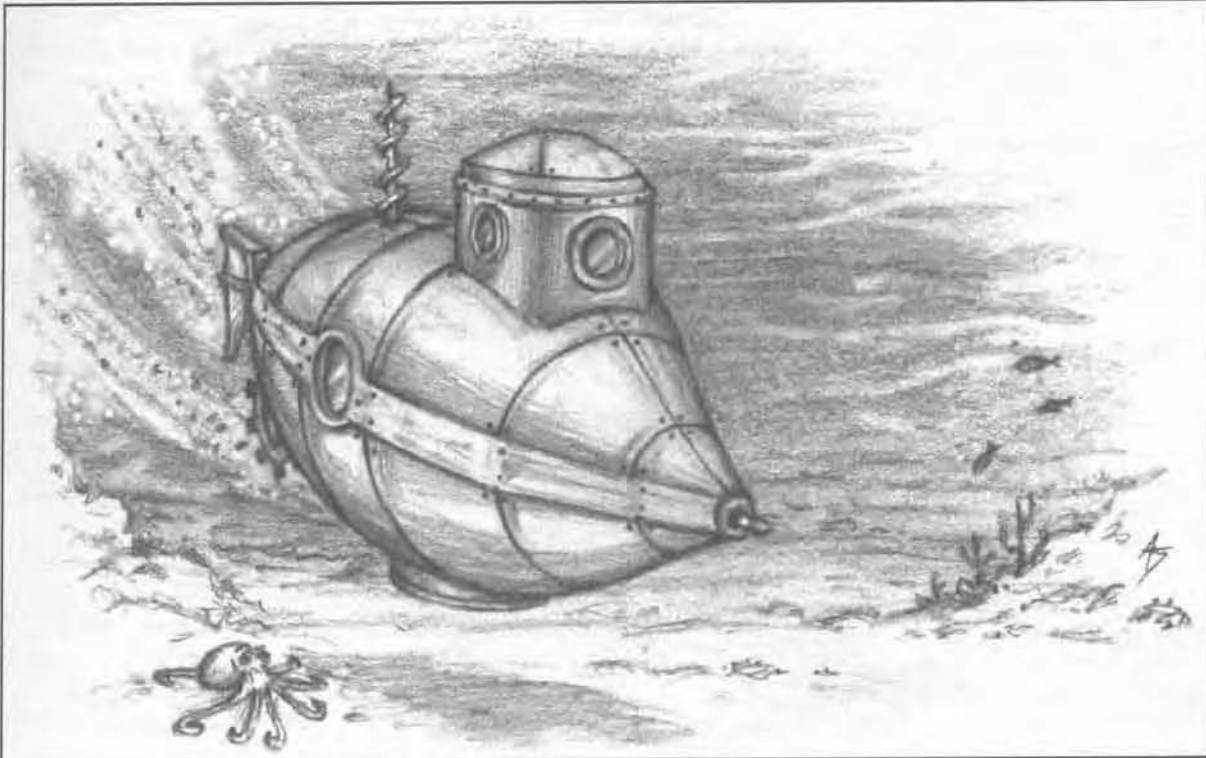
	Modifier
Ship in storm	-6
Known voyage	+4
Unknown sea	-6
Teleported/displaced	-10
Poor quality maps	-4

Sebastian Gyman leaned against the rail of the *Heintzelman* seeming from all outward appearances to be stargazing. Closer observation revealed that every few moments he would make a mark on the wax tablet held in his large hands. After making several notations he consulted the charts spread before him. After a few calculations he smiled broadly.

'Got our location fixed now that the gods-accursed fog has lifted, Bigun?' Little Beard appeared like a ghost out of the darkness. The lanky first mate was the only member of the crew that came even close to being able to look the navigator in the eye.

Bigun's smile widened. 'Aye. We were blown quite a ways north, we're headed straight for the Virgin's Knees. Better head south if we don't want to ground.'

'No love to be found, by running aground, trapped between the Virgin's Knees. . . ' Cookie's slightly wine-soaked song drifted from the darkness. Relieved chuckles from the rest of the watch blended with Cookie's voice as the crew took up the more colourful chorus of the chantey. The snap of the sails and creak of the rigging seemed to accompany the voices of the *Heintzelman's* crew as she turned south, once again sure of her bearings.



Known voyage refers to a navigator having successfully attempted the course he is on in the past. The unknown seas modifier applies whenever a navigator is attempting to navigate in a part of the ocean in which he has never sailed before.

The teleported modifier is used whenever a ship is displaced by any means, from one location to another without the crew having knowledge of the intervening distance. Normally this will occur through magical means, though the Games Master may also apply this modifier through other circumstances.

Poor quality maps will result in the navigator receiving biased or just plain incorrect information with regards to his heading and position. The Games Master may use this modifier whenever the navigator has false or misleading maps in his possession.

Lost at Sea

Ships that fail a Navigation check are considered to be lost at sea. The Games Master is under no obligation to inform his players they are actually lost, and may wish to roll Navigation checks in secret, for a navigator may not know when he has made a mistake!

Whilst lost at sea, the Games Master randomly determines the exact course of the voyaging ship for

a period of one day on the table below, based on its original heading the previous day. In this way, a ship lost at sea for several days may literally begin sailing in circles.

D20	New Direction of Travel
1-8	45° to Port
9-12	Original Course (straight ahead)
13-20	45° to Starboard

Once lost at sea, a ship must make a Navigation check at DC 20 to find its way once more.

MOVEMENT AT SEA

Though ships and other vessels follow the same basic rules for movement described in Core Rulebook I, there are some important changes to be aware of. The weather, of course, has a direct and fundamental impact on the distance a ship may travel in a single day.

Oared Ships

Ships listed as having oars move at the constant speed listed for them on p50. However, a captain may instruct his crew to row faster, thus increasing the overall speed of the vessel. This is a tiring undertaking, however, and a crew can easily become dispirited, even mutinous, if constantly ordered to do so.

Flank Speed

In order to increase the speed of his rowers, a captain must make a Seamanship check at DC 15, with a -2 penalty for every time he gives the order within a single hour. Success will result in the ship doubling its base rate of movement for 1d6 rounds. Failure means that, as hard as his rowers may be trying, they cannot increase the speed of the ship - no further attempts may be made for a period of one hour.

Forced Rowing

In addition a captain may attempt to order a more moderate increase in speed, with the aim of covering more sea in a single day. The crew must make a Constitution check (DC 10 + 1 extra per hour of rowing) for every hour beyond ten they row. If any Constitution check is failed, 1d6 x Crew Size is deducted off their Crew Hit Points. This is effectively subdual damage and will be recovered after the crew have rested for 6 hours. The ship will travel 10% further (rounded down) in a day for each Constitution check successfully passed. Once a check has been failed, no more may be made for at least 6 hours.

Tiny Craft

Tiny-sized vessels might only have one or two rowers if they are classified as oared. A character may row continuously for a number of hours equal to his Constitution modifier. A character with the Endurance feat may row for a further 4 hours. Note that the daily movement rate for such vessels as listed on p50 assumes crew take shifts to ensure the craft is always under power.

Sailing Ships

Sailing ships have the potential to travel much further than any oared vessel, for they may continue to sail at night with just a skeleton crew in control as their comrades get their night's rest. However, sailing ships are also utterly dependant on the wind for their motion, as shown on the table below;

Wind	Sailing Into	Sailing Across	Sailing With
Calm	NA	NA	NA
Light	-25%	-	+10%
Medium	-50%	+10%	+25%
Strong	NA	+25%	+50%
Gale/Storm	NA	+25%	+50%

NA indicates that travel is impossible for a sailed ship under these conditions.

Sailing into, across and with refers to the ship's relative motion in relation to the direction of the prevailing wind. Note that a sailing ship cannot literally sail into the wind - this is the effective distance moved as the ship tacks left and right at an angle to the wind, all the time holding to a more or less straight course.

The modifiers presented on this table apply equally to base and daily movement rates. Only sailed ships use this table, as oared ships can generally ignore winds. Ships listed as being both oared and sailed halve the benefit or penalty shown on this table.

Pursuing Ships

A merchantman confronted by an oncoming pirate ship or military vessel of an enemy nation will usually attempt to turn tail and run, desperately trying to outpace its pursuer to avoid any form of combat. Such pursuits can last many days as captains constantly try to outwit one another by using their knowledge of the surrounding sea, the best advantages of their vessels and the power of the sea itself.

When one ship attempts to pursue another, simply check their base movement rates to measure how much faster one is from the other, taking into account such modifiers as prevailing winds, forced rowing and magic. If one is faster than the other, it will eventually either escape or catch up to its quarry. This is handled using the normal rules for movement and combat.

If, however, the two ships are of an identical speed, then it is often the skill of the captain and his crew that can make the difference. Taking full advantage of the wind and the waves, they can eke out just a little more performance from their vessel to gain a tiny extra edge in speed.

The ships involved in a pursuit both make opposing Seamanship checks every round, using the skill of the crew or the captain, whichever is the highest. The winner of this check may lengthen or shorten the distance between the two vessels by thirty feet.

For every vessel involved in the pursuit beyond the first, the ship being pursued faces a -2 penalty per enemy ship.

WIND & WEATHER

At the start of every day of a sea voyage, the Games Master must determine both the strength and the direction of the wind. There are two methods for resolving this.

First, the Games Master may roll randomly on the tables below to determine both wind strength and direction.

Wind strength is determined by either rolling 1d20 and consulting the table below or with the Games Master simply choosing a wind strength. At the start of every day, the Games Master then modifies this figure by adding 1d10, and then subtracting a further 1d10 to arrive at a new wind strength figure. It should be noted that this is considered an average figure for the entire day and minor variations will occur throughout this time. Dice rolls may not modify this score below 1 or above 20.

Dice Result	Wind Strength
2 or less	Calm
3-6	Light
7-12	Medium
13-15	Strong
16-18	Gale
19 or higher	Storm

The wind direction may be determined simply by rolling 1d8 on the table below. At the start of every day, the Games Master rolls 1d20. On the roll of 1-10, the wind direction shifts one point of the compass to the left, whilst on 11-20, it shifts one point to the right. Note that, once again, this is considered an average direction and minor fluctuations of wind direction will occur throughout the day. In addition, keep in mind that wind direction determines where the wind is blowing from – a north wind, for example, blows from north to south.

Dice Result

1
2
3
4
5
6
7
8

Wind Direction

North
Northwest
West
Southwest
South
Southeast
East
Northeast

Other Weather Effects

There are many other effects of weather a Games Master may introduce to his players – heavy rain, mist, fog, squalls, etc. . .

If a Games Master wishes to randomly generate such effects, he may roll 1d20 for every day a ship is at sea. On a 2 or less, such effects do indeed occur and may be rolled on the table below, re-rolling any result that may not be applied to the current wind strength;

1d10	Weather Effect	May Not Occur In
1-2	Light Rain	Gale, Storm (assumed to be heavy rain)
3-4	Heavy Rain	Calm
5-6	Mist	Light, Medium, Strong, Gale, Storm
7	Light Fog	Light, Medium, Strong, Gale, Storm
8-9	Dense Fog	Light, Medium, Strong, Gale, Storm
10	Squall (assume a one-day storm)	Storm

Alternatively, the Games Master is free to simply select wind strengths, directions and weather effects to suit his scenarios – if the gaming session demands the players face a storm, then simply ignore what has been rolled and select a storm instead. This is the desired method and the above tables should only ever

Ranged Attack Penalty Table

Wind Strength	Ranged Penalty	Shipboard Weapon Penalty	Concentration check
Strong	-2	-	DC 10
Gale	-4	-	DC 15
Storm	Impossible	-4	DC 20

be used when a Games Master needs to generate weather conditions quickly or as a matter of convenience – do not rely on them to guide your scenarios! Also remember that storms rarely follow a day of calm and so it would be perhaps best for the players to note a pick up in wind strength the preceding day before unleash the full might of a tempest upon them. . .

It is, of course, possible for a Games Master to fully plot out all the equatorial and trade winds of his campaign world, but we would humbly suggest this is way too much trouble for what is, at the end of the day, a game!

The Pitching Sea

As those involved in maritime warfare very quickly come to appreciate, the accurate firing of ranged weaponry on board a pitching ship in rough seas is extremely difficult and thus the weather can have a direct effect on the efficiency of a vessel involved in combat. Spellcasters too may find their concentration all too easily disrupted by sudden, violent motions of the ship on which they stand.

All ranged attacks rolls, whether from characters, crew or ships (see Battles on the High Seas chapter) will face a penalty depending on how rough the sea is at the time of firing, as shown on the table above. The DC of the Concentration check required by spellcasters is also listed. Spellcasters receive a +5 circumstance modifier to their Concentration checks if they are below decks when attempting to cast a spell.

Visibility	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal	Land Mass
Clear	2,000	4,000	6,000	7,000	7,500	8,000	9,000	10,000
Light Fog/ Heavy Rain	500	1,000	1,500	2,000	2,000	2,000	2,500	2,500
Dense Fog	5	5	10	10	10	20	20	30
Dusk/Mist/ Light Rain	1,000	2,000	3,000	3,000	4,000	4,000	4,000	5,000
Night, Full Moon	200	400	600	700	750	800	1,000	2,000
Night, No Moon	100	200	300	350	350	400	500	1,000

VISIBILITY

Every captain worth his salt maintains a ready lookout, often in a Crow's Nest perched upon the highest mast. Ships without masts will keep a man on station at the prow of the vessel, one noted for his eagle-eyed vision and ability to spot land or another craft long before anyone else. A captain who can rely on his lookouts will spot pirate vessels (or prey) before they see him and will be able to avoid running aground in treacherous waters.

The normal distances over which a character can see across the waves is greatly effected by available light and the weather, as shown on the table below. The table lists the distances over which another vessel may be spotted according to ship size classes (see p31), as well as land masses. All distances are measured in yards.

The use of a Crow's Nest will increase the visibility ranges listed here by +50%. All merchantmen and warships with sails are considered to have at least one Crow's Nest. A ship with access to flying lookouts (whether through magic or a riding beast capable of flight) may increase its visibility range by +100% for as long as the flying lookout is present.

These visibility ranges allow the crew of one vessel to determine only the most basic details about another such as size and direction of travel. Once the vessels close to within half the distance listed above, specific information may be obtained about the other ship – the class of ship, visible weaponry, whether it is riding high or low in the water, etc. . .



The use of low-light vision and darkvision may be employed upon a ship, though the Games Master must be aware of the generally limited range of these special abilities. Neither will function in fog, mist or rain.

SEAWORTHINESS

There are many dangers and perils present on the high seas and a crew will always be forced to look to both their own skill and the integrity of their vessel to see them safely home. Heavily damaged ships are vulnerable to sinking when exposed to the slightest structural stress, whereas any vessel may succumb to a raging storm.

A Seaworthiness check is made using 1d20, with the Seamanship of the crew or the captain (whichever is higher) being used as a modifier. A Seaworthiness check is made under the following conditions;

Condition	Difficulty Class
Gale (per hour)	10
Storm (per hour)	15
At half original Structure Points (per day)	10
At 0 or less Structure Points (per hour)	10

These Seaworthiness checks are modified as follows;

Ship type and size	Modifier
Auxiliary Vessel	-10
Coastal Vessel	-6
Merchant Vessel	+2
Warship Vessel	+4
Tiny-Size	-6
Small Size	-4
Large Size	+2
Huge Size	+4
Gargantuan Size	+6
Colossal Size	+8

If a Seaworthiness check is failed, the ship is damaged by the elements and begins taking on water at a vast rate. The ship will lose 1d6 structure points on each failed Seaworthiness check.

Grounding

It is the nightmare of every ship's captain to have his ship run aground. Such a fate can prove fatal to both his vessel and his crew and it may take an exceedingly large degree of luck and skill to avoid running aground when the ship is in the midst of a storm as the rocky coast looms nearer and nearer.



NAUTICAL TRAVEL

Once a day a Seamanship test must be made whenever a ship is travelling in coastal waters within fog or storm. DC 15 is used if in fog and DC 20 if in a storm to avoid running aground.

If a ship runs aground on sand or other soft terrain, it will be held fast and unable to move. The crew will be able to free it in a number of days equal to the ship's Structure Dice but this work may not commence whilst a storm is raging.

If a ship runs aground upon rocks or reefs, it is in very serious trouble, as are its crew. No ship has yet been designed that can survive the immense power of the sea thrusting it upon jagged outcroppings or vicious reefs. The ship will automatically sink in 1d6 rounds.

Surviving Catastrophe

When a ship is being battered by the enemy or the elements, it can sink in an unbelievably short space of time, condemning many of its crew to a watery grave. A wise captain knows when to give the order to abandon ship but events can overtake the best of men, and a sudden ramming or grounding can almost break a vessel apart, giving only the crew on deck a reasonable chance of survival.

The crew of a ship that sinks or is destroyed may well be able to survive the catastrophe though it is unlikely everyone will escape unscathed. Green and novice crews are apt to panic under stressful circumstances, whilst those working below deck rarely make it out of the wreck alive. Any sinking ship will yield a number of survivors equal to the Seamanship of its crew multiplied by the Structure Dice of the ship.

Abandon Ship!

A quick-witted captain, however, may be able to save the lives of more of his crew by issuing the command to abandon ship before it actually sinks beneath the waves. For every round before the ship sinks the command was issued, an additional number of survivors will make it out alive, equal to 10% of the Structure Dice of the ship.

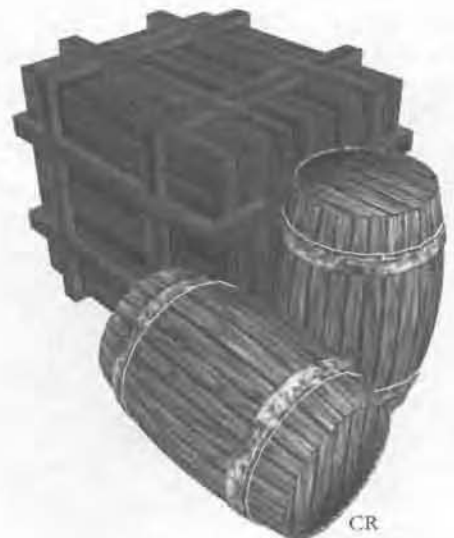
Player Characters

Unless the Games Master is punishing his players for immense stupidity (which is just as common on the sea as on dry land), player characters should never die when a ship sinks – it is just not a good or heroic end. He can, however, seriously try his players and

force them to make some difficult choices as everyone scrambles away from the doomed vessel.

There are no hard and fast rules to cover this circumstance for player characters as the Games Master should aim to be as dramatic as possible – describe the shuddering grind of a ram penetrating the side of their ship, together with the awful groaning of wood stressed far beyond its limits as water floods the lower decks. Have masts come down amongst crew and the players, stormy waves threatening to sweep them overboard and onto jagged rocks – you get the idea. A difficult series of Seamanship, Strength, Dexterity and Constitution checks as the characters avoid wreckage and swim for safety will be sufficient as far as rules actually go. Do not forget to factor in penalties for armour – a fighter doggedly insisting he keeps his half-plate armour on as he dives into the ocean is just asking for trouble. See the previous paragraph describing stupidity for help in how to handle this situation. . .

However, player characters escaping from a sinking ship are likely to have only the equipment they normally carry upon them. Everything else, including possibly valuable cargoes will be lost beneath the waves. Players are likely to try saving their more treasured possessions and a Games Master can make a great deal of excitement out of this with characters running below decks, water chest high and rising, as they desperately search for their goods. On the other hand, it is also worth paying attention to good-aligned characters who seem to prefer saving gold and magical items rather than trapped crewmen.



The Games Master also has the option to apply these same rules to major non-player characters – alternatively, he may simply rule they survive to ensure continuity in his campaign. This is entirely at his discretion. Remember, the story takes precedence in role-playing, not the rules!

LONG VOYAGES

Whilst the majority of sea travel involves ships travelling from port to port, carrying cargo, passengers or ill-gotten gains, a few captains dare take voyages that are much, much longer. Crossing entire oceans, they seek exotic trade goods from far off lands, or explore regions of the world hitherto yet undiscovered. Such epic journeys may take weeks or even months to prepare, for when a ship has left port to embark on such a voyage there may be no turning back. The captain of the vessel must ensure he has skilled crewmen able to withstand a year or more away from land and adequate supplies to enable his ship to cross vast distances, never coming into sight of land. Such voyages may be the very stuff of legend for whilst the risks may be high for all who sail on these vessels, those who fight through

adversity and danger to return to their home port will be hailed as heroes, none more so than the captain himself.

Stocking Up

Any ship embarking on such an epic voyage is well advised to fill its cargo hold with vital provisions before setting sail – food and water for the crew are the most essential items, but ammunition for weapons and materials to make repairs on the vessel itself will also be included.

The rules for paying ship expenses are detailed on p69. If a captain wishes to make a longer journey, he may opt to take on greater supplies by paying higher expenses. Every extra month of supplies purchased on top of the ship's normal expenditure will cost 100 gp per Structure Dice of the ship and will take up one tonne of cargo space for every Structure Dice of the ship. This will include food and water for the crew, as well as materials to keep the ship and its weapons in good working order.

A captain may also wish to hire additional crew to provide ready replacements for losses on the voyage,



as well as mercenaries for protection. Every ship listed on p50 has a passenger statistic that shows how many passengers (whether extra crewmen, mercenaries or actual passengers) may be comfortably taken on board at any one time. A captain can choose to increase this capacity by dedicating parts of his cargo hold to more sleeping berths – for every tonne of cargo space so designated, two extra passengers may be carried.

Overloading passengers

Captains may, on occasion, have need to greatly increase the number of passengers they carry on board their ship. This is often done in wartime to ferry great amounts of troops from one area to another, but other circumstances can warrant such need, such as a village needing its population evacuated.

A ship may carry double the total amount of crew and passengers it can normally carry (including cargo space designated crew living quarters) for a period of up to one week without penalty. If this situation carries on for longer, however, the crew are likely to start dark mutterings of mutiny. . .

In addition, a captain should always make sure he has enough gold locked away on board his ship to pay his crew and any hired mercenaries. Hired men will expect their pay at the end of every month without question and if the captain proves to be empty handed, they are likely to mutiny far quicker than if he announces rationing is to begin. . .

A ship in the midst of a long voyage may find itself facing dwindling supplies with no prospect of land in sight. In such circumstances, a captain may opt to begin rationing food, water and even materials used for repairs in order to keep his crew and ship afloat for greater periods of time. Great care must be taken, however, for few crews are willing to subject themselves to such hardship without taking a degree of satisfaction and ‘sea justice’ upon the captain and his officers. See the rules for mutiny below.

When a captain declares rationing is in effect, the crew effectively receive half their normal portions of food and water, and many repair tasks on the ship may go untended. A month’s supplies can be stretched to cover two months in this way, though the ship and crew will suffer a –1 penalty to

all Seamanship and Seaworthiness checks they make for the duration rationing is in place.

Foraging

Many a ship on a long voyage, reduced to rationing its supplies, has been saved by the sight of land. A ship halting its voyage on dry land may send its crew to forage for supplies. The Games Master is welcome to create random encounters for any landing party, especially when the crew is exploring unknown islands and continents. However, under normal circumstances, a crew foraging for one week will be able to provide enough food to feed themselves, as well as gather enough food and other supplies to keep them and their ship in working order for one week at sea. Again, the Games Master is welcome to alter this to reflect particularly bounteous or bleak lands.

Starvation

The rules for starvation for individual characters are detailed in Core Rulebook II. A ship that is rationing its food and water will lose 1d6 Crew Hit Points per day, due to exhaustion, sunstroke and physical weakness. A ship that has completely run out of food and water will suffer 2d6 Crew Hit Points per day until resupplied.

If a cleric is present, he may be able to mitigate these penalties somewhat, but keep in mind that each *create food and water* spell cast will only support



CR

'Get away from there, boy! There ain't nothin' up there that neither concerns ya or will interest ya. Ya be interested anyway? Stupid boy. That there is Mr Sullunarka, and ya should respect 'is privacy. What's that? 'E just sits up on the poop readin' an' writin' an' don't do no work? Gods, what ship did ya sail in before this one? No, don't bother tellin' me, I don't wants to know. That, boy, is our new navigator – a navigator-wizard, if ya please. 'E sits up there with 'is charts and maps, all the while castin' 'is little spells. Answer ya question? No, I didn't think it would. Well, 'e casts 'is little spells that make the weather stay nice, the currents run with us and 'e also makes sure we don't lose our way when we leave land. But that is not all 'e does, or so I 'ear tell. Oh, no, 'E is a proper wizard, and I 'ear 'e don't like nosy cabin boys shovin' their noses were they ought not to be shoved. On the last ship 'e sailed in, 'e turned the cabin boy into a trout! And then ate it for supper! You best be stayin' away from the poop, boy, and keepin' ya mouth shut while ya at it.'

First Mate Drakkar, on the newly employed Navigator-Wizard

three crewmen for one day (six crewmen, if they are each rationed) and the *create water* spell, only two crewmen a day (again, four if rationed).

Disease

The other bane of captains embarking on long voyages is the ever-present threat of disease. Ships are relatively small, enclosed places and the large number of crew on board most allow a disease to spread almost unabated in a very short space of time.

Under normal circumstances, a ship spending one week or more at sea has a chance of its crew developing a disease. 1d20 is rolled at the end of every week of travel – on a 1, a disease has sprung up and made itself known. Crews on rations will contract a disease on a roll of a 1 or a 2, and those with no food on a 4 or less.

The actual nature of the disease is up to the Games Master to determine, for most have been found on

ships at one time or another and he may select one from Core Rulebook II, or create a new disease for himself. A crew infected with disease will lose 1d6 Crew Hit Points per day, in addition to any other losses. Characters on board a ship may well be exposed to the disease and follow the rules detailed in Core Rulebook II to gauge whether they contract it or not.

A cleric will be able to reduce this loss by one per day for every *heal* spell he casts. However, even if the crew lose no Crew Hit Points in a day because of this, he will not be able to eradicate the disease completely and it will simply flair up again the next day. A cleric casting *mass heal* will be able to eradicate the disease completely. However, there is every chance a new disease will spring up at a future date.

MUTINY

The one word every captain dreads to hear – mutiny! There have been many occurrences of ships at sea being overrun and controlled by crews who became disenchanting and unhappy with the methods and decisions employed by their captain. Subduing or, more likely, slaying the captain and his immediate friends, the crew nominate a new leader amongst them who then acts as a replacement captain. Such crews may attempt to sail for their home port, or make a new home on some paradise island though, it has to be said, many turn their attentions to simple piracy, theft and murder.

Crews can mutiny for a wide variety of reasons – lack of food, lack of pay, a belief that their captain is mad, or a coward. A Mutiny check is made by rolling 1d20 every day one of the conditions below is met, though the Games Master is welcome to add others as the situation arises – in essence, a Mutiny



CR

NAUTICAL TRAVEL

check should be made whenever you believe the captain (whether he is a player or an NPC) is treating the crew unfairly.

Condition	Mutiny check DC
Rationing announced	10
Ship runs out of food and water	15
Captain unable to pay crew wages	20
Ship loses battle	15
Overloading passengers past one week	15

In addition, a Mutiny check should be made at DC 20 for every three months the ship is at sea without sight of land. This is a one off check, made at the end of every three month period, rather than every day.

The Mutiny check is modified as follows;

Captain Charisma	+/- modifier
Captain has Inspire Loyalty feat	+4
Captain has Leadership feat	+1
Crew on double pay	+2
Crew have touched dry land in past week	+2
Continuing Conditions *	-2
Captain being well fed whilst crew on rations or starving	-6
Some crew fed whilst others starve or rationed	-4
Crewman punished (usually flogged) for crime within last week	+2
Crewman unfairly punished (crew believes he did not commit crime) within last week	-4
Pressganged crew	-4

* This is a cumulative penalty, applied whenever a Mutiny check is being made for an identical reason a previous check was made for on the same voyage. For example, if rationing is announced for the second time on a long voyage, then the Mutiny check is made with a -2 modifier. When announced for the third time, this modifier will become -4. Such checks need not be made consecutively

for the cumulative modifier to come into effect – crews tend to have very long memories.

Effects of Mutiny

Players may find themselves on either side of a mutiny – they may be ringleaders of a crew dissatisfied with their captain, or they may be desperately trying to calm a disgruntled crew. They may even be trying to keep out of the conflict altogether, though they are likely to be forced to choose sides very quickly as anyone not on the side of the victors is likely to meet the fate of the defeated.

The Games Master is the arbitrator of whether a mutiny should prove successful or not but, all else being equal, a crew will succeed in their attempt, for they are likely to have all the odds stacked on their side – there will be many more of them and they can pick their time to launch the mutiny, usually when the captain is asleep or otherwise distracted. The only real chance a captain has of avoiding or successfully countering a mutiny is to learn about it before hand – either through a loyal crewman or perhaps magical means. In any case, crew and the characters captaining the ship are likely to come to blows if a mutiny is attempted.



R. Hershey

BATTLES ON THE HIGH SEAS

Seas of Blood contains entries for many boats and ships, all with their own characteristics and capabilities. Games Masters and players may also readily create their own designs, using the guidelines presented on p31. Using these ships in conjunction with the rules for naval combat in this chapter, campaigns may now take to the high seas with players desperately fighting off marauding pirates attempting to seize precious cargo. Or perhaps the players will be pirates or privateers themselves, trapping fat merchantmen daring to sail through their territory, building up a fine stock of plunder – the options are limitless.

SHIPS OF THE SEA

Each ship entry is organised in a similar format to monsters in Core Rulebook III, making these rules quick and easy to learn for anyone familiar with the d20 system. They are used in conjunction with the Ship Record Sheet on p119. Here is the entry for a typical and commonplace vessel, the Orca Trading Ship;

Orca Trading Ship Medium Merchantman (Sailed)

Structure Dice: 4d8 (18 sp)
Hardness: 5
Manoeuvrability: -2 (-2 Merchantman)
Speed: 20 ft./48 miles
Turn Rate: 80 ft.
AC: 8 (-2 Merchantman)
Weapons Fore: None

Weapons Aft: None
Weapons Broadside: None
Damage: None
Special Qualities: None

Crew: 30
Passengers: 10
Cargo: 150 tonnes
Building Time: 4 months
Cost: 16,000 gp

Ship Name

This is the name by which the ship is generally known, whether it is the actual name of the vessel, or simply a class of ship.

Size and Type

This entry gives a simple definition of how large the ship is and how it actually functions within the game. Ship sizes use the same categories as creatures do but it is important to note the difference of scale. Most ships, as defined by the standard creature size scale are gargantuan or colossal. To define ships relative to one another, however, we need a new scale – ship size. Below is a table of ship sizes, together with their creature size equivalents;

The ship type further defines the characteristics of a vessel – its relative durability, seaworthiness and agility in the water.

Auxiliary: This is a catch-all term covering many of the smaller vessels found on rivers and in harbours. They are also commonly found on board much larger vessels, used as lifeboats, pilots and captains' transports.

Structure Dice: d4
Armour Class: -2

Coastal: Such ships are designed only for shallow and relatively safe waters near the coastline. They are very cheap compared to ocean-going vessels but lack the strength and durability to resist rough seas

Ship Size	Equivalent Creature	AC/Ramming Modifier	Length	Example
Tiny	Large	+2	16 ft. or less	Rowing Boat
Small	Huge	+1	16 ft. – 32 ft.	Fishing Boat
Medium	Gargantuan	0	32 ft. – 128 ft.	Frigate
Large	Colossal	-1	128 ft. – 250 ft.	Merchantman
Huge	Colossal	-2	250 ft. – 400 ft.	War Galley
Gargantuan	Colossal	-4	400 ft. – 600 ft.	Battleship
Colossal	Colossal	-8	600 ft. or more	Dreadnought



BATTLES ON THE HIGH SEAS

and bad weather.

Structure Dice: d6

Manoeuvrability: -1

Armour Class: -1

Merchantman: By far the most common type of ocean-going vessel, these are the ships that ply the sea lanes, forming the vital lifeblood of trade for many nations. Whilst stronger than coastal vessels, they are ungainly in the water and easily outmanoeuvred by lighter ships. *Structure Dice:* d8.

Manoeuvrability: -2

Armour Class: -1

Warship: Vessels of this type are amongst the most famed of all ships upon the ocean. They are generally the fastest, strongest and most powerful vessels ever to set sail.

Structure Dice: d10

Subtypes

Often, a vessel will be listed with a subtype, further defining its role. An example of this would be a Sailed Warship.

Cumbersome: There are ships afloat that are truly ponderous in their movements. Not designed for fast

and agile movement at sea, such vessels are generally little more than floating rafts intended to move cargo from one place to another across water – barges are a good example of cumbersome vessels. However, a small number of ships are also classed as cumbersome, simply because of design flaws or because agility was never a factor in their construction.

Manoeuvrability: -2.

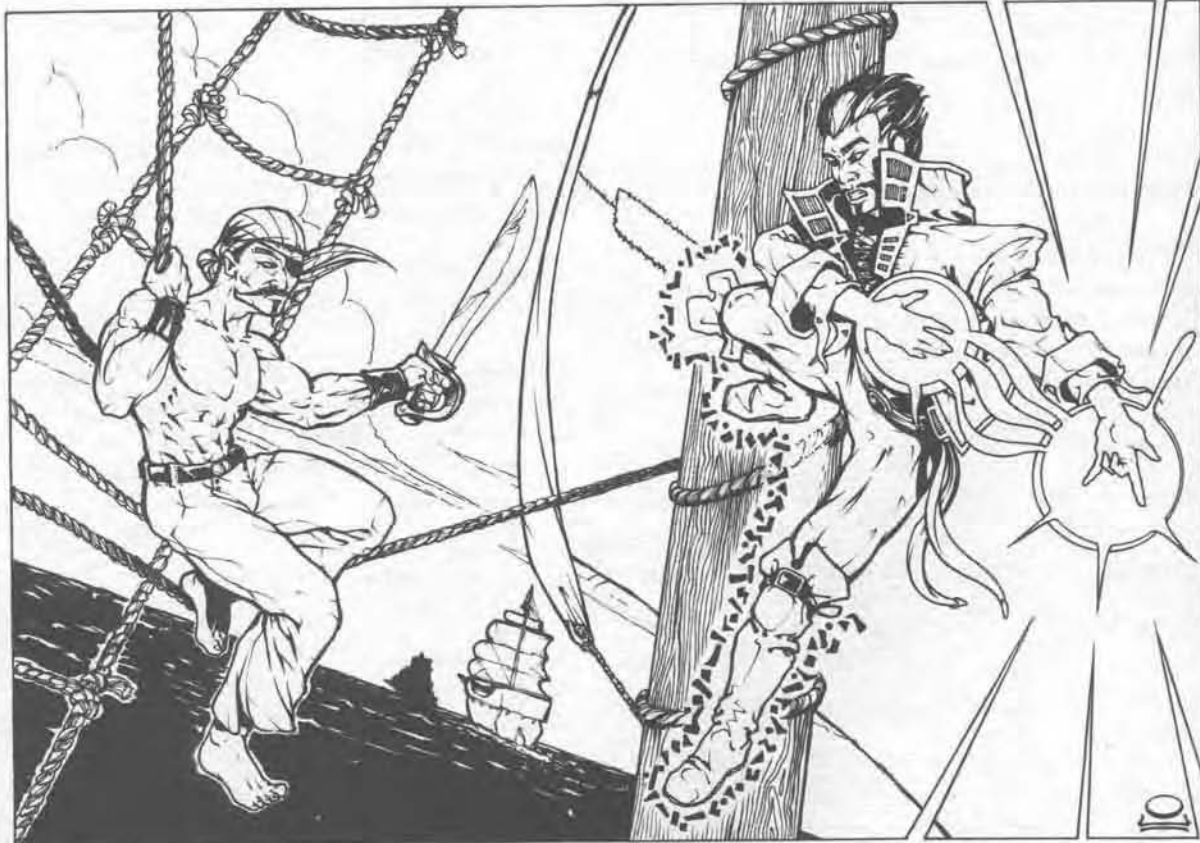
Light: Some ships are intentionally built without many of the structural reinforcements commonplace in other vessels. This is usually done to increase their speed and can result in a fast and agile vessel.

Structure points: -1 per SD

Manoeuvrability: +1

Oared: This subtype of ship uses oars to provide motion, and will range from the lowly rowing boat to the multi-banked oars of the larger warships. Oared ships are not reliant on the wind and are the only ships capable of carrying rams. They are also incredibly resilient to boarding attempts because of their large crews.

Sailed: Such ships rely on sails for their motive power, following the rules for movement on p22. Though reliant on the wind and weather for travel,



sailing ships are capable of travelling much further distances in a single day than oared vessels, as they do not rely solely on manpower for motion.

Submersible: Whether through magical means or mechanical, submersibles are a very rare type of vessel that can actually travel underwater. They are generally used in the exploration of the undersea realms, but are also gainfully employed in warfare, either against undersea races or surface vessels who can do little to halt their attacks. Underwater adventuring is covered in more detail on p94.

Structure Dice

This characteristic gives the number and type of Structure Dice the ship has, together with any bonus structure points. The number in parentheses gives the ship's average structure points.

Structure points are the nautical equivalent of hit points and are used to track the damage a ship has taken. Under normal circumstances, ten full hit points worth of damage must be dealt to the ship in order to deduct one structure point from its total. However, some weapons are capable of causing structural damage directly. This is covered more fully on p35.

Hardness

Ships have a hardness score, as described in Core Rulebook I. This is used only for attacks causing hit points of damage, rather than those dealing structural damage. Generally, the hardness of a ship will always be 5, though unusually strong or very weak ships may differ.

Manoeuvrability

This gives a base score of how agile the ship is at speed and the ease with which a crew may steer it. Modified by size, type and the crew's own skill, manoeuvrability is used in ship-to-ship combat in exactly the same way as initiative is for creatures.

Speed

This lists the maximum speed a ship may reach under normal conditions. There are many factors that can affect this rate, as listed on p22. Two rates are listed for convenience, firstly the base rate per round and second, the amount in miles per day.

Turn Rate

Ships are often very large and can be incredibly difficult to manoeuvre. This lists how far a vessel must move in a straight line before it may make a single 45° turn. A ship voluntarily moving at less

The *Heintzelman* slipped silently through the water, moving quickly to overtake the larger merchant vessel.

'Range, Cap'n.' The captain nodded his acknowledgement to his second. A quick gesture from the first mate sent a torrent of flaming missiles toward the slower ship. Shouts and screams sounded from the deck of the *Beggar's Dream* as flames bloomed in the sails and on the deck of the merchant ship. Some unfortunate crew members had been caught by the burning rain loosed by the privateers.

'They look to be sparsely crewed. Jenadrian's sources were right it seems.' Captain Curry stated to no one in particular as his crew readied themselves to board the laden merchantman with the precision of long practice.

Curry cursed floridly as a majority of the grappling lines his crew had snared the lumbering merchant vessel with were cut or thrown off. The remaining ropes creaked in protest as the two ships drifted further apart. Withering fire from the *Heintzelman* brought screams from those of the merchant crew too slow to dive for cover. Curry's first mate, Little Beard, shouted orders and a second volley of lines arced between the ships catching and holding fast. Harpy, Morgan and Ivan made fast their lines and prepared to board the now-listing merchantman.

A peal of maniacal laughter sounded overhead as Cookie, the privateers' discipline officer, swung onto the enemy ship and landed with a triumphant clatter of steel and boot leather. 'Where are the women? I smell women!' Captain Curry and Little Beard shared a *there he goes again* look before joining their crazed shipmate on the slanted decks of the *Beggar's Dream*.

Fire raged in the rigging and on the main and forecandle decks of the *Beggar's Dream* as the *Heintzelman* slipped silently away from the burning hulk with its booty.

than half its base speed may halve its turn rate. Turn rate does not change when a ship moves at flank speed or when forced rowing (see p22).

Armour Class

This line gives the ship's AC for combat and includes notes in parentheses of any modifiers, normally based around size and type.

Weapons

This set of entries lists all the ship's attacks, normally hull or deck mounted weaponry such as rams and catapults and is divided into facings – fore, aft and broadsides. It should be noted that all of a ship's attacks are considered to be primary weapons, no matter how many are used in a round.

Damage

The damage each attack causes is listed here. Both normal and structural damage (p35) are listed for each weapon.

Special Qualities

A very small number of ships exhibit extraordinary, spell-like or even supernatural capabilities. Such ships are highly unusual but not unknown. The full details of any special qualities will be included in the ship's description.

Crew

This score lists how many crew are required to operate the ship under optimum conditions. Any ship may set sail with a skeleton crew numbering no less than 25% of this figure (rounding up), but there are inherent dangers, as described on p47.

Passengers

This is how many passengers (including troops) a ship may carry in relative comfort in addition to its crew. For every two passenger spaces not taken up, an additional tonne of cargo may be carried.

Cargo

This entry lists how much cargo may normally be carried by the ship in tonnes, without interfering with any other aspect of operating the ship. For every tonne of cargo space not taken up, two additional passengers may be carried in relative comfort. Alternatively, for every two passengers not carried, another tonne of cargo may be taken instead.

Building Time

The average time taken to build such a vessel in an average shipyard.

Cost

The average price in gold pieces one may expect to pay for such a vessel. Note that some shipyards will find the larger vessels incredibly difficult to build, if they can attempt such a project at all. Ships also tend to cost much more during times of war, so the Games Master is free to fluctuate such prices as he wishes.

SHIP-TO-SHIP COMBAT

Combat involving ships follows many of the rules creatures use when they fight. Unless otherwise stated below, all the combat rules detailed in Core Rulebook I apply equally to ships, the stat blocks given for each vessel making the transition relatively easy. A full summary of ship-to-ship combat, together with the changes required to the rules in Core Rulebook I is presented here.

Rounds

Ship-to-ship combat is broken up into 6 second rounds as usual. Note, however, that many of the weapons mounted upon a ship may not be fired every round as it takes a great time to reload them. This is covered in more detail on p35.

Initiative

Before the first round of ship-to-ship combat begins, each ship makes an Initiative check. An Initiative check is made with $1d20 +$ the ship's manoeuvrability score. Other modifiers may also be applied to this check through magic and feats as detailed elsewhere in these rules.

Attacks

Ships may move and attack every round. Making a ram attack provokes an attack of opportunity. Ranged attacks, which form the majority of ship-to-ship combat, do not.

Attack Roll

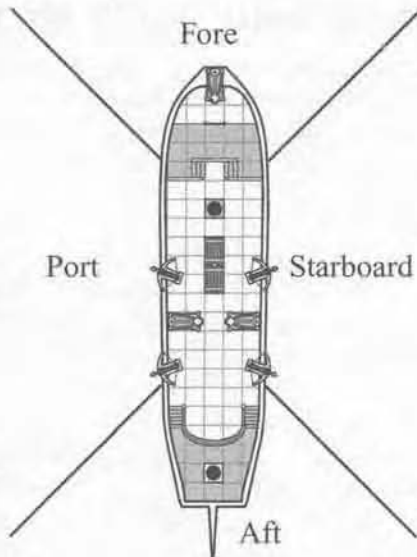
To score a hit that deals damage, a ship must roll the target's Armour Class or better. Note that these rules supersede those detailed in Core Rulebook II with regards to the firing of catapults in ship-to-ship combat only.

Ram Attack Roll: $1d20 +$ crew's base attack bonus + size modifier

Ranged Attack Roll: 1d20 + crew's base attack bonus + range penalty

Fire Arcs

Ships have four fire arcs, with the weapons listed in their entries in the Ships of the Sea chapter being allocated to each as shown. No shipboard weapon may attack a target within a different fire arc to its own facing, though crew and passengers are free to attack targets within any fire arc. The fire arcs for each ship are shown in the diagram below;



Damage

The majority of attacks in the d20 system deal damage in hit points. However, ships receive damage in terms of structure points. These two types of damage mesh together with one simple rule;

An attack must cause ten full hit points worth of damage to deal one structure point of damage to a ship. Any lesser amount is ignored and disregarded, the attack simply bouncing off the hull of the ship.

All ships also have a hardness score, so it will quickly become apparent that a lot of damage needs to be inflicted upon a ship to have any discernible effect. However, this does mean incredibly strong creatures and very potent spells have a chance of damaging a vessel.

Some weapons are listed as causing structural damage. These weapons deal damage directly to a ship's structure points. Hardness is never applied to structural damage as such attacks are simply too powerful.

Armour Class

A ship's Armour Class is the result needed for an enemy to successfully make an attack roll.

Armour Class: 10 + size modifier

Structure Points

Structure points represent how much damage a ship can take before it begins to sink.

Attack Options

When attacking, a ship has several basic options;

Attack: A ship may move and attack, or attack and move.

Ram: When making a ram, a ship moves in a straight line up to double its base speed, and then makes a ram attack with a +2 ram bonus on the attack roll. The ship suffers a -2 ram penalty to its AC until its next round. This is covered more fully on p36.

Flank Speed: A ship may move at double rate, but will suffer a -4 movement penalty to all attack rolls it makes whilst doing so.

Boarding: A ship may move up to its base speed and launch a boarding action upon any enemy it comes into contact with, as described on p38.

Crew

Any crew member not actively engaged in a function of the ship (steering, rigging, weapons, etc. . .) may act as normal, following all the combat rules in Core Rulebook I. This includes making attacks of their own, casting spells or any other action permissible. Crew also fight collectively in boarding actions and other circumstances, as covered in Crew Combat on p41.

Movement

Every ship has a base speed measured in feet. The ship may move this distance in each round. A sailed ship may make a double move by taking the flank speed action, though this will affect the accuracy of its weaponry. The rules for oared ships moving at flank speed are covered on p22. A ship may never make a running move.



Structure Points in Action

An Orca Trading Ship is hit, first by a lightning bolt spell and then a light catapult. As listed on p53, the Orca starts with 18 structure points and has a hardness of 5.

The lightning bolt causes 6d6 hit points of damage and, rolling the dice, 27 points are scored on the Orca. The ship has a hardness of 5, immediately reducing the damage to 22. Ten hit points of damage will take off 1 structure point from the Orca, so this attack will cause 2 structure points worth of damage in total – the 'spare' 2 hit points are discarded and are not 'saved' for another attack.

The light catapult, however, is listed as doing 1d6 points of structural damage. Rolling the dice, the result is a 4, so 4 more structure points are deducted from the Orca.

As can be seen, if you wish to seriously damage a ship in a short amount of time, weapons causing structural damage are by far the most efficient method.

Turn Rate

Compared to creatures, ships are ungainly, even sluggish in their movement. The turn rate for each ship lists how far it must travel in a straight line before it may turn 45° left or right.

Attacks of Opportunity

A ship only provokes an attack of opportunity when attempting to ram or board another. In effect, ships do not threaten areas in the way creatures do.

An attack of opportunity made by a ship may use every weapon it is able to target its attacker with. A ship may only make one attack of opportunity every round.

Sinking

A ship's structure points represent how much damage it can withstand before sinking beneath the waves.

0 structure points: If a ship's structure points drop to 0, the ship is crippled. Its speed is immediately halved. In addition, only half of each type of weapon carried remains operable, rounded down. For example, if a ship carried 2 light catapults and a ram, it would lose 1 light catapult and the ram when crippled.

- 1 to - 9 structure points: If a ship's structure points drop to between - 1 to - 9, it is beginning to sink. The ship will now automatically lose 1 structure point per round as it begins to take on water.

- 10 structure points: If a ship's structure points fall to - 10 or below, the ship is considered sunk and destroyed. See Surviving Catastrophe on p26 for details of the effect upon any crew members.

Crew Damage

As huge catapult shots, ferocious fire projectors and massive rams all begin to take their toll on a vessel, the crew on board will inevitably take casualties as well. Life on the high seas is one of pure hardship, with many crew trapped below decks for days at a time, living on meagre rations and expecting only to die suddenly and without warning as the hull of their ship is battered and holed by destructive engines of war.

Every time a ship takes one structure point of damage, immediately deduct 1d6 points from its Crew Hit Points (see p41), reflecting the casualties caused by large weapons bombarding a ship's hull.

Other Considerations

The rules for flat-footed combatants are not used in ship-to-ship combat. Surprise is incredibly difficult to achieve at sea and is only applied at the discretion of the Games Master – such situations may include, but not be limited to, attacks at night, assaults on ships in harbour or battles in heavy fog.

In addition, the following rules from Core Rulebook I are never used in ship-to-ship combat;

Magic Actions, Miscellaneous Actions, Injury and Death, Flanking, Subdual Damage, Aid Another, Bull Rush, Disarm, Grapple, Mounted Combat, Overrun, Trip, Unarmed Attacks

Ramming

Ramming is a special standard action that allows a ship to directly attack another. A great deal of damage may be caused by a successful ram but they are difficult to perform and a quick-witted defender may be able to severely damage the ramming ship before it strikes.

Movement During a Ram: A ship must perform a ram action. It must move at least 50 feet before making a ram attack and may move up to double its base speed. All movement must be in a straight line, stopping when the target has been reached.

Attacking: After moving, the ship makes a single ram attack, with a +2 bonus on the attack roll. The movement for ramming ships is very easy for enemies to predict, so the rammer suffers a -2 penalty to its AC for one round. In addition, the target may make an attack of opportunity before the ramming ship strikes.

Damage: If a ram is successful, the damage is rolled for according to the type of ram on p67, applying critical hits in the normal fashion as they arise.

Locked Ships: If the target survives the ram attack, both ships will be locked together. Whilst in this position, either ship may launch a boarding action without provoking an attack of opportunity. To break free, either ship must pass a Seamanship check at DC 15, with the following modifiers listed on the table below. Attempting to break free from this lock is a standard action.

Circumstance	Modifier
Ramming ship has no ram	+5
Enemy ship is tiny	+2
Enemy ship is small	+1
Enemy ship is large	-1
Enemy ship is huge	-2
Enemy ship is gargantuan	-4
Enemy ship is colossal	-8
Own ship is tiny	+2
Own ship is small	+1
Own ship is large	-1
Own ship is huge	-2
Own ship is gargantuan	-4
Own ship is colossal	-8
Own ship is not Oared	-10

Ramming Without a Ram: It is possible for a ship to perform a ramming action if it does not possess a ram but it is extremely dangerous as such a vessel will not have been built with these stresses in mind. The situation may also arise as the result of an unintentional collision. If the attack roll is successful, both ships will take damage, as shown on the table below;

Enemy Ship Size	Structural Damage Suffered
Tiny	1 point
Small	1d6 sp
Medium	2d6 sp
Large	3d6 sp
Huge	4d6 sp
Gargantuan	5d6 sp
Colossal	6d6 sp

A critical hit may never be caused by a ship that does not possess a ram.

Ramming Creatures: Creatures of huge size or larger may also be rammed, so long as they are on, or just below, the surface of the water. The damage caused by a ram on such creatures is listed on p67. Ships without rams may also ram such creatures, and will automatically suffer 1d6 structure points in doing so. The damage dealt to the creature is based on ship size and is listed below;

Ship Size	Damage Caused
Tiny	1 point
Small	1d10 hp
Medium	2d10 hp
Large	3d10 hp
Huge	4d10 hp
Gargantuan	5d10 hp
Colossal	6d10 hp

Morale

Whether engaged in a ferocious harbour battle or fighting off pirates on the high seas, few men are willing to be slain or drowned as their ship is continually pounded by a superior enemy. A sustained attack on an enemy ship may very quickly cause them to 'strike the colours' and surrender.

Morale checks are made whenever the circumstances listed on the table below are met. The DC required to be rolled for each circumstance is also given.

Morale Circumstance	DC
Ship's structure points reduced to half original score	15
Ship's structure points reduced to one third of current score in one attack	10
Ship receives a critical hit	10
Crew Hit Points reduced to half original score	15
Crew Hit Points reduce to one third of current score in one attack	10
Attacked by warship of at least two size classes larger	15
Attacked by multiple ships of same size or larger	10 +2 per ship



BATTLES ON THE HIGH SEAS

The following modifiers apply to Morale checks;

Morale	Modifier
Captain	+ Captain's Charisma modifier
Morale modifier in existence (regardless of source of effect)	+ Morale Bonus
Captain with Leadership feat	+ Captain's Character Level
Crew has force rowed (p22) in last 24 hours	-4
Pressganged crew	-4

* Morale modifiers may come from any source, not just those listed on the outmatching table above. For example, the *bless* spell grants a +1 morale bonus to attack rolls – however, in crew combat, it will also grant a bonus to Morale checks.

If a Morale check is failed, the crew surrenders. Player characters are under no obligation to surrender but from this point, they will be fighting on their own! There is also, however, no guarantee that an enemy will necessarily honour a surrender and may simply carry on bombarding their targets.

Boarding the Enemy

Boarding is a special standard action that allows a ship to draw up alongside an enemy vessel and launch a devastating melee attack with its crew. A successful boarding attempt will allow one ship to capture another, perhaps without even damaging it, but ferocious defenders may well be able to turn the tables and launch a strong counterattack.

Movement During Boarding: A ship may move up to its base rate of movement but may not launch any attacks. The ship stops when the target has been reached. The target vessel may immediately make an attack of opportunity. The target vessel must be within three size classes of the ship attempting to board or else the action will be an automatic failure.

The Crash of Timbers: To successfully launch a boarding action, two ships need to be brought alongside each other and secured. If the defender is willing to accept a boarding attempt, this may be considered automatic as the attacker closes range.

However, few crews are willing to accept an attempted boarding action. As the attacker draws close, grappling hooks and chained ballista bolts are

thrown and fired, all attempting to snare the defender's ship and draw it close enough for the attacker's men to cross over and begin to board. The defenders meanwhile, will be firing ranged weapons as they try to keep the attackers' heads down, all the while severing the ropes and chains that are bringing the two ships together.

If the defender wishes to resist the attempt, both he and the attacker make opposing Seamanship checks. The attacker's check is modified as follows;

Circumstance	Modifier
Vessels two or more size classes apart	-4
Vessels one size class apart	-2
Each attacker's ballista firing chained bolt	+1
Attacker's crew size larger than defenders	+2
Defender's vessel is not a warship	+4
Attacker's vessel is a warship	+2
Defender already involved in a boarding action	+4

If the defender wins the opposing Seamanship check, the boarding action has been successfully repulsed before it began – the ships are not bound together and both may move freely in their next action. If the attacker wins the check, he has ensnared the enemy ship and may now immediately launch a boarding action.

Resolving a Boarding Action

The outcome of boarding actions are determined using the rules for Crew Combat on p41.

FIRE

Fire is the terror of many ship's crews, for it can spell the destruction of a vessel in mere minutes, condemning all on board to burning or drowning. However, many crews willingly employ fire as a terrible weapon of destruction, heedless of the

suffering it causes, cheering as they see a proud enemy reduced to a smouldering wreck within minutes. Magic, fire projectors and flaming catapult shots are relatively common weapons on the high seas, used when the objective is to ruthlessly destroy an enemy rather than risk a boarding action to capture an enemy vessel intact.

Fire Damage

A fire-based attack dealing one or more structure points of damage to a ship will set it alight and begin to spread. This additional Fire Damage is applied at the end of every subsequent round until either the ship has either been destroyed or the crew manage to control the flames and put them out.

Fire Damage is equal to the amount of damage caused by the fire-based attack and automatically raises by one point of damage every round. For example;

The mercantile ship Dividend has 27 structure points and is struck by a fireball spell causing 2 structure points of damage. This is a fire-based attack and so a fire is automatically started. At the end of the following round of combat, the fire spreads and will

cause an additional 3 structure points of Fire Damage. At the end of the next round, it spreads further, causing an additional 4 structure points of Fire Damage, and so on.

Further fire-based attacks will add to this total of Fire Damage. As will become quickly apparent, even the largest ships may soon be destroyed by an enemy using fire-based weaponry, unless the crew are able to halt the spread of flames.

Fire Fighting

Crews will immediately attempt to control and put out fires as soon as they spring up on board their vessel – the best crews are well-trained for such trials and may quickly quench the largest inferno, even in the heat of battle.

Any crew may attempt to fight a fire that has started on their ship – this is assumed to be a free action for the ship. However, crews may never fight fires if they are involved in a boarding action. A Seamanship check is made at DC 10. The amount of Fire Damage put out by the crew in that round is equal to the amount this check is exceeded by. For example;



We left the mercantile ship Dividend burning merrily away in our last example but the crew are now trying to fight the spreading flames. They have a Seamanship score of 8 and there are currently 4 points of fire damage to combat. Their Seamanship check results in a 13 (a 1d20 roll of 5, added to their Seamanship 8). This is three points higher than the required DC 10 and so three points of Fire Damage are quenched. One point still remains, however, and as this spreads as normal, another point is added. At the end of this round an additional 2 structure points of Fire Damage is caused. In the next round, the crew of the Dividend manage to finally extinguish the flames for good.

Fire Spreading Between Ships

It may seem like a good tactic to blast a target with a prow-mounted fire projector before ploughing in with a huge ram, but the chances of the flames spreading on to the attacking ship make it a very bad idea. If one ship makes contact (whether through ramming or boarding) with another that is on fire, make a Fire check on 1d20. If the dice roll is equal to or under the current Fire Damage of the flaming ship, then the vessel in contact has also caught fire. It now receives Fire Damage itself, starting at half the Fire Damage of the defending ship, rounding down.

Repairing Damage

Any half-experienced crew recognises their own fate rests solely on the integrity of the vessel they man and so will work hard to quickly repair any damage it receives. There will be many specialised members amongst the crew able to perform great acts of woodworking or sail repair, but most members are capable of following the orders of such men and all will work together to repair ripped sails and holed hulls.

Light Damage

Light repairs may be made by any crew who perform them as part of their normal duties in sailing. Rigging will be reset, sails patched and the hull of the ship plugged and made good.

If a ship has received damage equal to 25% or less of its original structure points (rounding down), the crew may make light repairs. They may automatically repair 1 structure point per day as part of their normal duties but will work faster if the ship is halted or docked.

The crew may repair 1d4 structure points per day if

the ship is halted during that time. Alternatively, they may repair 1d6 structure points per day if the ship is anchored off land or in harbour.

Heavy Damage

A vessel that has taken a serious mauling at sea, whether through battle or the elements, will require far more work than a crew may expect to be able to complete whilst at sea. It is also likely to require specialised materials and craftsmen to bring it back to full strength and durability.

If a ship has sustained more than 25% of its original structure points in damage, it may only be repaired in a fully equipped port – large sections of the hull will need to be replaced, more canvas changed than the ship carries and perhaps even new masts fitted. The time and cost of such repairs will depend heavily on the size of the ship and captains will quickly come to realise that purchasing a big ship is one thing, but actually keeping it afloat quite another. . .

Ship Size	Cost per SP repaired	Time per SP repaired
Tiny	10 gp	1 day
Small	50 gp	2 days
Medium	150 gp	3 days
Large	250 gp	5 days
Huge	500 gp	7 days
Gargantuan	750 gp	10 days
Colossal	1,000 gp	10 days

Sinking Ships

A ship sinking is the nightmare of every crew member. Not only are they losing their floating home to the waves, but possibly their only chance of survival in a truly hostile environment.

If a ship is currently between -9 and -1 structure points, the crew may work fast to stop their beloved vessel sinking, making fast and makeshift repairs as quickly as possible in order to halt the flood of water pouring through the damaged sections of the hull. The crew must make a Seamanship check at DC 20 to stop the ship losing further structure points and sinking. After this point, they may make light repairs but will only be able to bring the ship back up to 0 structure points, no more. A port will be required to make further repairs, as covered under heavy damage above.

If a ship is noted as automatically sinking, from grounding on rocks for example, then the crew may

not repair such damage – the best they can hope for is to abandon ship and save their own skins. Nothing short of magic will stop a ship sinking under such circumstances.

Miniatures

Miniatures are rarely required in ship-to-ship combat so long as a Games Master is present to adjudicate the relative positions of vessels. However, naval actions comprising entire fleets may necessitate the use of miniatures, as may the simple wishes of the players – after all, such models look damn good on the tabletop!

We would suggest using a scale of 1 inch = 100 feet for ship-to-ship combat, though you are free to use a different scale to better suit the size of the models you own. So long as all players are aware of what scale is being used and it remains the same throughout each combat, almost any scale may be utilised.

CREW COMBAT

Though we have so far concentrated on the mighty vessels of the sea, no ship can cast off from harbour without being well crewed. A good and well experienced crew can make all the difference between life and death in combat or when pitted against the most dreadful of storms, regardless of the relative ability of their captain. These may be men who have served their whole life on board a ship in one way or another. However, there are also many green crews, those comprised of men setting sail for the very first time. Often hired or pressganged by merchants seeking to spend as little as possible to safeguard their profits, such crews are as much a menace to themselves as anyone else sailing on the high seas. Incompetence and mutiny soon become rife on long voyages – the wise captain will always make sure he has crewmen on board his ship that can readily meet his expectations.

The Crew Roster Sheet on p119 is used to record the details and abilities of the crew onboard every ship. This sheet allows players and Games Masters alike to judge the effectiveness of any ship's crew at a glance, and greatly aids combat resolution during ship-to-ship combat and boarding actions.

A typical Crew Roster Sheet, this one showing the newly hired crew of the war galley *Emancipator*, is shown below;

Race: Human **Class:** Warrior **Level:** 1
Crew Size: 80
Crew Hit Points: 96 (+10% Constitution 12, +10% Toughness)
Initiative: +0
Attacks: Short sword +1
Damage: Short sword 1d6+1
AC: 12 (leather armour)
Saves: Fort: +5; Ref: +0; Will: +0
Feats: Great Fortitude, Toughness
Seamanship: +0

As can be readily seen, the Crew Roster has much in common with the monster entries of Core Rulebook III, as do the crew combat rules detailed below. It should be noted that feats are never used in crew combat, no matter how many crewmen possess the same feat.

Race, Class & Level

Crew race and class are determined by simple majority – if a ship has 3 ogre warriors and 27 human fighters as its crew, then the crew will be noted as human warriors. The level of any crew is considered to be formed by the average of every member of that crew, rounded down.

Crew Size

This is simply a record of how many members are in a ship's crew.

Crew Hit Points

Crew Hit Points are used to measure the damage a crew may sustain in combat before being defeated or even wiped out. Crew hit points are determined by combining the Hit Dice of every crew member, modified as follows;

Majority of crew has Constitution modifier	+ / -10% per Con modifier
--	---------------------------

Majority of crew has Toughness feat	+ 10%
-------------------------------------	-------

Majority of crew has 3 hp or less	-25%
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Initiative

This is the Initiative modifier (calculated in the normal way, using Dexterity modifiers, etc. . .) of the majority of the crew.



The Open Mass Combat System

The crew combat rules presented here are an adapted excerpt from Mongoose Publishing's Open Mass Combat System, to be fully detailed in our forthcoming *The Quintessential Fighter*. These rules allow Games Masters and players to depict large-scale battles within their games in a quick and abstract fashion. *The Quintessential Fighter* builds heavily on the crew combat system provided here which, after all, only covers relatively small crews battling one another – rules for scouts, cavalry, sieges and huge, sweeping battles that can shape the destiny of entire nations will soon be readily available for your gaming group.

Attacks, Damage & Armour Class

These are determined by simple majority – the weapons and armour the majority of the crew are armed with are assumed to be carried by all for the purposes of the Crew Roster and crew combat. The majority of the crew are also used to determine base attack bonus and any modifiers for Strength for attack and damage, and modifiers for Dexterity with respect to Armour Class.

Saves

Once again, the saves of the majority of the crew are noted down on the Crew Roster.

Feats

Any crew that has a majority of members with one or more identical feats will have such feats listed on their Crew Roster. However, the following feats have no effect upon crew combat and handling vessels and so are never listed, no matter how many crew members possess them. However, they may still use such feats individually.

Cleave, Combat Reflexes, Deflect Arrows, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Trip, Inspire Loyalty, Mobility, Spring Attack, Steady Captain, Sunder, Whirlwind Attack

Seamanship

This is the average rank of Profession: seamanship of the crew. Total the Seamanship skill of every crew member, then divide it by Crew Size, rounded down. This method allows those with greater knowledge of the sea to impart their wisdom to other members far less experienced, even when in the grip of a storm or the heat of battle.

This Crew Roster is used as a matter of convenience throughout these rules, from handling a ship in the middle of a vicious gale to recording casualties when their vessel is being pounded by enemy catapults. There are many circumstances in a game where the Games Master will prefer to use standard rules from Core Rulebook I to resolve combat and skill checks –

the Crew Roster is used when large numbers of crew members need to perform one task at the same time.

Marines and Mercenaries

Many ships, particularly warships and those merchantmen carrying valuable cargoes, often supplement their crews with mercenaries or marines, fighting men dedicated to launching boarding actions and repelling direct attacks from enemy vessels. Such ships can provide a nasty surprise for any vessel they engage, as dozens of armed and armoured men stream from the hold to sweep over the railings and overwhelm any defenders by sheer weight of numbers.

The term marine and mercenary is interchangeable within *Seas of Blood*. Any mercenaries on board a vessel have a Crew Roster in the same way as ordinary crew members, but the two are never combined – each will have a separate Crew Roster. The mercenaries' Crew Roster is calculated in the same way, as shown above, but they effectively form a separate unit in battle. It must be noted, however, that mercenaries never have a Seamanship score. They are employed for their fighting prowess, not their ability to sail a ship.

Resolving Crew Combat

Combat involving crews follows many of the rules creatures and ships do when they fight. Unless otherwise stated below, all the combat rules detailed in Core Rulebook I apply equally to crews, the Crew Roster making the transition relatively easy. A full summary of crew combat, together with the changes required to the rules in Core Rulebook I is presented here.

Rounds

Crew combat is broken up into 6 second rounds as usual.

Initiative

Before the first round of crew combat begins, each crew makes an Initiative check. An Initiative check is a Dexterity check (1d20 + crew's Dexterity modifier). If the crew's captain has the Leadership



feat, a +2 competence bonus is applied to their Initiative check.

Attacks

Crews may attack in every round they are in contact with the enemy.

Attack Roll

To score a hit that deals damage, a crew must roll the target's Armour Class or better.

Melee Attack Roll: 1d20 + base attack bonus + Strength modifier + size modifier

Ranged Attack Roll: 1d20 + base attack bonus + Dexterity modifier + range penalty + size modifier

Other modifiers, such as for magic or masterworked weapons, may also apply to these attack rolls. Note that size modifiers refer to creature size as normal, not to the overall Crew Size.

Damage

With crew combat, damage is applied as normal, but is deducted from Crew Hit Points. So, for example, a longsword armed crew will deal 1d8 points of damage to an enemy crew. However, it is important to note that, within crew combat, this damage effectively reflects the amount of Hit Dice being destroyed with each attack.

Bonuses to damage (through magic and strength modifiers, for instance) apply to crew combat in the same way as for regular combat in the d20 system.

Armour Class

A crew's Armour Class is the result needed for an enemy crew to successfully make an attack roll.

Armour Class: 10 + armour bonus + shield bonus + Dexterity modifier + size modifier

Outmatching Table

Crew Size is . . .	Attack Roll Modifier	Damage Roll Modifier	Morale Modifier
Ten times or more enemy's	+5	x 10	+5
Five times enemy's	+3	x 5	+3
Three times enemy's	+2	x 3	+2
Twice enemy's	+1	x 2	+1
50% of enemy's	-1	x 1	-1
33% of enemy's	-2	x 1	-2
20% of enemy's	-3	x 1	-3
10% or less of enemy's	-5	x ½	-5

Crew Hit Points

Crew Hit Points represent how much damage a crew can take before they are considered to be wiped out.

Attack Options

When attacking, a crew has two basic options:

Crew Attack: A crew may make either melee or ranged attacks. Crews that can strike more than once each round may do so with this attack option.

Withdraw: If involved in a boarding action, a crew may attempt to withdraw.

Crew

Any crew member not actively engaged in crew combat may act as normal, following all the combat rules in Core Rulebook I. This includes making attacks of their own, casting spells or any other action permissible.

Movement

Crew are never considered to move in crew combat.

Attacks of Opportunity

Attacks of opportunity are only used in crew combat when one crew attempts to withdraw from melee combat with another. The act of withdrawing from combat generates an attack of opportunity.

Taking Damage

The Crew Hit Points are a representation of how much damage a crew can take before they are completely slaughtered or routed. A crew reduced to 0 Crew Hit Points are considered vanquished, though they may not all be necessarily slain. Rules for determining how many survive crew combat are covered on p46.

Other Considerations

If the majority of the crew have a special ability (the Barbarian Rage, for example), then this too applies to crew combat. Bonuses to attack, damage and related rolls are easy to apply to the crew combat system portrayed here.

The rules for flat-footed combatants are not used in crew combat. Surprise is incredibly difficult to achieve at sea and is only applied at the discretion of the Games Master – such situations may include, but not be limited to, attacks at night, assaults on ships in harbour or battles in heavy fog.

In addition, the following rules from Core Rulebook I are never used in ship-to-ship combat;

Magic Actions, Miscellaneous Actions, Injury and Death, Flanking, Aid Another, Bull Rush, Disarm, Grapple, Mounted Combat, Overrun, Trip

Crew Attack Option

Crew combat is treated in the same way as combats between creatures in that Initiative checks are made, followed by attack and damage rolls. There are, however, some important differences to be aware of.

Outmatching

When one crew heavily outmatches another, either in terms of number or ability, they will soon find they are able to cause an incredible amount of damage upon their enemies whilst suffering very little in return. The table on p43 is used to grant attack, damage and morale modifiers to crews who heavily outmatch their enemies, or are outmatched in return.

MORALE

There are very few ship's crews who will truly fight to the death. As the enemy swarms over the railings of the ship, slaying crew-mates with abandon, many sailors may choose to throw down their weapons rather than risk a cruel death in defence or drowning in escape.

Morale checks are made in boarding actions whenever the circumstances listed on the table below are met. The DC required to be rolled for each circumstance is also given.

Morale Circumstance	DC
Crew Hit Points reduced to half of original score	15
Crew Hit Points reduced to one quarter of original score	20
Crew Hit Points reduced to one third of current score in a single round	10
Crew suffers more damage in a round than enemy	15
Crew is struck by enemy of three times or greater Crew Hit Points	20

The following modifiers apply to Morale checks:

Morale	Modifier
Captain	+ Captain's Charisma modifier
Morale modifier*	+/- Morale modifier
Captain with Leadership feat	+ Captain's Character Level
Player character actions	See p48
Crew has force rowed (p22) in last 24 hours	-4
Pressganged crew	-4

* Morale modifiers may come from any source, not just those listed on the outmatching table above. For example, the *bless* spell grants a +1 morale bonus to attack rolls – however, in crew combat, it will also grant a bonus to Morale checks.

If a Morale check is failed, the crew surrenders. Player characters are under no obligation to surrender but from this point, they will be fighting on their own! There is also, however, no guarantee that an enemy will necessarily honour a surrender and may simply carry on fighting.

Belaying Pins

These items are the heavy rods, found on any sailing ship of note, used to hold secure the bracing lines (rigging) that support the sails and hold them in position as they catch the wind. However, in boarding actions, sailors have been known to grab spare or unused belaying pins and wield them as ad hoc weapons.

It may be assumed that 10% of the crew can be armed with belaying pins at any one time – too few to make any difference to a crew's attacks in a boarding action, but belaying pins do provide a sailor with a weapon he can readily use if surprised and caught without a weapon.

Belaying Pin

Simple Melee Weapon

Damage	Critical	Weight	Type
1d3	x2	2 lb.	Bludgeoning

Withdraw Option

A crew fighting on an enemy ship may choose to withdraw if the fight runs against them, either to

regroup before launching another attack or to attempt to break off from combat altogether.

A crew fighting on its own ship may never break off from combat – there is simply nowhere to run. A crew that has attacked another ship may attempt to withdraw instead of attacking in a round, though it immediately provokes an attack of opportunity from their enemies. Instead of using their attack of opportunity, the non-retreating crew may instead automatically cast off the lines and hooks holding the two ships together, and thus end the boarding action completely.

A retreating crew may also attempt to cast off the two ships and end the boarding action immediately after they have withdrawn as a free action (it is assumed that as well as pulling back, they are desperately trying to stop a flooding counterattack and severing the ties holding the two ships together). The two crews must make opposing Seamanship checks, the winner deciding whether the ships break apart, ending the boarding action, or whether the two ships stay locked together for another round of crew combat.

MULTIPLE CREW COMBATS

It is certainly possible for a crew to face two or more boarding parties in a single turn, particularly if being attacked by smaller vessels, or if mercenaries are being employed by one side. In such cases, the captain of the defender's crew must split his force into two or more (though this need not be an equal division) with each section defending against one enemy crew. In some circumstances, this may have an effect on Crew Roster Sheets in terms of attacks and damage but generally, only Crew Hit Points will alter, as most crew will be formed from sailors with very similar skills and strengths.

Marines and Mercenaries: Specialised fighting men, as described on p17, may be used by one or both sides in crew combat. The rules for multiple boardings above are used to handle such combats. However, an attacker may choose not to send his crew over to attack an enemy vessel if he has mercenaries on board. A defender must always employ both mercenaries and crew to defend a boarding action, as must the attacker if he withdraws.

Ranged Attacks

Many ships, particularly those designed for warfare, equip a large proportion of their crews with bows,



crossbows and other missile weapons. Either standing alongside the deck railings, or alternatively in specially designed 'castles' to the fore or aft of the ship, these crewmen will rain down arrows, bolts and other projectiles upon enemy crews should ships ever move close enough. The effect can be devastating for whilst sailors are not renowned for being accurate marksmen, a huge wave of arrows directed on to a deck packed with working men can be savage. The use of ballistae on ships takes this kind of warfare to a new level – huge, spear-sized bolts are launched straight into the packed mass of an enemy crew, creating absolute carnage as several crew members may be impaled by each bolt.

Firing Ranged Weapons

When one crew fires upon another, it is counted as another shipboard weapon in ship-to-ship combat and may be attempted during a ship's normal attack action, alongside the firing of catapults, fire projectors, etc. . . The ranged attackers make a normal attack roll against their target's Armour Class, as described in Core Rulebook I. Shipboard targets, however, always count as being in one-quarter cover, thus granting a permanent +2 bonus to their Armour Class.

Firing Ballistae

When ballistae are fired at enemy crews rather than enemy ships, one roll to hit is made for each ballistae able to fire, using the usual modifiers to attack as listed on p23. The target crew still receive one-quarter cover, granting a +2 bonus to their Armour Class.

Recording Damage

If a hit is scored, a damage roll is made normally, with the result being deducted from the target's Crew Hit Points. This damage roll, however, is modified as shown below, depending on the crew size of the attackers – larger crews are able to fire great numbers of missiles, causing an immense amount of damage against their enemies.

Crew Size of Attacker	Damage Modifier
5-10	-5
11-20	-3
21-50	-
51-100	x2
101-200	x3
200 or more	x4

A minimum of 1 point of damage will always be caused, even if the dice roll is modified to 0 or less.

Ships with less than 5 crew do not use this system – use the normal combat rules described in Core Rulebook I instead.

Each ballistae that successfully scores a hit will deal 1d6 points of damage on the target's Crew Hit Points.

Recovering Casualties

Crew Hit Points do not track actual deaths amongst a crew, though there are certainly likely to be plenty of those. Instead it demonstrates a crew's ability to continue fighting through individual death, injury and surrender.

At the end of every crew combat, whether involving ranged attacks or boarding actions, a percentage of the lost Crew Hit Points may be automatically recovered as those injured are treated, those who ran come out of hiding and the death toll is finally totalled.

Ranged Combat: At the end of any combat involving purely ranged weapons (whether crew or ship-based), 50% rounding down, of lost Crew Hit Points may be recovered.

Winning Boarding Action: At the end of any boarding action, the victor of the combat may recover 50% rounding down, of lost Crew Hit Points.

Losing Boarding Action: At the end of any boarding action, the loser of the combat may recover 25% rounding down, of lost Crew Hit Points.

These percentages are further modified as follows;

Cleric with healing spells present	+2% per level per cleric (max. 10%)
Character with at least 4 ranks in Heal skill present	+1% per character (max. +10%)
Crew withdrew in a boarding action	-20%

Skeleton Crews

A crew facing the worst hardships of the sea, whether through storm, battle or boarding actions, may soon find itself depleted, with many members of the crew being forced to perform duties that were once done

by now deceased friends. In other circumstances, a captain may put a small number of his men on board a captured enemy vessel, just enough to allow it to sail back to port. A ship can limp along with fewer crew than was intended in its design, but it will never function as smoothly or effectively as a vessel fully crewed with able seamen.

Reduced Crew

A ship with 80% or less of its original crew on board is considered to have a Reduced Crew. Such ships will double their Turn Rate and face a -2 circumstance penalty on all Seaworthiness and Seamanship checks. Oared ships have both their base and daily movement scores halved.

Skeleton Crew

A ship reduced to 50% or less of its original crew is considered to have a Skeleton Crew. Such ships face all the penalties of having a Reduced Crew but, in addition, only one ship weapon may ever be used in a single round and no increase in speed may be attempted through any means. Seaworthiness and Seamanship checks are also taken with a -6 circumstance penalty. Oared ships have both their base and daily movement scores quartered.

25% of the original crew is the absolute minimum a ship requires to sail under any circumstances – a ship with less than 25% of its crew may not sail and merely drifts with the current.

Player Characters

In the centre of the action of any role-playing scenario are the player characters and in *Seas of Blood*, they truly have the opportunity to act as heroes. As their ship crashes alongside an enemy vessel, the fighters lead the boarding party across the railings, seeking to engage the evil captain as their crew fight a desperate combat against their own counterparts. Rogues swing across from the rigging, dodging poorly aimed bow fire as wizards cast awesome magicks, pummeling both ship and crew into submission.

The rules presented in this chapter are designed to allow the easy integration of player characters into ship-to-ship combat and boarding actions, with as little work as possible required on the part of either Games Masters or players. The length of a combat round, be it featuring the actions of characters, crew or ships is always six seconds. Thus, whatever a character could normally attempt in a normal combat

round will apply equally in ship-to-ship or crew combat.



CR

Attacking and Damaging Ships

Ships used structure points to keep track of damage and as one structure point is the equivalent of ten hit points, taking into account the ship's inherent hardness, they can be incredibly hard to damage by player characters. However, it is possible, especially through the use of magic.

When attempting to hit a ship with a ranged attack, use the equivalent creature size for the ship, rather than its relative ship size, as shown on the table below. This makes even the smallest vessels realistically easy to hit for a character.

Ship Size	Equivalent Creature Size
Tiny	Large
Small	Huge
Medium	Gargantuan
Large	Colossal
Huge	Colossal
Gargantuan	Colossal
Colossal	Colossal

When a character attempts to hit a ship with a close combat weapon, assume the ship has an Armour Class of 0 – even a cross-eyed fighter will have a great deal of difficulty in missing a vessel whilst standing on it. . .

Situations may arise whereby a player wishes to attack a ship in a direct and specific manner – firing a flaming arrow into the sails, for instance, chopping down a mast with an axe, or attempting to hole the hull below the waterline. In such circumstances, the Games Master should determine the outcome of such actions using the rules given in the Core Rulebooks, using the ship's hardness as a base line with which to work out damage.



pirate ship *Terrorborn* in a desperate boarding action, *Kurvak the Fighter*, rolling the highest initiative of the combat, attacks a big ogre as the rest of his men engage the rest of the enemy. The Crew Hit Points of the pirates is 87, a combination of ogres and hobgoblins. *Kurvak* dispatches his ogre foe in one round of combat – a normal ogre has 4 HD, and thus the pirates lose 4 Crew Hit Points immediately, bringing them down to a total of 83. The crews now fight, in remaining initiative order.

It should be noted that some spells, such as *fireball*, may be particularly destructive in such engagements when fighting men are crowded together on the deck of a ship. In such cases, the spell is handled as detailed in Core Rulebook I and the Games Master should use his own judgement as to the ultimate effectiveness of it.

Crew Morale

Player characters are immune to the effects of crew morale, as detailed on p37, though crews are likely to take a dim view of players who continue to fight as they try to surrender. However, many of a player character's actions in combat may have a direct influence on how his crew fight. The table below lists some of the more common actions a player character may attempt to boost the morale of his crew, though the Games Master is welcome to add others as the need arises – basically, a player should always be rewarded for bravery and will certainly earn the respect of the crew. The morale bonus earned applies to the crew's attack and damage rolls for the rest of the combat, as well as to morale rolls made on the table on p44.

Boarding Actions

Player characters are never counted as part of the crew when calculating the Crew Roster in boarding actions – they always act independently, even if they are mere deck hands, thus allowing them to do all sorts of heroic (or cowardly) things. Under normal circumstances, combat for player characters in boarding actions is handled in exactly the same way as presented in Core Rulebook I. They are, however, permitted to attack enemy crews.

If two crews are in combat with one another, player characters may choose to aid one side. To do so, they engage in combat with one or more members of the enemy crew, using the normal combat rules presented in Core Rulebook I. Everyone involved in the combat acts in Initiative order, so the player characters have the chance to act before anyone else. However, if they manage to slay or subdue any of their enemies, then the Hit Dice of the creatures they overcome is immediately deducted from the Crew Hit Point score. For example;

Whilst leading his heroic crew to attack the ogre

Player Character Action	Morale Bonus to Crew
Slaying enemy captain	+2
Slaying enemy first mate/officer/spellcaster	+1
Destroying enemy shipboard weapon	+1
Escaping back to own vessel/diving overboard	-4
Slaying 10% or more of enemy crew in one attack	+1
Cutting down one of the enemy's sails	+1

Gaining Experience

Experience point awards can be rather difficult to calculate in battles at sea unless the Games Master is prepared to be very flexible. The sheer amount of variation in ship size, type, crew and armament make a mockery of any simple award system without having to resort to pages and pages of cross-referencing tables. So, a far quicker and easier system is required;

Player characters will always gain experience as normal for the creatures *they themselves defeat*. For example, if they personally lead a boarding action and end up slaying the enemy captain and six of his crew, they receive an experience award as normal based on the captain and size of the crewmen, even if their own crew butchered everyone else on board the ship.

Story awards are given by the Games Master to player characters who defeat ships, whether through ship-to-ship combat or via boarding actions. The actual size of the story award will vary greatly between merchantmen and warships, as well as with relative size and armament, not to mention the player characters' own levels. Guidelines on how to present story awards are provided in Core Rulebook II.

As a last word, it should be noted that defeating a ship or crew does not necessarily mean sinking or slaying them – capturing a ship without a single weapon being used will earn a story award, as will outrunning a pirate vessel intent on destroying the players' own ship. The Games Master should be flexible in granting experience point and reward players for all the achievements of their characters.

Crew Experience

In our playtesting, we tended to find the actions of player characters pretty much guaranteed that the high turn over of crew, due to casualties, meant few were ever likely to gain experience themselves. However, if players are taking a great amount of care over the risks they put their crews through, Games Masters may discover the majority do, in fact, survive encounters.

As with player characters themselves, there are no hard and fast rules for crews to gain experience, but the Games Master is welcome to periodically raise the quality of a ship's crew, perhaps every six months at sea, so long as the majority have survived. In this way, pressganged and green crewmen may become seamen or hardy seamen and regular sailors may actually start to go up character levels.

It is recommended that mercenaries never go up in level, as it is unlikely they will see as much 'action' as the front line sailors on the deck, though the Games Master is welcome to grant them such if extraordinary circumstances prevail. . .

Non-Player Characters

It is strongly recommended that these rules for player characters also be adopted for important non-player characters, be they allies to the party or enemies. In this way, even a lowly merchant vessel should not have its captain subsumed into the Crew Roster – have him act as an independent character, encouraging his crew and attacking the player characters at their weakest points. You can even have him earn the morale bonuses presented above.

'I knew it! I just knew it! Yes, I can see ya set up a catapult before. Ya just ain't never done it on ship, right? To think the captain, bless 'is heart, is paying fine gold to ya boys. No, it ain't the same as those ya 'ave set up for castles. Yes, I know it *looks* the same, but it ain't, right? I don't care if ya 'ave been doin' this for eight years. Now look, a castle don't move, right? And it is big, right? And the ground stays still when ya fire, right? Well, that don't 'appen at sea, boy! Ships move, they are smaller and the sea is a pitchin' and a tossin' ya about all ways. Ya need to give ya catapults a flatter tra-jeck-story. Don't you laugh at me, boy, or I'll 'ave the skin off ya back! Wedges, that's the key. Put ya wedges underneath ya catapult, right there at the back. See we 'ave even made little grooves so ya can slide 'em right in. Wot's the point of that? Stupid boy! It means ya catapult fires flatter and straighter, meanin' you might actually 'ave a chance of 'ittin that ship ya aimin' at! Gods 'elp us if we 'ave ta go into battle. . .'

First Mate Drakkar, on the setting up of shipboard weaponry



SHIPS OF THE SEA

Rowing Boat

Tiny Auxiliary (Oared)

Structure Dice: 1d4 (2 sp)
Hardness: 5
Manoeuvrability: +2 (+2 size)
Speed: 15 ft./16 miles
Turn Rate: 0 ft.
AC: 12 (+2 size)
Weapons Fore: None
Weapons Aft: None
Weapons Broadside: None
Damage: None
Special Qualities: None

Crew: 1
Passengers: 2
Cargo: ¼ tonne
Building Time: 1 week
Cost: 50 gp



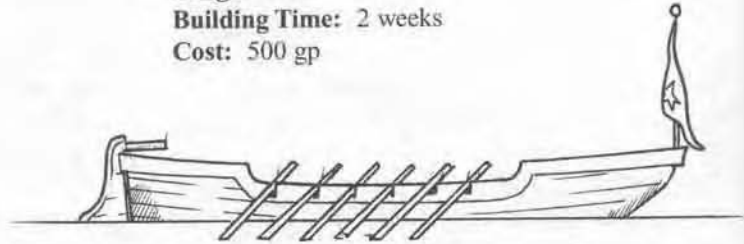
The rowing boat is the smallest hulled boat an adventurer is likely to find. Usually confined to coastal areas, they are sometimes carried by smaller ships to be used as landing craft or even lifeboats, though their poor seaworthiness can prove to be a serious liability in anything but the most calm of conditions.

Lifeboat

Small Auxiliary (Oared, Cumbersome)

Structure Dice: 2d4 (5 sp)
Hardness: 5
Manoeuvrability: -1 (+1 size, -2 cumbersome)
Speed: 15 ft./16 miles
Turn Rate: 15 ft.
AC: 11 (+1 size)
Weapons Fore: None
Weapons Aft: None
Weapons Broadside: None
Damage: None

Special Qualities: None
Crew: 16
Passengers: 20
Cargo: None
Building Time: 2 weeks
Cost: 500 gp



Called lifeboats, these outsized rowing boats are more usually used as either captain's launches or troop transports. Simply constructed, they are literally nothing more than flatter-bottomed rowing boats designed to move large quantities of men from one area to another. Whilst they are a common feature of many larger warships, they will generally only be used by the captain and his officers if a ship is to sink and never will there be enough to carry all on board. When used as troop transports, soldiers may stand in double file along the centre of the boat – this allows the lifeboat to carry twice as many passengers as normal but may only be done in calm weather or it will automatically capsize.

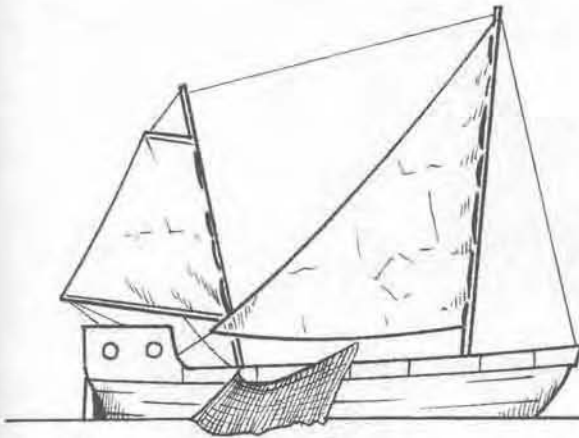
Fishing Boat

Small Coastal (Sailed)

Structure Dice: 2d6 (7 sp)
Hardness: 5
Manoeuvrability: +1 (+1 size)
Speed: 15 ft./36 miles
Turn Rate: 60 ft.
AC: 11 (+1 size)
Weapons Fore: None
Weapons Aft: None
Weapons Broadside: None
Damage: None
Special Qualities: None

Crew: 8
Passengers: 7
Cargo: 8 tonnes
Building Time: 1 month
Cost: 3,000 gp

Typical of the many fishing boats harvesting the sea just off shore, many have been personally built by their owners. They follow only the most basic of designs and often require constant maintenance due to the relatively unskilled construction. Though



Gnomish *Diver* Submersible

Small Auxiliary (Submersible, Oared)

Structure Dice: 2d4 (14 sp)

Hardness: 5

Manoeuvrability: +1 (+1 size)

Speed: 15 ft./16 miles; 10 ft./10 miles submerged

Turn Rate: 40 ft.; 60 ft. submerged

AC: 11 (+1 size)

Weapons Fore: Ballista

Weapons Aft: Ship screw

Weapons Broadside: None

Damage: Ballista 3d6/-; ship screw -/1d6

Special Qualities: None

perfectly serviceable in coastal waters, such vessels will quickly run into serious trouble on the high seas, where only the most foolhardy would try to sail them.

Barge

Small Auxiliary (Oared, Cumbersome)

Structure Dice: 2d4 (5 sp)

Hardness: 5

Manoeuvrability: -1 (+1 size, -2 cumbersome)

Speed: 10 ft./5 miles

Turn Rate: 60 ft.

AC: 11 (+1 size)

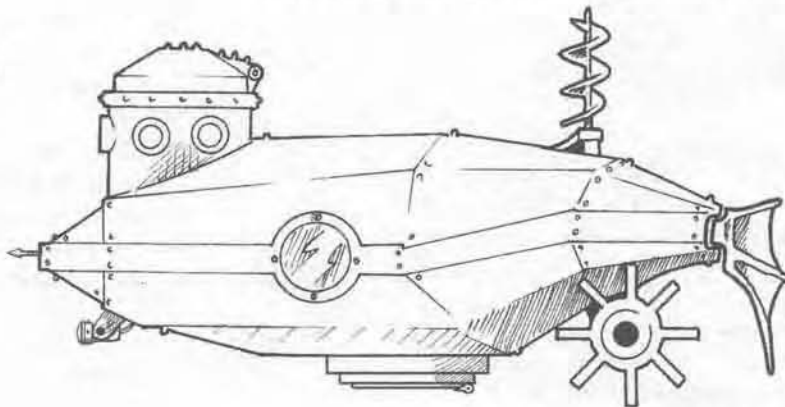
Weapons Fore: None

Weapons Aft: None

Weapons Broadside: None

Damage: None

Special Qualities: None



Crew: 2

Passengers: 10

Cargo: 10 tonnes

Building Time: 2 weeks

Cost: 2,000 gp



A simple utilitarian boat, the barge is commonly used either as a ferry across inland rivers or estuaries, or as a means of getting cargo from ship to shore in shallow ports that cannot berth the larger vessels. In such places, entire fleets of barges may work day and night loading and unloading cargo from a great merchantman.

Crew: 2

Passengers: 2

Cargo: 2 tonnes

Building Time: 3 months

Cost: 12,000 gp

Though many different designs of gnomish submersible exist, the *Diver* is the smallest and most

common design. Propelled by a rear-mounted paddle mechanically operated by one of the crew, the *Diver* can stay submerged for up to six hours (halve this time if passengers are carried) before it must return to the surface to replenish its air supply. Crew and passengers may leave the *Diver* whilst underwater without flooding the vessel via the hatch mounted underneath. It is armed with a forward firing interior mounted ballista and the devilish ship screw on its deck, but despite many sailors' tales, it is rarely used as a vessel of war, for once its presence is discovered, it is too slow and too weak to avoid most enemies. Instead, it is used mainly as a vessel of exploration, taking gnomes and adventurers to the bottom of the ocean where few have ever travelled. In this capacity it excels, though again, its weaponry can prove a little too weak if it runs into serious trouble. *Diver*

submersibles often mount two glass fronted cases under the prow within which are placed two single gold pieces with *continued flame* cast upon them. Mechanical shutters allow the crew to use their illumination to light their way when diving to great depths.

***Fleur* Cargo Ship**

Medium Coastal (Sailed)

Structure Dice: 4d6 (14 sp)

Hardness: 5

Manoeuvrability: 0

Speed: 20 ft./32 miles

Turn Rate: 40 ft.

AC: 10

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: None

Damage: None

Special Qualities: None

Crew: 20

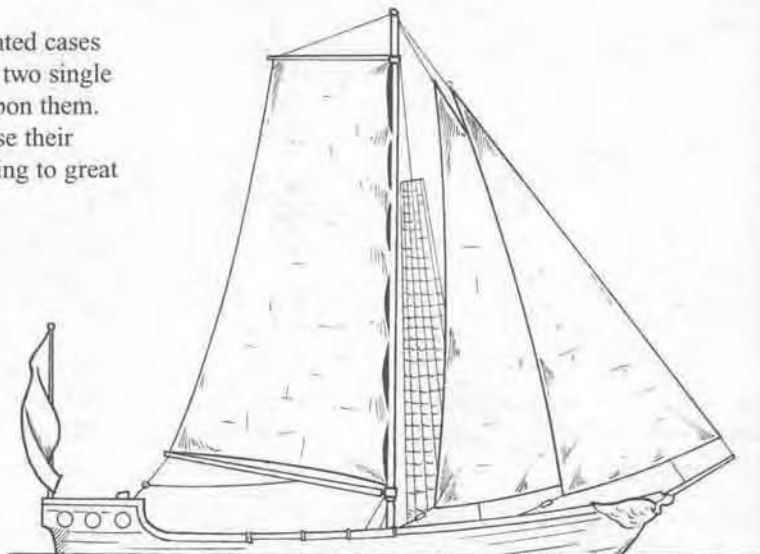
Passengers: 10

Cargo: 100 tonnes

Building Time: 2 months

Cost: 12,000 gp

The *Fleur* is typical of many merchant vessels that ply the coastal shipping lanes, transporting goods from one port to another, making small but worthwhile profits for their owner captains. They are rarely found in service with larger mercantile companies who find their cargo hold a little too small to make worthwhile voyages and their lack of seaworthiness can prove crippling on the more profitable trade runs. They are, however, excellent and very serviceable ships for the small-time one-man merchant who can rely on light paying but regular cargoes.



***Voyager* Sloop**

Medium Warship (Sailed)

Structure Dice: 4d10 (22 sp)

Hardness: 5

Manoeuvrability: 0

Speed: 30 ft./72 miles

Turn Rate: 60 ft.

AC: 10

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: None

Damage: None

Special Qualities: Hardy Vessel

Crew: 20

Passengers: 6

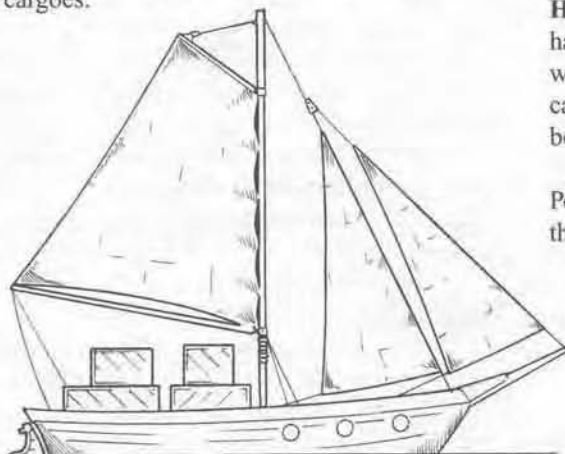
Cargo: 60 tonnes

Building Time: 4 months

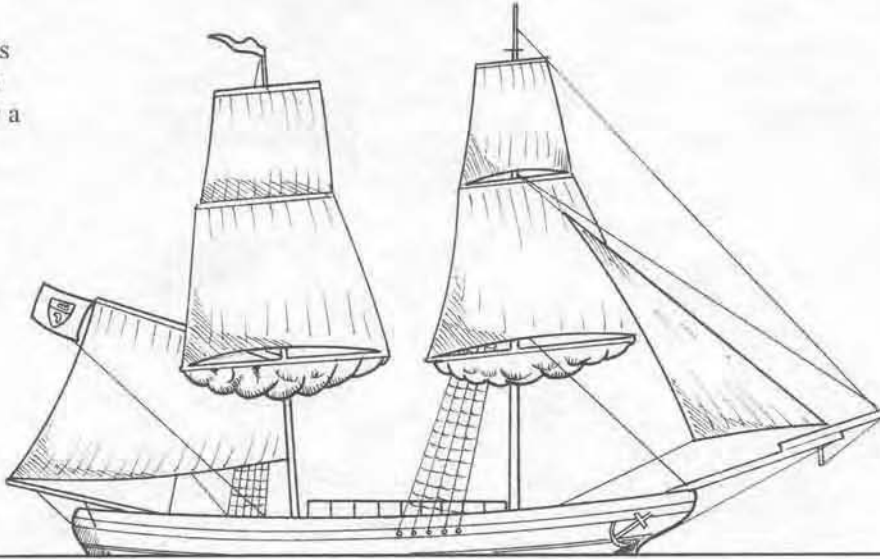
Cost: 22,000 gp

Hardy Vessel: The *Voyager* sloop is an extremely hardy and durable vessel, able to take the very worst the sea can throw at it, so long as it has a capable crew. The *Voyager* sloop receives a +2 bonus to all Seaworthiness checks.

Possibly one of the most common small vessels of the high seas, the *Voyager* sloop is a favourite of many sailors who first got to grips with the ocean in such a vessel. Usually sporting only a single mast, the sloop pictured here has two fitted. It is small and light but extremely durable and versatile. Almost any weapon may be mounted on its solid deck with ease and yet the ship will still retain its renowned



speed and manoeuvrability. Its small size can seem deceptive and many a merchantman has been chased and boarded by pirates sailing an innocent-looking sloop. More commonly though, it may be found in small navies or in



the possession of adventurers and explorers who are looking for a cheap but strong sea-going vessel and yet do not wish to pay for a large crew.

in the water, and then filling their cargo holds with experienced mercenaries in order to give any attacker a very nasty surprise.

***Orca* Trading Ship**

Medium Merchantman (Sailed)

Structure Dice: 4d8 (18 sp)

Hardness: 5

Manoeuvrability: -2 (-2 Merchantman)

Speed: 20 ft./48 miles

Turn Rate: 80 ft.

AC: 8 (-2 Merchantman)

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: None

Damage: None

Special Qualities: None

Crew: 30

Passengers: 10

Cargo: 150 tonnes

Building Time: 4 months

Cost: 16,000 gp

Though their names may change, the *Orca* is perhaps one of the most commonly seen ships on the high seas. With a large cargo hold and a seaworthiness belied by its simple appearance, the *Orca* is, unfortunately, the target of many piratical attacks, as its small number of crew are rarely capable of fending off a determined attack and the ship itself is unlikely to be able to outrun any determined pursuer. The navies of more than one nation have laid traps for callous pirates, however, ballasting such ships in order to make them ride low

***High Seas* Mercantile Ship**

Large Merchantman (Sailed)

Structure Dice: 6d8 (27 sp)

Hardness: 5

Manoeuvrability: -3 (-2 Merchantman, -1 size)

Speed: 20 ft./48 miles

Turn Rate: 120 ft.

AC: 7 (-2 Merchantman, -1 size)

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: None

Damage: None

Special Qualities: None

Crew: 90

Passengers: 40

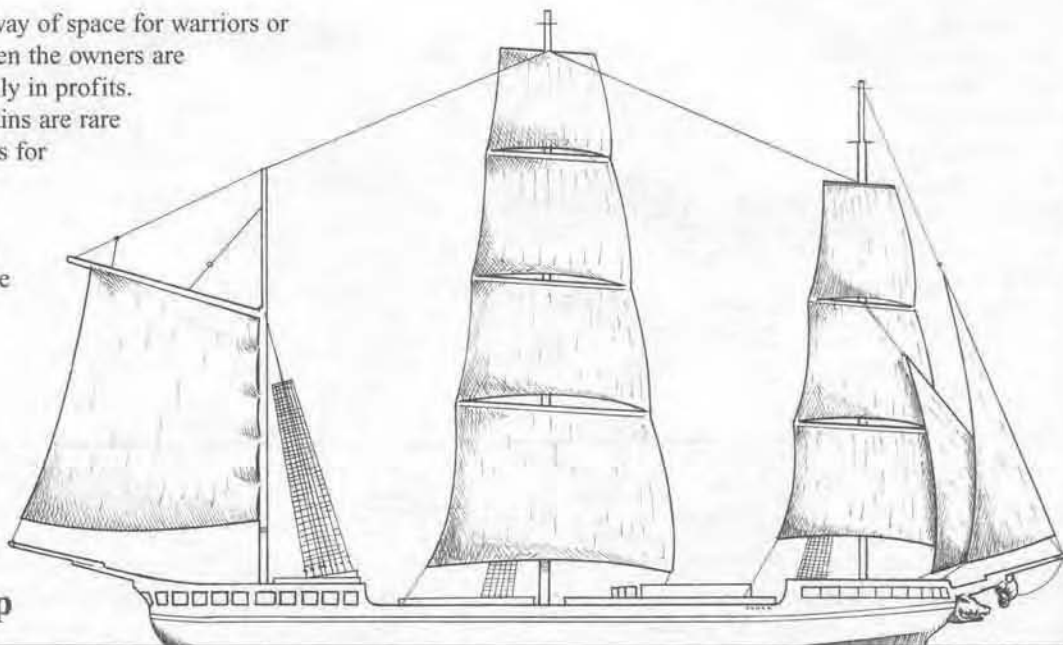
Cargo: 275 tonnes

Building Time: 1 year

Cost: 28,000 gp

Though big and expensive to run, the *High Seas* mercantile ship is the workhorse of the ocean. Vast numbers of them form the trade lifeblood of many nations, bringing in the goods from overseas that are the mainstay of many economies. This is generally the largest ship afloat that will sail unarmed, though particularly expensive cargoes may warrant mercenaries and escorts. Generally though, a captain must rely on the immense span of the trackless ocean to hide his presence from pirates and other raiders, for even a mercantile ship as large as this can spare

little in the way of space for warriors or weapons when the owners are interested only in profits. Owner-captains are rare on such ships for whilst each successful voyage can turn immense profits, a failure can ruin all but those with the very deepest of pockets.



Longship

Medium

Warship (Sailed, Oared)

Structure Dice: 4d10 (22 sp)

Hardness: 5

Manoeuvrability: +0

Speed: 40 ft./72 miles

Turn Rate: 80 ft.

AC: 10

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: None

Damage: None

Special Qualities: Hardy Vessel, Shielded Crew

Crew: 80

Passengers: 40

Cargo: 2 tonnes

Building Time: 3 months

Cost: 25,000 gp

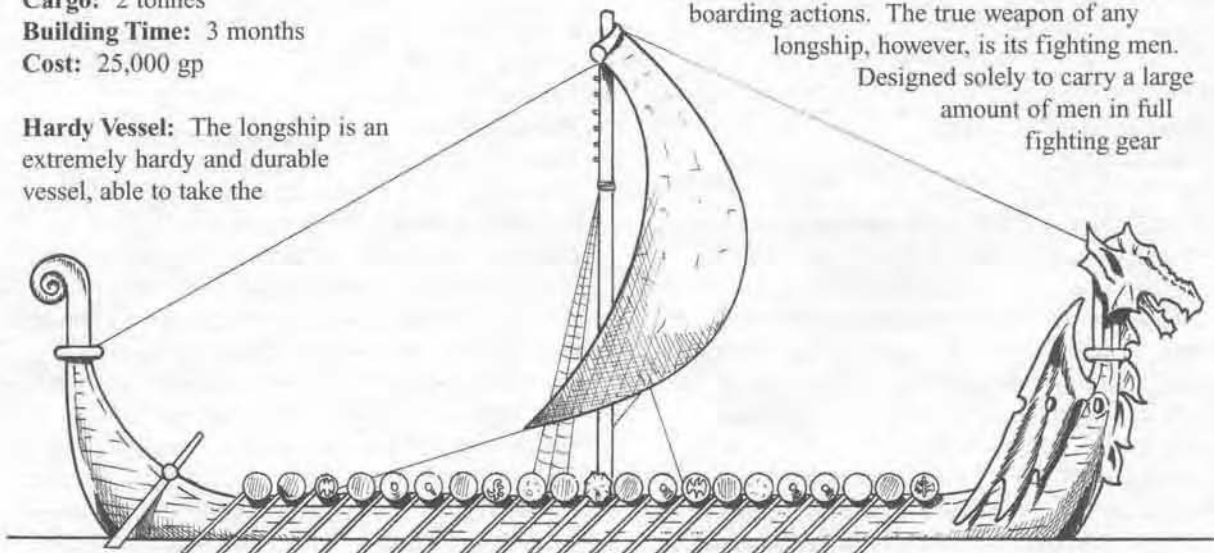
Hardy Vessel: The longship is an extremely hardy and durable vessel, able to take the

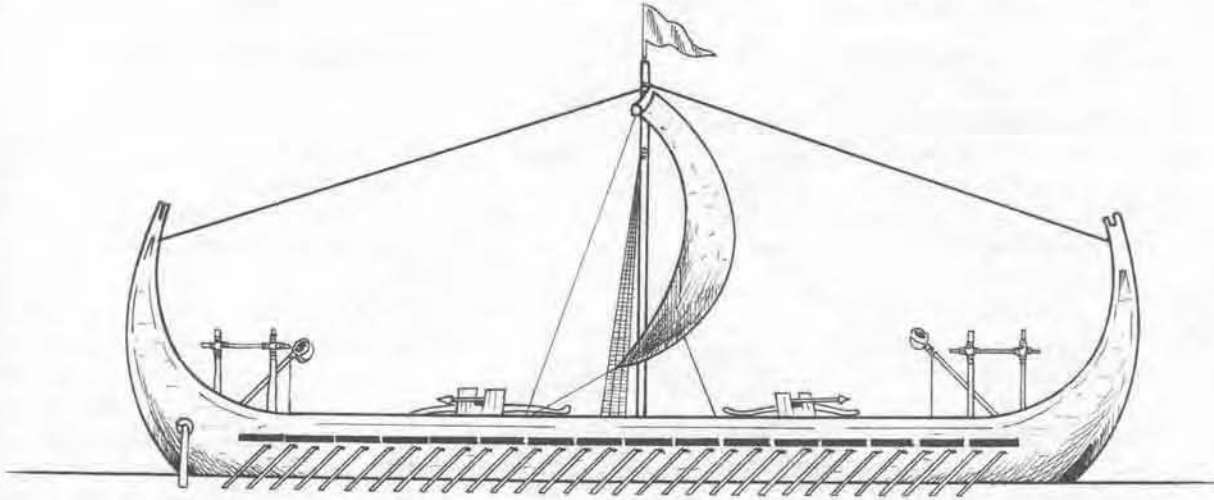
very worst the sea can throw at it, so long as it has a capable crew. The longship receives a +4 bonus to all Seaworthiness checks.

Shielded Crew: It is common practice on longships for the crew to hang their shields on the railings along either side of the hull. A crew doing so benefits from half cover against ranged attacks (+4 AC bonus).

Like the sloop, the longship is a simple but hardy vessel, able to take calm and rough seas with equal ease. Though classified as a warship through and through, it is rare for a longship to mount any shipboard weapon, though a few captains will see fit to mount a single light catapult or ballista to aid in boarding actions. The true weapon of any longship, however, is its fighting men.

Designed solely to carry a large amount of men in full fighting gear





across incredible distances, the longship is able to outrun most other vessels and still be able to launch boarding actions with devastating effect. This often results in longships finding their way into the possession of pirates though with few creature comforts on board, only the toughest can endure long periods at sea.

Hobgoblin Raider

Medium Warship (Sailed, Oared)

Structure Dice: 4d10 (22 sp)

Hardness: 5

Manoeuvrability: +0

Speed: 40 ft./72 miles

Turn Rate: 100 ft.

AC: 10

Weapons Fore: Light Catapult

Weapons Aft: Light Catapult

Weapons Broadside: 2 Ballistae

Damage: Light catapult 3d6/1d6; ballista 3d6/-

Special Qualities: Hardy Vessel

Crew: 80

Passengers: 60

Cargo: 4 tonnes

Building Time: 4 months

Cost: 27,000 gp

Hardy Vessel: The hobgoblin *Raider* is an extremely hardy and durable vessel, able to take the very worst the sea can throw at it, so long as it has a capable crew. The *Raider* receives a +4 bonus to all Seaworthiness checks.

Based on the longship commonly used by pirates and northmen, the hobgoblin *Raider* is slightly larger and

features two decks instead of just one. Though more complicated to build, the hull itself retains both the simplicity and durability of the longship and is well within the grasp of hobgoblin construction. Used in the main for raiding the merchant vessels of other races, hobgoblins commonly use goblins or even bugbears in the lower deck to man the oars, though they are not beyond enslaving other races or manning the oars themselves when need arises. The advantage of using goblins, of course, is to enable all hobgoblin warriors to remain in fighting condition even on long voyages, where they can strike a great distance from their home port. Hobgoblins typically favour attacking weak merchant ships, though they will not shy away from engaging larger warships if they believe the odds are on their side.

Fury Frigate

Medium Warship (Sailed)

Structure Dice: 4d10 (22 sp)

Hardness: 5

Manoeuvrability: 0

Speed: 30 ft./72 miles

Turn Rate: 120 ft.

AC: 10

Weapons Fore: Light catapult

Weapons Aft: None

Weapons Broadside: Light catapult; 2 ballistae

Damage: Light catapult 3d6/1d6; ballista 3d6/-

Special Qualities: None

Crew: 70

Passengers: 10

Cargo: 80 tonnes

Building Time: 8 months

Cost: 44,000 gp

Viewed by many captains as the smallest of the 'true' warships, frigates such as the *Fury* form the backbone of many small naval powers and enjoy favoured service amongst the larger nations. Eminently seaworthy, the *Fury* can not only mount enough weaponry to hammer ships of similar size, it is also swift enough to

Damage: Ballista 3d6/-

Special Qualities: Elven Ship

Crew: 30

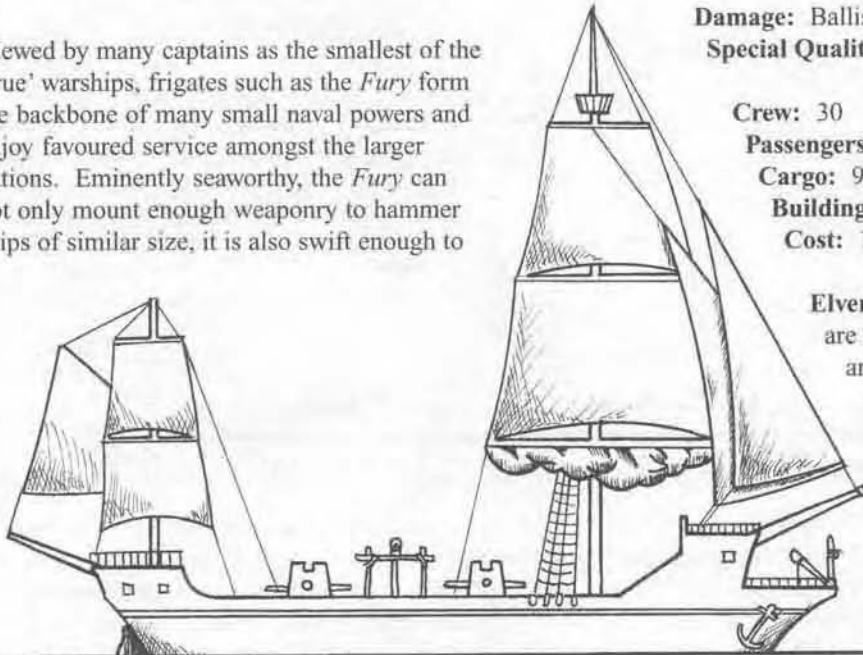
Passengers: 20

Cargo: 90 tonnes

Building Time: Unknown

Cost: 100,000 gp (at least)

Elven Ship: Ships built by elves are noted for being fast, agile and yet strong. They receive a +2 competence bonus to Manoeuvrability. Their other bonuses have been taken into account with the other statistics and are covered in more detail in *Ships of the Elves*.



keep pace with all but the fastest of prey. It is typically used as a pirate hunter, its captains gaining a great deal of renown for dashing exploits and daring adventures. Unfortunately, they are also targeted by pirate gangs who desire such vessels for themselves and many frigates have been lured into traps where they are boarded, the crew slaughtered and the vessel turned over to far more nefarious activities.

Elven Corsair

Medium Warship (Sailed, light)

Structure Dice: 4d10-4 (18 sp)

Hardness: 6

Manoeuvrability: +3 (elven ship, light)

Speed: 50 ft./120 miles

Turn Rate: 80 ft.

AC: 10

Weapons Fore:

Ballista

Weapons Aft:

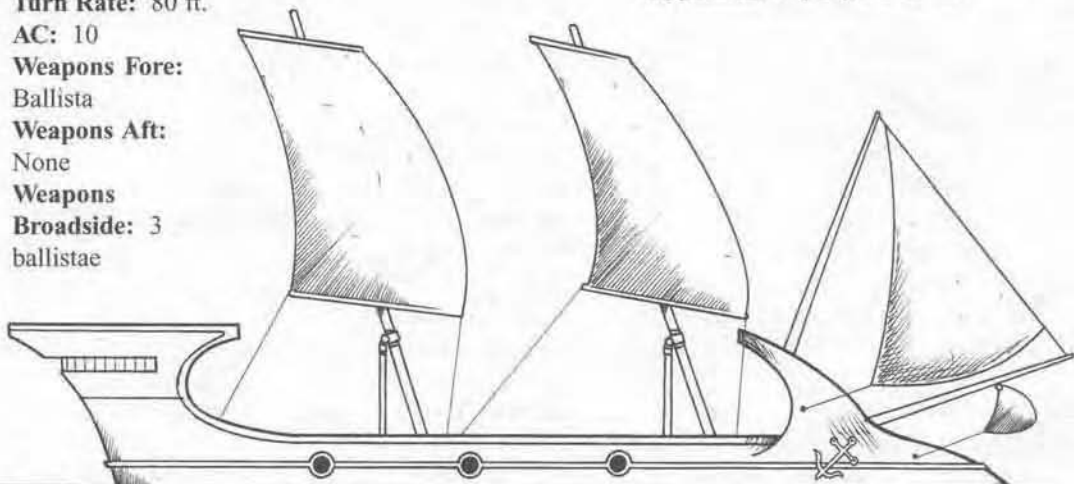
None

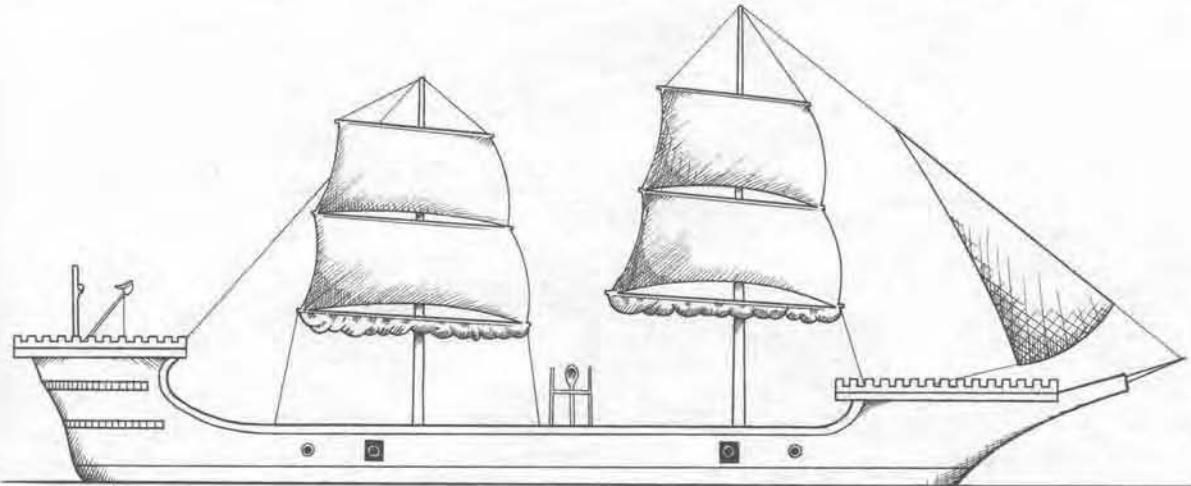
Weapons

Broadside: 3

ballistae

Although not present on the ocean in great numbers, the ships of the elves achieve a great measure of renown for despite their fragile appearance, they are able to withstand the heaviest of storms. They are also noted as being amongst the fastest ships afloat. The aft deck is normally kept clear on a *Corsair* to enable the giant eagle commonly kept on board as a mount for the captain to land with ease. Generally used as exploring vessels, following routes known only to the elves themselves, the *Corsair* is a rare sight on the ocean but one guaranteed to fill a pirate's heart with lust as he dreams of what he could do with such a ship. Fortunately for the merchants of the world, elven ships can prove surprisingly elusive and there are so far only stories of *Corsairs* being captured. You can read more about these vessels in our forthcoming supplement *Ships of the Elves*.





***Typhoon* Fast Galleon**

Large Warship (Sailed, Light)

Structure Dice: 6d10-6 (27 sp)

Hardness: 5

Manoeuvrability: 0 (-1 size, +1 light)

Speed: 40 ft./96 miles

Turn Rate: 120 ft.

AC: 9 (-1 size)

Weapons Fore: None

Weapons Aft: Medium catapult

Weapons Broadside: Light catapult; 2 ballistae; 2 fire projectors

Damage: Medium catapult 4d6/2d6; light catapult 3d6/1d6; ballistae 3d6/-; fire projectors 4d6/1d6

Special Qualities: Turntable Aft Catapult, Castled

Crew: 140

Passengers: 40

Cargo: 60 tonnes

Building Time: 1 year

Cost: 54,000 gp

Turntable Aft Catapult: The medium catapult mounted to the aft of the *Typhoon* fast galley is mounted on a crew-operated turntable, allowing it to target enemies in its aft arc and both broadsides. Only one target may be attacked per round.

Castled: The *Typhoon* mounts two large wooden castle-type structures, fore and aft. These provide the majority of crewmen with a greater amount of protection during battle and are thus a common fitting on many of the larger warships. Crew on castled ships receive a one-half cover bonus (+4 AC, +2 Reflex).

Though lacking the brute strength and staying power of the larger warships to engage in larger naval

actions, galleons such as the *Typhoon* are built to sail fast. Stripped down and rigged to take full advantage of the wind, the *Typhoon* lacks the weaponry and solid wooden hull that enable ships of similar size to batter one another into submission. However, it can often fulfil many roles traditionally served by frigates and yet will always be guaranteed of outmatching its prey in terms of sheer firepower. It is also capable of carrying enough crew and mercenaries to make boarding and capturing it a daunting prospect. It is thus often used either in military actions where it is expected to operate alone, or in hunting pirate gangs who have grown too powerful to be vanquished by the smaller frigates.

***Victory* War Galleon**

Huge Warship (Sailed)

Structure Dice: 8d10 (44 sp)

Hardness: 6

Manoeuvrability: -2 (-2 size)

Speed: 30 ft./72 miles

Turn Rate: 160 ft.

AC: 8 (-2 size)

Weapons Fore: None

Weapons Aft: Heavy catapult

Weapons Broadside: 2 light catapult; 2 ballistae; 3 fire projectors

Damage: Heavy catapult 5d6/3d6; light catapult 3d6/1d6; ballistae 3d6/-; fire projectors 4d6/1d6

Special Qualities: Turntable Aft Catapult, Castled

Crew: 290

Passengers: 70

Cargo: 80 tonnes

Building Time: 18 months

Cost: 70,000 gp

Turntable Aft Catapult:

The heavy catapult mounted to the aft of the *Victory* war galley is mounted on a crew-operated turntable, allowing it to target enemies in its aft arc and both broadsides. Only one target may be attacked per round.

Castled: The

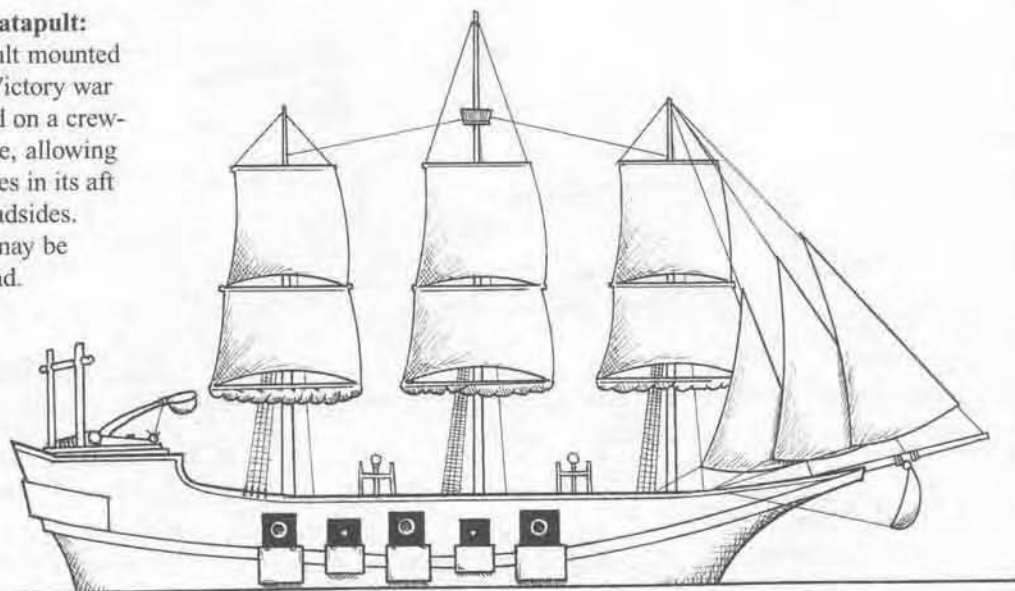
Victory mounts a small wooden castle-type structure on her aft deck. This provides many of the crew with a greater amount of protection during battle and are thus a common fitting on many of the larger warships. Crew on castled ships receive a one-half cover bonus (+4 AC, +2 Reflex).

Viewed by many as the archetypal warship, the *Victory* is a massive vessel, dwarfing almost every other on the ocean. Only great kingdoms have the resources to build and maintain even a small number of such ships and they thus become the symbol of a nation's ability to function as a naval power. It is perhaps an irony that the *Victory* is generally used only to protect trade routes and transport important dignitaries – rarely is it actually used in open warfare. Mounting a mixture of heavy and light catapults, along with broadside mounted fire projectors to deter boarding actions, there is little afloat that can seriously contend with the *Victory* and even several smaller vessels attacking in concert will find many of their weapons simply bounce off the war galleon's hull as it steadily sinks them one by one.

Devastation War Galley

Huge Warship (Sailed, Oared)

Structure Dice: 8d10 (44 sp)



Hardness: 6

Manoeuvrability: -2 (-2 size)

Speed: 30 ft./64 miles

Turn Rate: 120 ft.

AC: 8 (-2 size)

Weapons Fore: Wooden ram; light catapult

Weapons Aft: None

Weapons Broadside: 6 ballistae

Damage: Wooden ram 8d10/5d6; light catapult 3d6/1d6; ballista 3d6/-

Special Qualities: None

Crew: 470

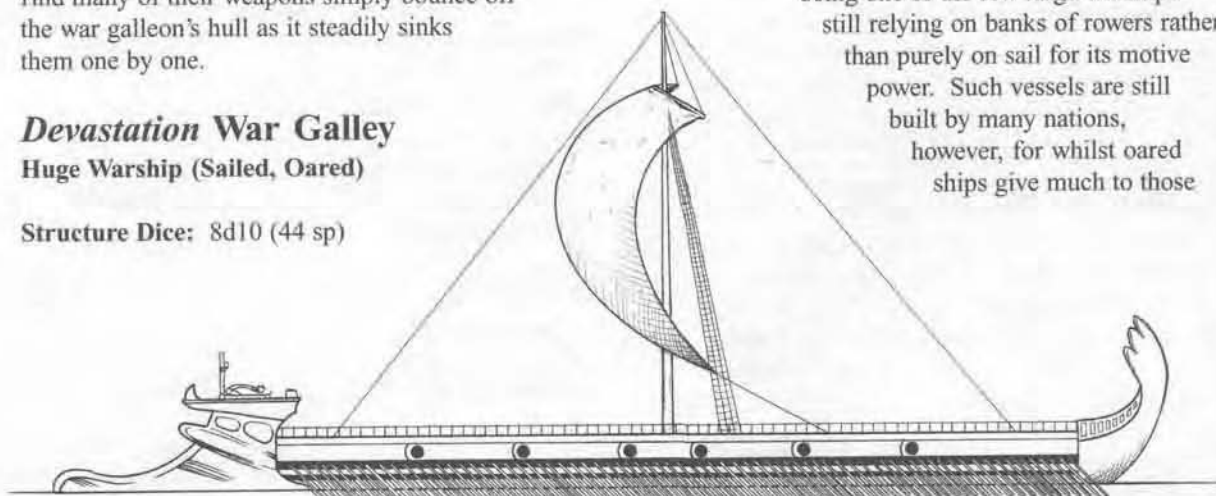
Passengers: 25

Cargo: 60 tonnes

Building Time: 2 years

Cost: 80,000 gp

The *Devastation* is a primitive ship in many ways, being one of the few large warships still relying on banks of rowers rather than purely on sail for its motive power. Such vessels are still built by many nations, however, for whilst oared ships give much to those



with sails, they still retain several distinct advantages. Though they can never match the speed of a sailed ship when covering long distances, the sheer amount of men required to row such a large vessel makes them almost impregnable to boarding actions – few other ships, even when supplemented by mercenaries, have the manpower to overcome a fully-crewed great galley. The oars also allow the *Devastation* to mount a weapon denied to the sleeker sailing ships – a massive wooden ram that can split an enemy vessel in two when the great galley is moving at speed. Ramming attacks are notoriously difficult to implement, particularly against a smaller and more agile enemy but this weapon gives the *Devastation* the awesome punch it needs to survive in combat against more technically advanced ships. The rams of great galleys are often metal-shod. The *Devastation* bears a single mast and thus may take advantage of prevailing winds, though it is not tied to them and can never match the speed of a dedicated sailing ship.

Devourer Great Galley

Huge Warship (Oared)

Structure Dice: 8d10 -8 (36 sp)

Hardness: 6

Manoeuvrability: -2 (-2 size)

Speed: 40 ft./48 miles

Turn Rate: 120 ft.

AC: 8 (-2 size)

Weapons Fore: Metal-shod ram; fire projector

Weapons Aft: None

Weapons Broadside: 3 light catapults; 6 ballistae

Damage: Metal-shod ram 8d10/5d6; fire projector

4d6/1d6; light catapult 3d6/1d6; ballista 3d6/-

Special Qualities: Mechanised Prow

Crew: 580

Passengers: 100

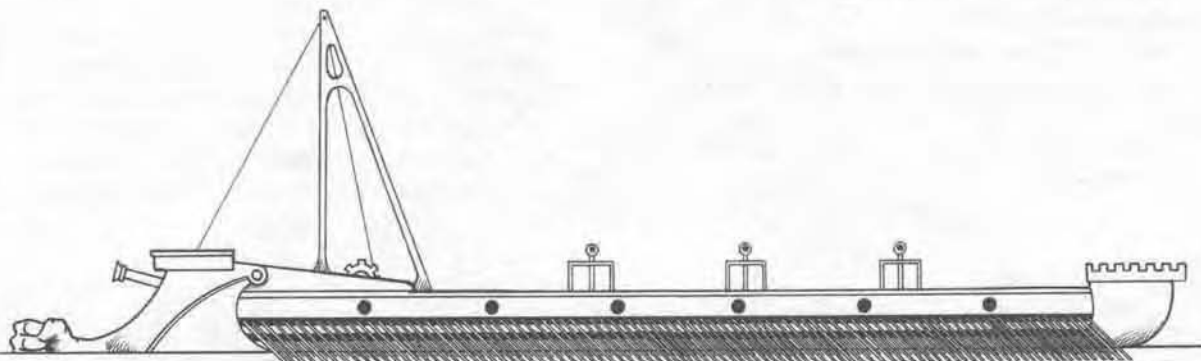
Cargo: 5 tonnes

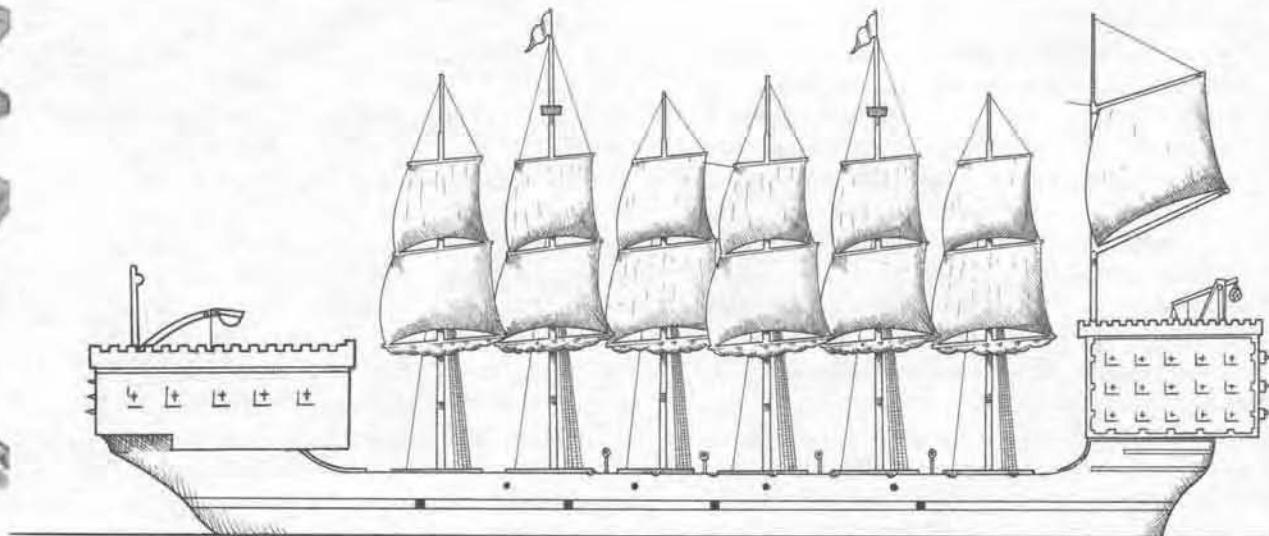
Building Time: 3 years

Cost: 125,000 gp

Mechanised Prow: The *Devourer* is fitted with a mechanised prow that may be raised to swallow smaller ships. In most circumstances, the ship's ram is used as normal. However, the ship may make a special ram attack option that, instead of causing damage, will capture the enemy vessel on a successful opposed Seamanship check. Only ships of medium-size or smaller may be captured in this way. Once inside, the prow closes and the ship may not be freed unless its crew are able to open the prow once more. The *Devourer's* crew may launch an immediate boarding action, with no further Seamanship check necessary.

Unusual amongst warships, the *Devourer* is completely oared, having no sails at all. However, it is a fiendish weapon of war, used primarily in the raiding of merchant vessels. It has also found use in the few pirate fleets large enough to support a ship of such size. Seen from the outside as an ordinary oared galley, the *Devourer* is based on an enclosed twin-hull design, with the area inside the ship completely hollow. Inside, between the ranked rows of oarsmen, the *Devourer* is open to the sea, with a space large enough to accommodate a smaller vessel. This makes it light enough to row at speed, though structurally weaker than a ship of equivalent size. The front of the great galley is heavily modified from traditional ship lines, however. Normally, the ship will appear as having a huge metal-shod ram protruding just above the waves breaking across its prow, but this whole front section may be raised through a system of ropes and pulleys, revealing a great maw capable of swallowing other ships, giving this vessel its name. It is used to capture smaller ships simply by moving behind them, opening its prow and then closing it once more when they are inside, trapping the prey along with its crew. Swarms of boarders then descend from a raised dock and





quickly overwhelm their enemy. The *Devourer* may be responsible for the complete disappearance of many ships normally attributed to storms or supernatural causes. This ship often seems the perfect vessel for attacking merchantmen but its disadvantages become all too obvious when at sea – the numerous crew required to successfully manoeuvre such a ship can prove extremely expensive and its relatively light weaponry make it all but useless in combat against the large warships often dispatched to hunt it down.

Leviathan Battleship

Gargantuan Warship (Sailed)

Structure Dice: 10d10 (55 sp)

Hardness: 6

Manoeuvrability: -4 (-4 size)

Speed: 30 ft./72 miles

Turn Rate: 200 ft.

AC: 6 (-4 size)

Weapons Fore: Heavy catapult; 3 ballistae

Weapons Aft: Trebuchet; 3 ballistae

Weapons Broadside: 4 medium catapults; 4 ballistae; 4 fire projectors

Damage: Trebuchet 6d6/4d6; heavy catapult 5d6/3d6; medium catapult 4d6/2d6; ballista 3d6/-; fire projectors 4d6/1d6

Special Qualities: Turntable Aft Trebuchet, Castled

Crew: 710

Passengers: 140

Cargo: 90 tonnes

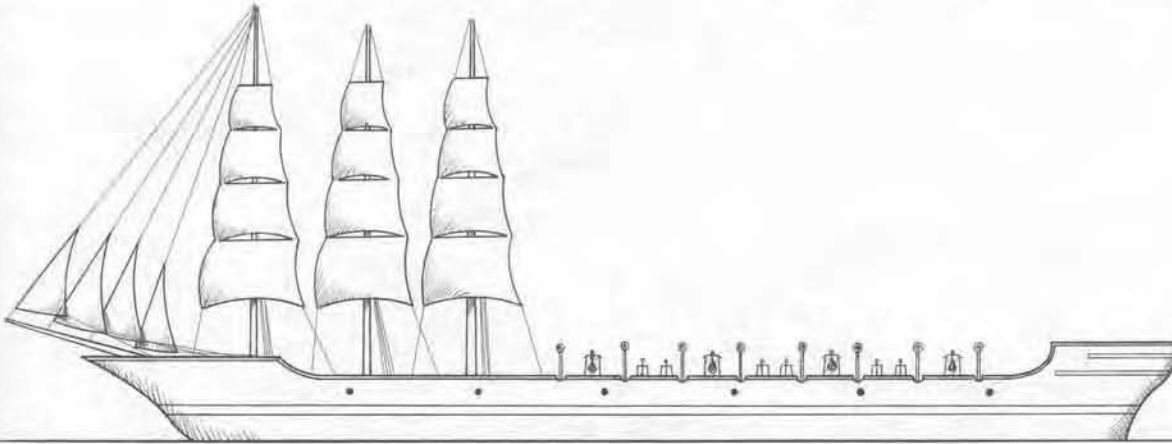
Building Time: 3 years

Cost: 150,000 gp

Turntable Aft Trebuchet: The trebuchet mounted to the aft of the *Leviathan* battleship is mounted on a crew-operated turntable, allowing it to target enemies in its aft arc and both broadsides. Only one target may be attacked per round.

Castled: The *Leviathan* mounts two large wooden castle-type structures, fore and aft. These provide the majority of crewmen with a greater amount of protection during battle and are thus a common fitting to many of the larger warships. Crew on castled ships receive a one-half cover bonus (+4 AC, +2 Reflex).

The *Leviathan* is the stuff of both dreams and nightmares. Every wartime captain may desire to command such a magnificent vessel, but none wishes to be forced into battle against one. Mounting four huge masts, the *Leviathan* battleship is the epitome of warfare at sea. Carrying a crew of hundreds and more weaponry than will be found in most small castles, the battleship is the king of the ocean, able to confidently engage any enemy and yet be certain of victory. Most such vessels will carry several powerful wizards or sorcerers on board, in addition to their normal crew. Tasked with defending the battleship against any foe its awesome weaponry cannot defeat, they greatly add to the fighting strength of the ship, hurling lightning bolts and fireballs at enemies, even as the massive boulders of the trebuchet and catapults rain down.



***Warspite* Siege Ship**

Gargantuan Warship (Sailed)

Structure Dice: 10d10 (55 sp)

Hardness: 6

Manoeuvrability: -4 (-4 size)

Speed: 20 ft./48 miles

Turn Rate: 260 ft.

AC: 6 (-4 size)

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: 4 trebuchets, 8 heavy catapults, 6 medium catapults, 6 ballistae

Damage: Trebuchet 6d6/4d6; heavy catapult 5d6/3d6; medium catapult 4d6/2d6; ballista 3d6/-

Special Qualities: Single Broadside

Crew: 875

Passengers: 80

Cargo: 40 tonnes

Building Time: 4 years

Cost: 190,000 gp

Single Broadside: The weapons of the *Warspite* siege ship are all mounted along a single broadside, usually to port. It may only ever launch attacks to this single broadside, never to any other facing.

Based on the hull of the *Leviathan*, the *Warspite* siege ship is a specialised vessel dedicated to but one single purpose – the total and complete destruction of any coastal castle or fortification. Though such targets are notoriously difficult for warships to defeat without suffering crippling damage themselves, the *Warspite* often succeeds with ease, able to overcome defenders encased within stone by a constant barrage of its formidable weaponry. It is the only ship of its size to mount four enormous trebuchets and these weapons alone

often allow it to stay beyond the range of its targets, hammering them into submission until it is able to move closer and start firing its secondary catapults. Though relatively useless in sea warfare, aside from raids against fleets in harbour, the *Warspite* never travels unescorted and even if the enemy manage to begin boarding this massive ship, few can overcome the huge number of crewmen on board.

***Sovereign* Dreadnought**

Colossal Warship (Sailed)

Structure Dice: 16d10 (88 sp)

Hardness: 6

Manoeuvrability: -8 (-8 size)

Speed: 20 ft./48 miles

Turn Rate: 300 ft.

AC: 2 (-8 size)

Weapons Fore: 2 trebuchets; 4 ballistae

Weapons Aft: 2 trebuchets; 6 ballistae

Weapons Broadside: 2 heavy catapults; 4 medium catapults; 12 ballistae

Damage: Trebuchet 6d6/4d6; heavy catapult 5d6/3d6; medium catapult 4d6/2d6; ballista 3d6/-

Special Qualities: High Crow's Nest, Castled

Crew: 985

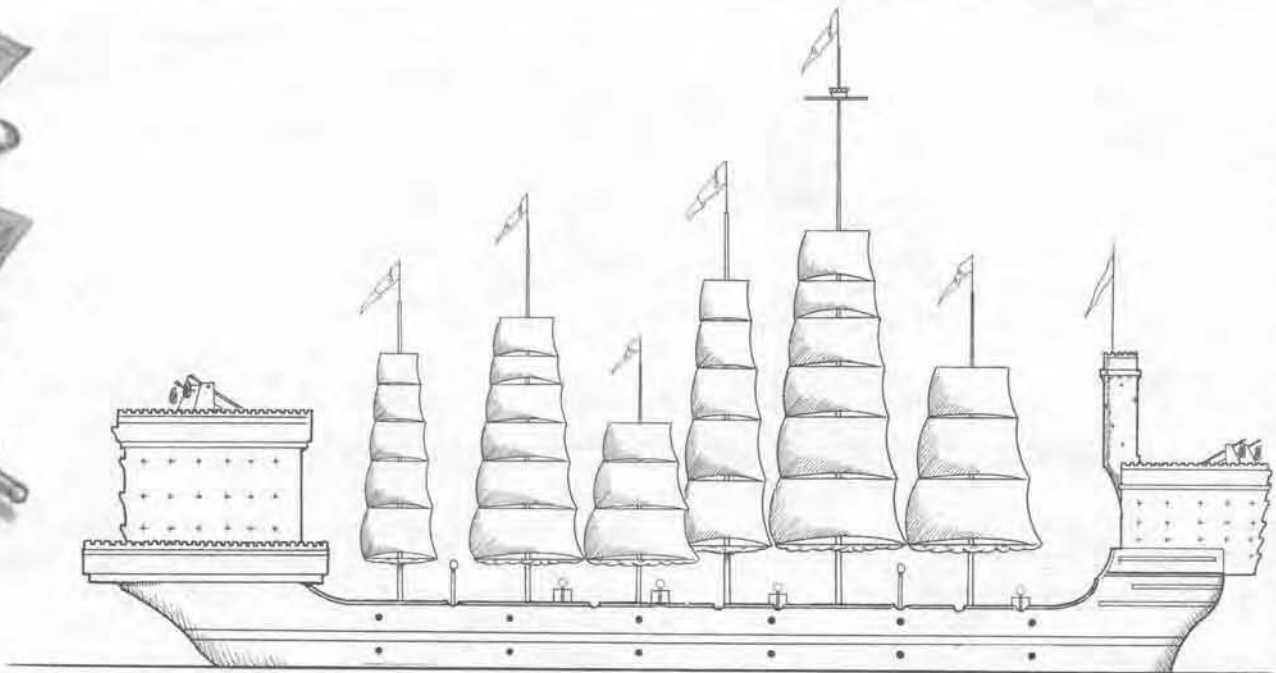
Passengers: 100

Cargo: 110 tonnes

Building Time: 5 years

Cost: 290,000 gp

High Crow's Nest: The crow's nest of the *Sovereign* dreadnought is perched on a mast so high, the lookout may see clear over rolling fog banks. Fog does not affect the visibility of the *Sovereign* dreadnought (though weapons will be affected as normal), though other weather conditions apply as normal.



Castled: The *Sovereign* mounts two large wooden castle-type structures, fore and aft. These provide the majority of crewmen with a greater amount of protection during battle and are thus a common fitting to many of the larger warships. Crew on castled ships receive a one-half cover bonus (+4 AC, +2 Reflex).

To many, the *Sovereign* dreadnought is a myth, a legend told to frighten would-be sailors away from a life of hardship and misery. Ships like the *Sovereign* do exist however, though they are very rare. Costing a fortune to build and crippling to entire economies to keep afloat, the *Sovereign* is the ultimate warship, carrying nearly a thousand crew and enough weaponry to sink an entire fleet. Due to the expense of dreadnoughts such as this, there is often a great deal of speculation amongst sailors as to whether these vessels are actually worth the cost. Kingdoms do not build dreadnoughts for simple military victory, however – that is what their battleships, galleons and the rest of their fleets are for. Because virtually no nation can afford to build a dreadnought and man it continually, let alone redesign whole harbours just to allow the behemoth to port, only the greatest of empires may consider such madness. The dreadnought becomes the symbol of an entire nation. Far more than being another flagship, it is an open demonstration to all neighbouring kingdoms that the empire is never to be challenged upon the high seas.

Dwarven *Foundation of the World* Floating Fortress

Colossal Warship (Oared)

Structure Dice: 20d10 (110 sp)

Hardness: 7

Manoeuvrability: -8 (-8 size)

Speed: 10 ft./10 miles

Turn Rate: 3,000 ft.

AC: 2 (-8 size)

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: 6 Trebuchets; 8 heavy catapults; 20 medium catapults; 50 ballistae; 40 fire projectors

Damage: Trebuchet 6d6/4d6; heavy catapult 5d6/3d6; medium catapult 4d6/2d6; ballista 3d6/-; fire projectors 4d6/1d6

Special Qualities: Multiple BroadSides

Crew: 2,980

Passengers: 1,700

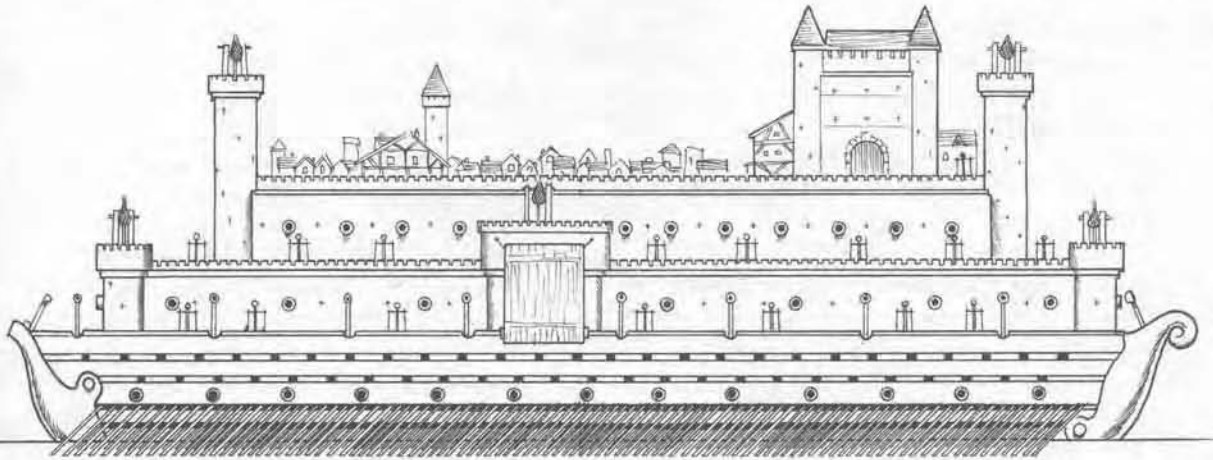
Cargo: 1,200 tonnes

Building Time: 12 years

Cost: 1,750,000 gp

Multiple BroadSides: Dwarven floating fortresses are built with no single facing in mind as far as their weaponry is concerned. The floating fortress is considered to have no specific fore and aft facing, just four broadsides.

Dwarven floating fortresses are unique constructions, no two ever being alike. Though not noted for their



seagoing habits, a tiny number of dwarven strongholds do maintain a presence on the ocean. Unable to compete with the multitude of smaller vessels built by the other races, dwarves construct immense floating fortresses, exponentially larger than anything else at sea and thus gain a measure of immunity from pirates and enemy nations. The *Foundation of the World* takes the form of a tall and heavily reinforced wooden tower supported by the hulls of two battleships, presumably old warships captured in war for dwarves show little aptitude for efficient hull design. Massive banks of rowers provide the motive force for this incredible vessel which is, to all intents and purposes, a floating town. Though it voyages at a truly miserable speed, the *Foundation of the World* holds enough supplies to enable its crew of thousands to stay at sea for years and is used primarily as a trading and exploring vessel, though tales follow the floating fortress from port to port, telling of a small dwarf clan seeking to escape some terrible retribution that stole their home in the bowels of the earth. Though never credibly reported, far wilder stories tell of even larger floating fortresses supported by the hulls of half a dozen huge warships, with the upper tower being constructed of stone plying the high seas. It is difficult to imagine any number of dwarves being able to row such a monstrosity, leading many to believe the motive force must be reliant on the most powerful of magicks.

Carrying Other Vessels

Many larger ships carry smaller vessels on board to be used as cargo skiffs, lifeboats and pilots to aid navigation.

Any ship may carry tiny sized vessels by sacrificing 2 tons of cargo space for each. Any ship of medium-size or greater may carry a number of small vessels, as shown on the table below, by sacrificing 20 tons of cargo space for each.

Size of Vessel	No. of Small Vessels Carried
Medium	1
Large	4
Huge	8
Gargantuan	16
Colossal	30

In addition, colossal ships may carry up to two medium-sized vessels by sacrificing 100 tons of cargo space for each.

Tiny and small size vessels may be lowered from their parent ship to the water within ten minutes. A successful Seamanship check at DC 15 will reduce this to 1d6 rounds in an emergency. Medium-sized vessels take one hour to be lowered – this may never be reduced.

CREATING NEW SHIPS

Ship Templates

Just as monsters may have templates applied to them in order to create unique vampires, lycanthropes, etc, so can ships be created by adding a template to an existing vessel. The following rules set out the procedure for building a templated ship, such as a death hulk.

Cursed Ship

A cursed ship is often believed to be nothing more than the fanciful tale of sailors told at night on the decks of their vessels. But cursed ships do indeed exist and can quickly prove to be utterly lethal to their crews who whilst unaware of the ship's true nature, soon get a feeling of great unease as one by one, their ship mates are slain through a series of bizarre and unlikely accidents.

Creating a Cursed Ship

Cursed ships may be created through the use of a *curse ship* spell (see p76). Alternatively, powerful sea hags have been known to curse ships who wander into their territory, as have the gods themselves when a previously devoted follower breaks faith with them whilst on a sea voyage.

'Cursed ship' is a template that may be added to any ship that has been cursed by any means. It uses all the original ship's statistics and special abilities except as noted here. A cursed ship may be returned to normal through the use of a *limited wish*, *miracle* or *wish* spell. In addition, it may also be removed by a *break enchantment* or *remove curse* spell cast at a higher caster level than *curse ship*.

Manoeuvrability: -1

Special Qualities: As original ship plus Aura of Unease and Crew Slayer

Aura of Unease: Any crewman serving on a cursed ship quickly comes to recognise a strong feeling of unease whenever he works his normal duties. A sailor often loves his ship as much as the family he left on shore, but any serving on a cursed ship will soon form the impression that 'something' is very wrong and this soon effects the way the crew work together. All Seamanship (but not Seaworthiness) checks made by anyone on board the cursed ship suffer a -4 morale penalty. This will also affect a crew's Morale checks in combat, as usual.

Crew Slayer: Every week, 2d6 Crew Hit Points must be deducted from the Crew Roster, reflecting the casualties caused in freak accidents - masts suddenly falling to the deck, men being washed overboard in calm weather, an outbreak of a very rare disease, etc. . .

I thought never to see the Tyrospur again, but I am sure I have, though my shipmates tell me I am mad. She was singular when she sailed the seas of blood a half century ago, and singular she is still, though in a manner so horrifying I shudder to commit it to paper.

I had taken passage with a merchant vessel bound for my homeland. The press of years made me seek the comforts of those balmy shores. It was in the darkest hour of night and I was walking the decks before retiring, as was habit in my younger days. Of a sudden, thick cloying fog formed off of the starboard bow. Being no stranger to sea travel, I made my way to the officer of the watch to see if he too had noticed this oddity. I was just ready to speak when the vision that emerged from the dense fog froze my words in my throat.

Gliding silently out of the clinging mists came a huge ship, her hull black as the abyss and gleaming with moisture. She was unmarked by the customary adornments and carvings of a modern ship of that size. A single row of light ballistae protruded from her starboard side, bolts gleaming dully in the starlight. Something about her seemed familiar, though I could not name it at the time.

I squinted in the dimness, trying to see the crew of such a strange vessel. In the eerie green glow of her battle lanterns I saw the sea-bloated and skeletal crew of that hell ship moving about their drills, though there was no rigging or sail to work. Standing at the wheel was an impressive figure all in black, eyes glowing red as the stoked fires of the Pit. As sure as I know my own hands, I recognised that figure as Captain Cormant, the tyrant of the Tyrospur, dead for over fifty years yet still barking orders to his crew. As my senses left me, I saw that the Tyrospur still bore in her side the gaping hole that had caused her to sink into the deep so many years ago.

You may well call me mad, old friend, but I know that the first ship of our careers sails again.

Letter to Capt. Paren from Capt. Zelanz (ret.)

Cannon and Gunpowder

It would be remiss of us to explore the realms of ship-to-ship combat without providing rules allowing cannon to be mounted on board ships. However, these rules must be used with extreme care, for they can easily unbalance not only the campaign setting, but the game rules themselves. Compared to the weapons listed before, cannon hit harder, more often and require fewer crew to operate, making them absolutely devastating when employed against vessels armed with catapults and ballistae. The Games Master is the final arbitrator of whether cannon and gunpowder weapons are permissible in the campaign.

However, several campaign settings on the market feature gunpowder weaponry and if you are playing in one of these worlds, get set for the grim business of cannon warfare!

Weapon	Cost	Damage	Structural	Critical	Range	Rate	Crew
			Damage		Increment	of Fire	
Heavy Cannon	4,000 gp	6d6	4d6	-	250 ft.	4	3
Medium Cannon	2,500 gp	5d6	3d6	-	250 ft.	2	2
Light Cannon	1,800 gp	5d6	3d6	-	200 ft.	2	2

Death Hulk

A death hulk is a ship that has been sunk with all hands on board, then subsequently raised to the surface, usually through powerful magicks to once again terrorise the world. Though battered by decay and still sporting huge holes in the hull that sank the vessel once before, the death hulk floats, crewed by undead and destroying any living creature foolish enough to close range.

Creating a Death Hulk

Death hulks may be created through the use of a *raise death hulk* spell (See p78) or through supernatural events – it is said many death hulks still sail the world, powered only by the eternal desire of their captain to complete some unfinished voyage, or to exact revenge upon those who originally sent his ship to the bottom of the ocean.

'Death hulk' is a template that may be added to any ship that has been sunk and subsequently raised. It uses all the original ship's statistics and special abilities except as noted here.

Structure Dice: Increase to d12

Hardness: -1

Manoeuvrability: -2

Special Qualities: As original ship plus Fear Aura, Immunities and SR 12

Crew: Crew size as original ship. Crew are now either skeletons or zombies, at the Games Master's discretion. Also at the Games Master's discretion, the captain may be made into a more powerful form of undead such as a ghoul, wight, or something even more powerful. This is only likely to occur when

the ship has been raised through supernatural means, and not the use of a *raise death hulk* spell.

Fear Aura: Death hulks are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 120-foot radius that look upon the death hulk must succeed at a Will save or be affected as though by a fear spell cast by a 20th level sorcerer.

Immunities: Death hulks are immune to cold, electricity and fire-based attacks. They may never catch fire. In addition, death hulks may never be turned, whilst their crew gain Turn Resistance +4.

Ghost Ship

Ships lost in terrible circumstances at sea may sometimes return to plague the waves as terrible ghost ships, intent on bringing about the end of all life unfortunate enough to meet them. An air of chill death follows a ghost ship wherever it travels and nature itself recoils away from its ghostly presence. Animals flee as it approaches and even storms may be quelled as it continues some long forgotten voyage.

Creating a Ghost Ship

Ghost ships are sometimes created when a ship and its crew is completely destroyed through some terrible natural disaster such as a storm or from being broken apart on jagged rocks. They tend to stay in the area in which they were created, sailing on at night to attack any vessel crewed by mortal hands. By day they disappear from the material world, only to return again when the sun sinks below



the horizon to once more continue their reign of terror until permanently destroyed.

'Ghost ship' is a template that may be added to any ship that has been destroyed and has subsequently returned to haunt the ocean. It uses all the original ship's statistics and special abilities except as noted here.

Structure Dice: Increase to d12

Weapons & Damage: As original ship but all attacks are now incorporeal.

Special Qualities: As original ship plus Calm Weather, Energy Drain, Immunities, Incorporeal, SR 15 and Unnatural Aura.

Alignment: Ghost ships can be considered a form of sentient ship and always have an alignment of neutral evil.

Challenge Rating: Ghosts ships effectively do not have a crew (though astute characters may notice ghostly figures moving on deck to service incorporeal weapons and sails of nothingness) and so experience is awarded as if they were creatures. The Challenge Rating of a ghost ship is based on its size as follows; Tiny: 3; Small: 5; Medium: 8; Large: 11; Huge: 14; Gargantuan: 18; Colossal: 20.

Calm Weather: The area around a ghost ship is always regarded as calm weather, regardless of actual weather conditions. This effect extends to encompass a two mile radius around the ghost ship.

Energy Drain: Living creatures touched by the ghost ship or struck by one of its weapons receive two negative levels. The Fortitude save to remove a negative level has a DC of 20.

Immunities: Ghost ships are immune to cold and electricity-based attacks. In addition, ghost ships may never be turned.

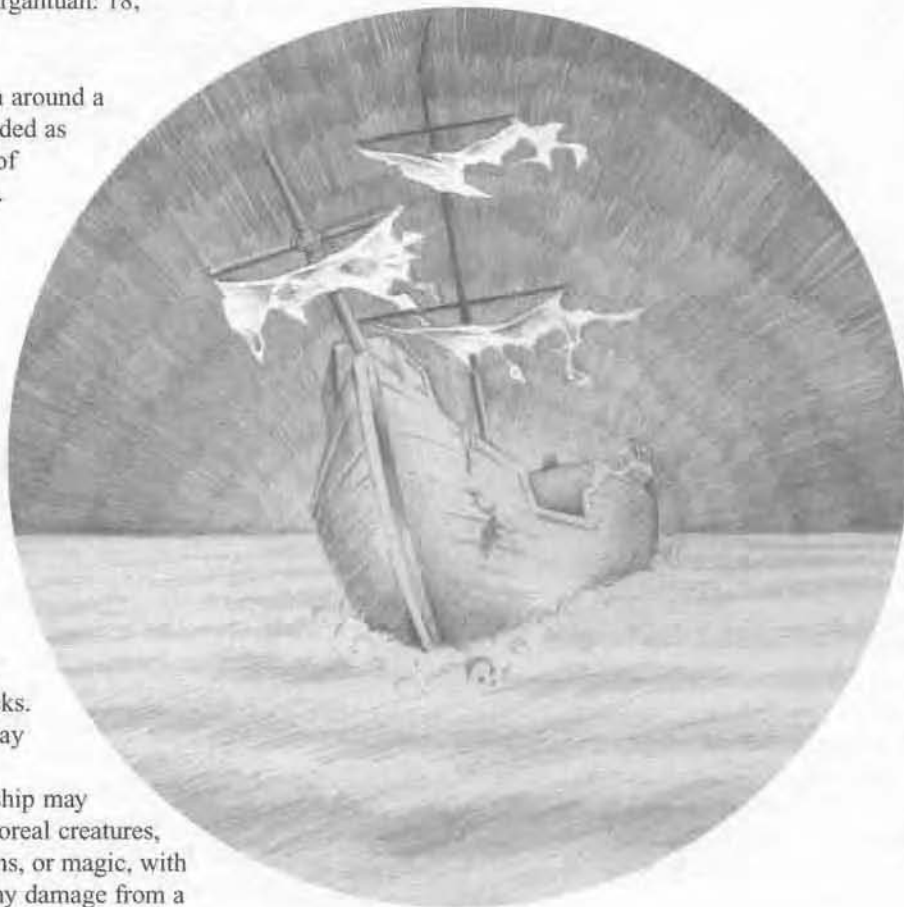
Incorporeal: The ghost ship may only be harmed by incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a

corporeal source. It may also pass through solid objects at will and its own attacks pass through armour. Though the ghost ship always moves silently, it cannot use its incorporeal nature to move onto dry land.

Unnatural Aura: Both wild and domesticated animals can sense the unnatural presence of a spectre at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so. They will remain panicked for as long as they remain within that range.

Skyship

Rare in the extreme, skyships are created only when a vessel has been enchanted with powerful magicks, causing it to rise up and actually sail through the sky. Whilst this is not true flight, as the ship may not rise above thirty feet from the sea, it does greatly increase the speed of the vessel, allowing it to cross incredible distances whilst outdistancing even the fastest pirate. Many pirates and naval powers, in their turn, lust after such ships and so the wise captain often leaves port by wave, only raising his ship completely out of the water when land has been left far behind.



Shipboard Weapon Table

Shipboard Weapon	Cost (gp)	Structural			Range Increment	Rate of Fire		Crew
		Damage	Damage	Critical		Fire	Crew	
Heavy Catapult	800	5d6	3d6	-	200 ft. (min. 100 ft.)	8	5	
Medium Catapult	675	4d6	2d6	-	150 ft. (min. 100 ft.)	6	3	
Light Catapult	550	3d6	1d6	-	150 ft. (min. 100 ft.)	5	2	
Arrow Catapult	500	Special	-	-	100 ft. (min. 100 ft.)	6	2	
Trebuchet	1,400	6d6	4d6	-	200 ft. (min. 200 ft.)	10	6	
Ballista	500	3d6	-	X3	120 ft.	3	1	
Fire Projector	3,600	4d6	1d6	-	30 ft. max.	2	4	
Ship Screw	300	-	1d6	X2	-	-	1	
Wooden Ram	750 x ship's SD	Special	Special	X2	-	-	-	
Metal Shod Ram	1250 x ship's SD	Special	Special	19-20/X2	-	-	-	

Creating a Skyship

Skyships may be created by fitting a wyrdstone to a vessel's prow (see p85) or by casting *skyship*. Only sailed ships may be made into skyships, oared vessels may not. For as long as the magic is in effect, the following template is applied to the vessel.

'Skyship' is a template that may be added to any ship that has been suitably enchanted. It uses all the original ship's statistics and special abilities except as noted here.

Manoeuvrability: +2

Speed: As original ship; fly (poor) twice original movement rate

SHIPBOARD WEAPONRY

A huge variety of weapons have been mounted on ships to both defend weak merchantmen and ensure that warships have the power to destroy any enemy they engage. The most commonly used are those adapted from siege warfare on land and thus a great many vessels will sport catapults, trebuchets and ballistae, though ships may also be equipped with more specialised weaponry, dedicated for combat on the high seas.

Rate of Fire

Though often crewed by several men, many of the weapons carried on board a ship are huge and complicated devices, not easily or quickly operated. Each weapon on the table above is listed as having a rate of fire – this is how many rounds must be spent reloading the weapon before it may fire again.

Crew

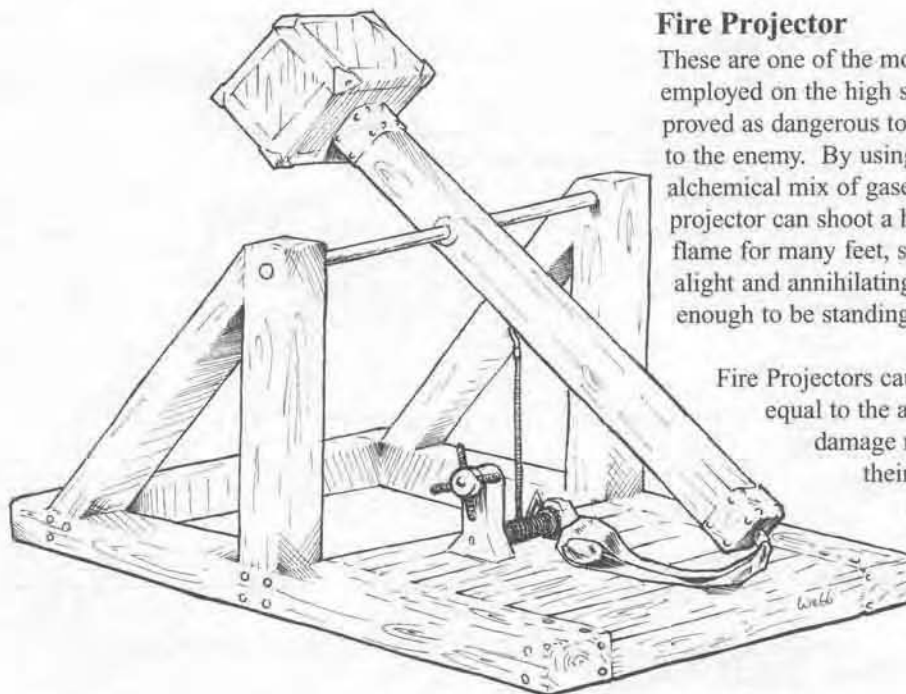
Each weapon may lose up to 25% of its crew, rounding down, before its rate of fire is affected. Each crewman lost after this point will cause the rate of fire to be doubled.

Catapults

In ship-to-ship combat only, catapults are fired as normal ranged weapons. In all other circumstances, they are fired as detailed in Core Rulebook II. Catapults may also be loaded with flaming shot in order to cause fire-based damage against enemy vessels, as covered on p38. Flaming shot is not as heavy or dense as the solid ammunition normally used, however, and so only ever causes 1d6 structure points of damage, no matter what type of catapult it is fired from.

Flaming shot will also cause 1 point of Fire Damage on any vessel it successfully hits. This specialised ammunition, however, is very expensive, takes up valuable cargo space and has been known to set its own ship alight through crew carelessness and misuse.

Flaming shot costs 250 gp per tonne, which will yield 20 shots. If a natural 1 is ever rolled when attacking with a catapult using flaming shot, then an accident has occurred. The catapult, as normal, will miss its target and one point of Fire Damage will be created on the attacking ship. Note that trebuchets may not utilise flaming shot because of the sling mechanism used to launch their ammunition.



Fire Projector

These are one of the most feared weapons employed on the high seas, though they have proved as dangerous to their crews and ships as to the enemy. By using a highly combustible alchemical mix of gases and minerals, the fire projector can shoot a huge torrent of searing flame for many feet, setting enemy vessels alight and annihilating crews unfortunate enough to be standing on the deck.

Fire Projectors cause Fire Damage (p38) equal to the amount of structural damage rolled every time they hit their target. This weapon is considered to fire in a 30 ft. cone (10ft. wide at the far end), in the same way similar spells do, as described in Core Rulebook I. A creature who is

caught in the cone of a fire projector may make a Reflex save at DC 10 in order to receive half damage.

However, 1d20 should be rolled every time a fire projector is used. On the roll of a 1, the fire projector will automatically explode, igniting its lethal ammunition in a spectacular display of pyrotechnics. Every member of its crew, together with the ship it is mounted on, will sustain its normal damage.

Arrow Catapult

This is a special kind of catapult, designed to specifically target enemy crews. Several arrows are loaded into a wooden rack and are launched by a spring action that sends them raining down on to the deck of an enemy ship. A normal ranged attack roll is made and, if successful, will cause 1d6 hit points of crew damage, as described on p41.

Trebuchet

Trebuchets are immense weapons, normally only fitted to the very largest of warships. Though slightly different in principle, trebuchets work in an identical fashion to catapults. Trebuchets may not be mounted on ships of medium size or smaller, as their huge constructions could easily unbalance such a light vessel.

Ballista

In ship-to-ship combat only, ballistae are fired as normal ranged weapons. In all other circumstances, they are fired as detailed in Core Rulebook II. Ballistae are also used in boarding actions, firing bolts attached to strong chains that bury into an enemy ship, allowing an attacker to draw it closer as his crew prepares to launch a vicious melee attack. Each ballista on board a ship is assumed to automatically have access to chained bolts, bought as part of the ship's normal expenses on p69.

Ship Screw

A simple and ingenious weapon, most commonly found on the rare gnomish submersibles, the ship screw takes the form of a giant cork screw. Mechanically operated from within the submersible and mounted so it points straight up from the hull of the craft, it is used against the vulnerable lower hulls of enemy vessels. By positioning itself directly under an enemy ship, the submersible rises slightly until the ship screw rests directly against the hull of its target – a crewman then winds the ship screw round through a series of simple gearing, causing it to rotate and literally bore through the wooden hull, causing the ship to take on water and eventually sink.

Once a ship screw has successfully made an attack roll against its target, it will automatically continue to cause 1d6 points of structural damage every turn, until either the attacker chooses to stop his attack or the enemy sinks. No further attack rolls are necessary.

Wooden Ram

Wooden rams are huge, heavy constructions mounted on the prow of vessels in order to cause the maximum amount of damage during a ramming action. The fitting of a ram also comprises of a great deal of strengthening to the prow of the ship, enabling it to survive ram attacks relatively unscathed.

A wooden ram costs 750 gp for every Structure Dice of the ship it is being mounted upon and they may only be fitted to warships of medium size or greater. In addition, they may only be used against creatures of at least huge size or other vessels, on or just below the surface of the sea. Naturally, they are mounted to the fore of a ship.

The damage caused by a successful ram attack is dependant on the size of the ramming vessel, as shown on the table below.

Ramming Ship Size	Damage Caused	Structural Damage Caused
Medium	4d10	3d6
Large	6d10	4d6
Huge	8d10	5d6
Gargantuan	10d10	6d6
Colossal	12d10	7d6

Metal Shod Ram

Vastly more expensive than the more common wooden ram, metal shod rams are specially reinforced, both in the internal structure of the vessel, as well as being fashioned with a thick metal head. The metal head of this ram is often shaped and decorated into the likeness of some sea monster, though many are also rather plain, designed with a single wickedly sharp point. The metal shod ram gives far more weight and punch to the ramming ability of any ship and a good strike will be capable of almost splitting a target ship in two.

A metal shod ram costs 1,250 gp for every Structure Dice of the ship it is being mounted upon and they may only be fitted to warships of medium size or greater. In addition, they may only be used against creatures of at least huge size or other vessels, on or just below the surface of the sea. As usual they are mounted to the fore of a ship.

The metal shod ram does the same amount of damage as a wooden ram, as listed above, but its threat range is increased to 19-20, making critical hits far more likely.

Masterworked Shipboard Weaponry

Any of the weapons detailed above may be masterworked, granting a +1 bonus to all attack rolls made. A masterworked shipboard weapon costs 50% more than the standard prices listed above.

Adding Weaponry

Almost any ship may be upgraded with additional weaponry and there are truly few merchantmen who willingly sail into the open sea without either an escort or, in the very least, a light catapult mounted upon their poop deck.

The maximum amount of weaponry a ship may carry is dependant on its size, as shown on the table below. Note that each weapon will require extra crew (who must be hired) to actually fire them, as detailed in the weapon descriptions above and will also require an extra 2 tonnes of cargo space, not only for the weapon itself, but also for its ammunition and spare parts.

Ship Size	Maximum Shipboard Weapons
Tiny	0
Small	1
Medium	4
Large	8
Huge	20
Gargantuan	30
Colossal	40

It is important to note that some of the ships listed on p50 do indeed exceed the amount of weaponry listed on this table – purpose built warships, however, always make better fighting vessels than those ad hoc traders and merchantmen hastily modified to fend off their enemies.

The Games Master is the final arbitrator over which weapons may be mounted on a ship, where and in what number.

SHIP EXPENSES

Every veteran captain knows that to purchase a ship takes a huge weight of gold, but actually running and maintaining a vessel can be far more expensive. Ships need constant resupply, both of food and vital materials, and captains dread the repair costs involved after a battle. It will soon become apparent that if a ship is not funded by a nation or its own cargo, such costs will soon begin to bite deep into the



purse of its owner – this is why there are so few sea explorers not bankrolled by an empire or kingdom.

The costs for hiring crews are detailed on p14. However, a ship must be kept in constant supply above and beyond this cost, the amount being dependant on the size of the vessel. A vessel requires its Structure Dice x 100 gp in supplies every month to keep it in good working order. If this amount is not paid, the ship and crew will suffer a cumulative –2 circumstance penalty to all Seaworthiness and Seamanship checks for every month or part of the ship is overdue for supply. In addition, one weapon will fail to function for each month the ship is not supplied, due to a lack of spare parts or ammunition.

SHIP & CREW EQUIPMENT

There are many different devices and weapons constructed specifically for life on the ocean and a capable crew will have access to many of them. Many such items are deemed essential by those who use them and a well-stocked ship can often mean the difference between life and death for its crew.

Aquatic Crossbows

7 lb. 175 gp. Bolts (10) 1 lb. 2 gp.

Based around the light crossbow, this aquatic adaptation can be extremely hard to find, even in prosperous ports. The string is constructed from many wrapped twines of waxed sinew, the wood treated and all metal parts made of brass to resist the corrosive effects of constant immersion in sea water. The bolts are fluted and spin slightly in flight, thus enabling the weapon to be used underwater far more effectively than conventional crossbows.

When used in underwater, the aquatic crossbow does not suffer any penalties to its range increment, as described on p96, though all other penalties for underwater combat still apply. On dry land, this weapon is treated as an ordinary light crossbow.

Damage	Critical	Range inc.	Type
1d8	19-20/x2	30 ft.	Piercing



Boarding Ramps

1 tonne. 250 gp.

Boarding ramps are large and thick wooden structures with great spikes or hooks fixed to one end. Fitted to some warships, they are raised as a ship closes to board with another, then dropped down on the enemy vessel as they draw alongside. The spikes dig into the enemy ship, greatly helping crew to grapple the other ship, and form a ready bridge for boarders to cross over the railings to launch their attack.

Any ship with the castled special quality may be fitted with a number of boarding ramps equal to its Structure Dice. Each ship involved in a boarding action may add +1 to its opposed Seamanship check when first grappling its enemy, for every boarding ramp it uses. The maximum bonus received from boarding ramps may be no higher than the Structure Dice of the ship being boarded, as larger ships are unlikely to be able to bring all their boarding ramps to bear when attacking a smaller vessel.

Gnomish Mechanical Log

12 lb. 750 gp.

Whilst most ships have to make do with a crude system of ropes and knots to keep track of their overall speed, those with a gnomish mechanical log can do so with much greater accuracy. The log is shaped like a short fat spear, with fins designed to rotate as water passes over them. The log is suspended by rope behind the ship and allowed to skim through the water. When pulled back on board, dials down its length, connected to the rotating fins, allow a navigator to see exactly how fast he has been travelling.

The use of a gnomish mechanical log grants a +1 circumstance bonus on all Navigation checks.

Navigator's Toolkit

8 lb. 250 gp.

This is a set of special tools, essential to the navigator's trade – no Navigation checks may be made without a full navigator's toolkit. This set

contains a wide variety of tools and instruments to enable a navigator to work his craft including log lines & chips to measure speed, a lead line to gauge depth, an hourglass, lodestone and a wide range of maps and charts.

Navigator's Toolkit, Masterworked

8 lb. 1,500 gp.

As with the navigator's toolkit, but these are the very finest instruments a navigator may ever see. The maps and charts are the most up-to-date that can be found and tools such as the hourglass and lodestone have been carefully calibrated and checked for accuracy.

All Navigation checks made using this toolkit receive a +2 circumstance bonus.

Sea Chest

30 lb. 25 gp.

A commonplace item, found within the cabins of all captains and regular sea travellers, a sea chest is an innocuous looking item large enough to hold most of a person's valued possessions. However, it is extremely well constructed and is able to resist being fully submerged in water, keeping its contents dry and safe. There are many oft-told tales of a ship sinking with the only remains found being a sea chest floating on the waves, still holding a doomed sailor's most prized possessions.

Spyglass

1 lb. 1,000 gp.

A rare item used to identify other vessels at long range, the spyglass is a set of carefully constructed lenses fixed within a wooden or leather tube. Only the richest captains may afford such a treasured tool but those that do swear by them. Many a pirate vessel has been thwarted in its attempts to close in on a merchant ship by a captain who spotted its weaponry at incredible ranges through the use of a spyglass.

A character using a spyglass may spot specific details of another ship at maximum range of visibility, as detailed on p24.

Tarred Armour

1 lb. 25 gp.

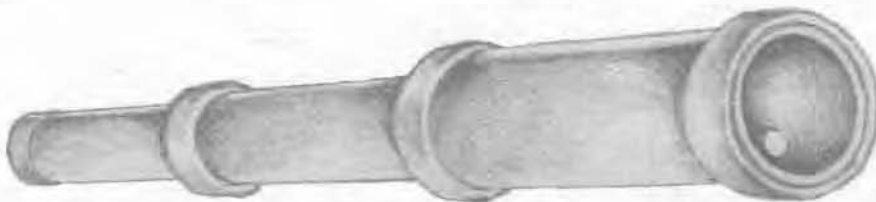
Life on the ocean usually precludes the use of heavy armour, for one slip from the rigging or a wave sweeping across the deck can result in a sailor plummeting into the sea, where even chainmail can quickly pull him to a watery grave. Leather and studded leather armour is far more common but many warriors, particularly those used to war on the land, greatly miss the added protection a layer of metal grants in battle. One technique used to negate this problem is for a warrior to prepare a mixture of thick tar, interlaced with thin strips of leather. This thick oily mixture is then applied to leather or studded leather armour, providing a thin but welcome additional layer of protection. This layer has to be constantly reapplied to ensure its effectiveness and it does tend to create foul odours, though those used to shipboard life rarely complain.

Applying tar to leather or studded leather armour increases the Armour Class bonus by +1. This must be reapplied at least once a month to retain its effectiveness. Those wearing tarred armour take double damage from fire-based attacks unless a save is allowed for half damage. A successful save halves the damage and a failure results in double damage.

Watertight Scroll Case

½ lb. 5 gp.

Constructed out of tin, the caps at either end of this scroll case are sealed with wax to prevent water running inside and ruining the contents. Such items are much sought after at sea, for they are the only realistic way to protect maps and magical scrolls from damage.



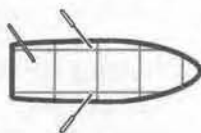
Ship Deck Plans

1 square = 5 feet

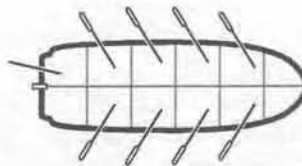
Rowboat



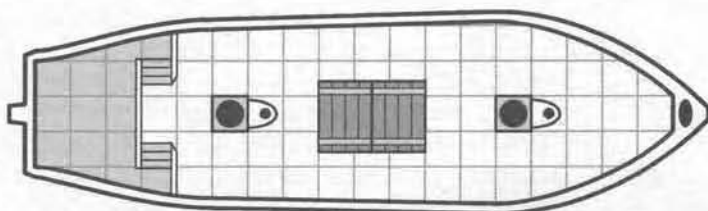
Barge



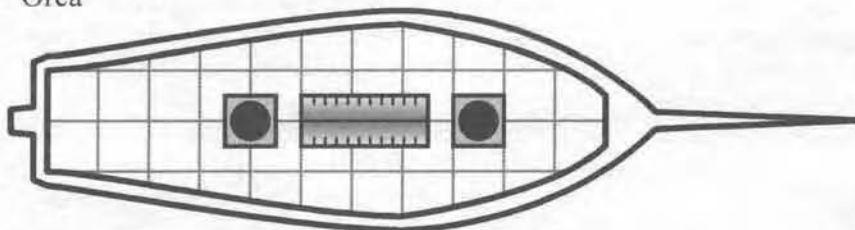
Lifeboat



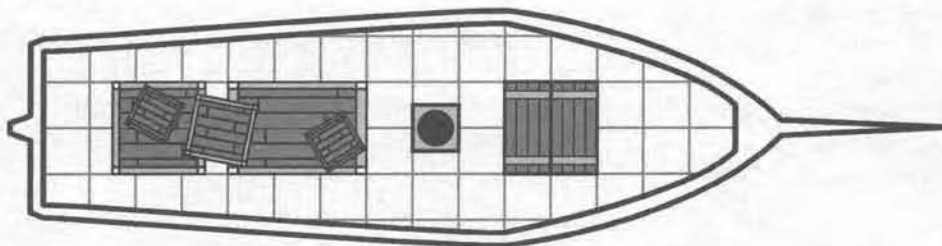
Fishing Boat



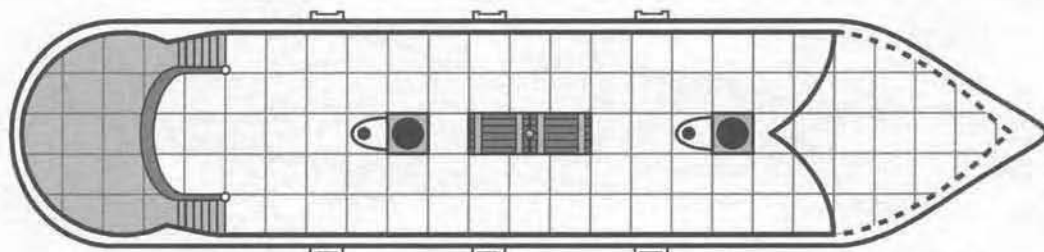
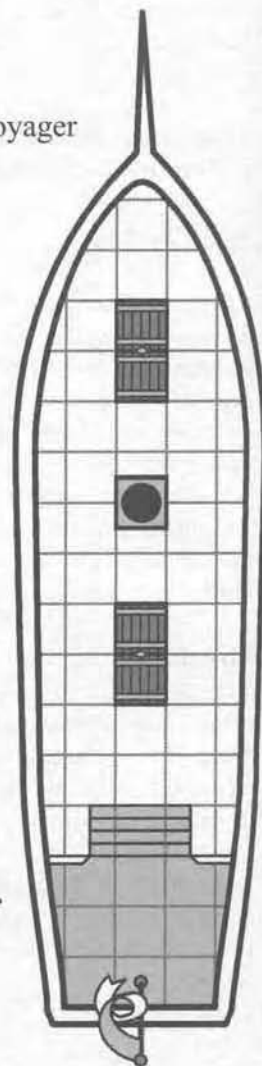
Orca



Fleur



Voyager

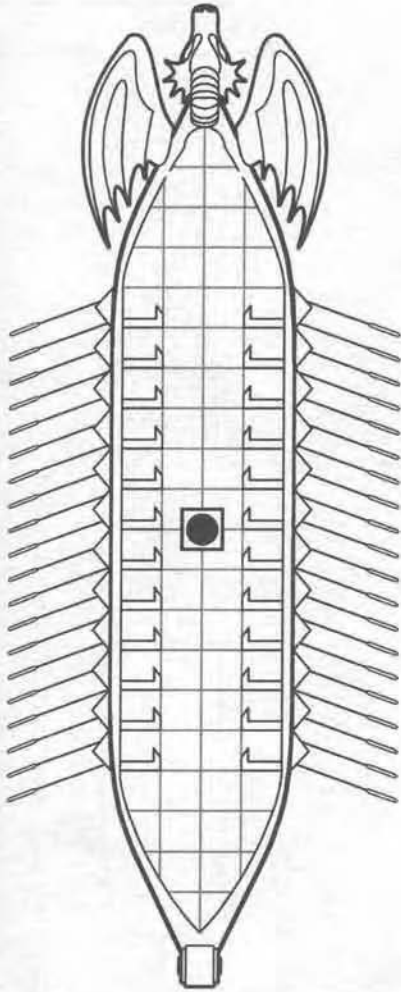


Corsair

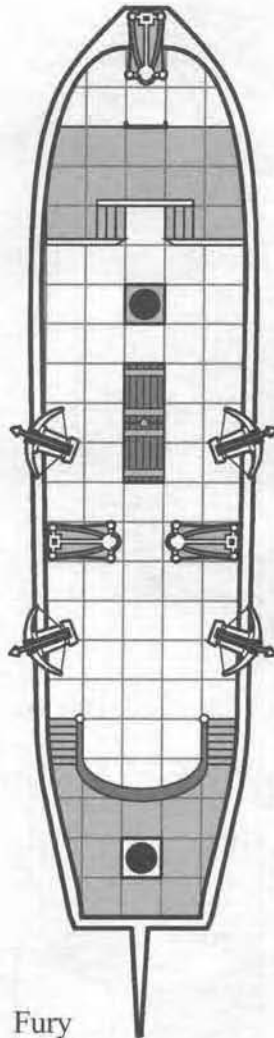
SHIPS OF THE SEA

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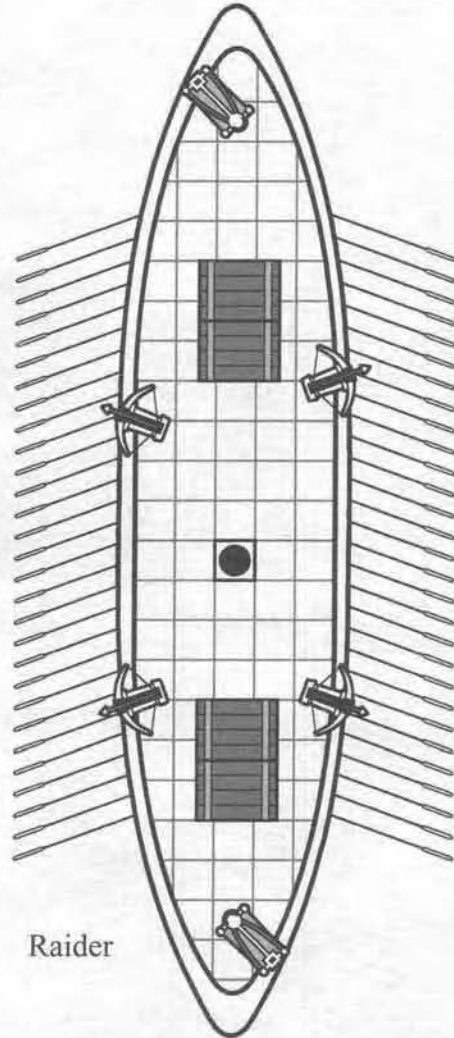
1 square = 5 feet



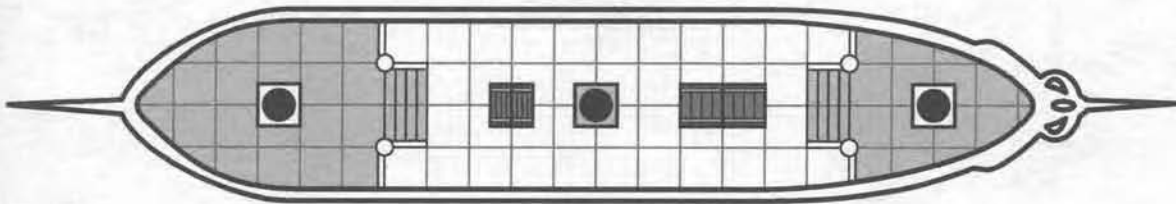
Longship



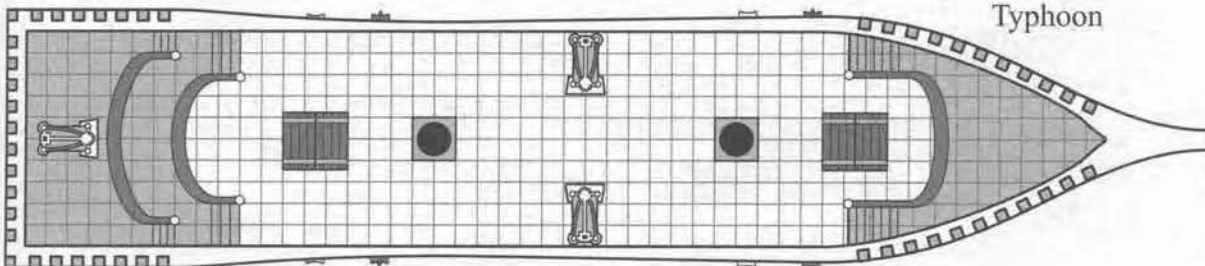
Fury



Raider



High Seas Mercantile

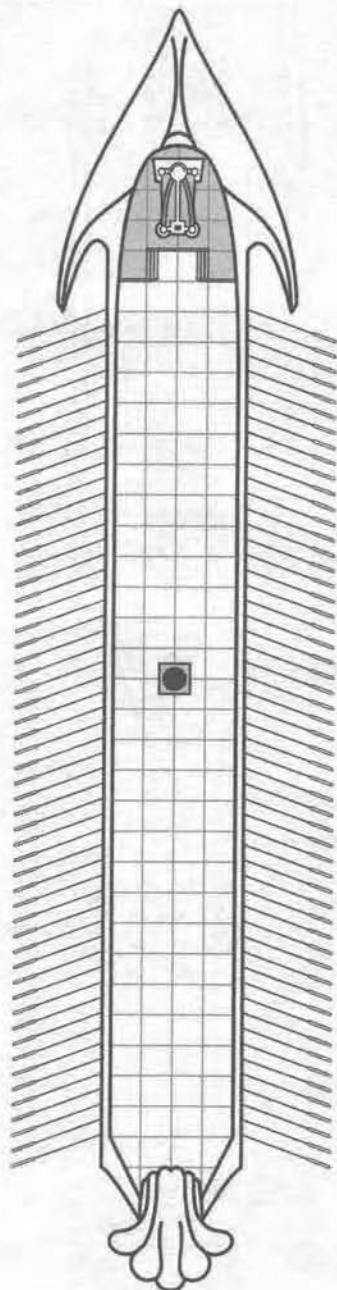


Typhoon

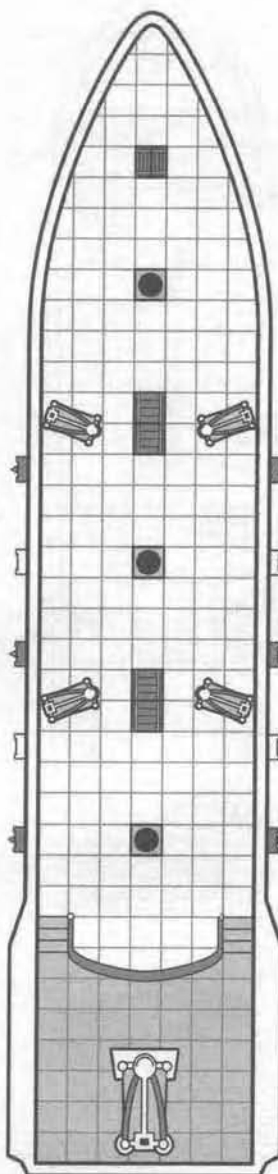
SHIPS OF THE SEA

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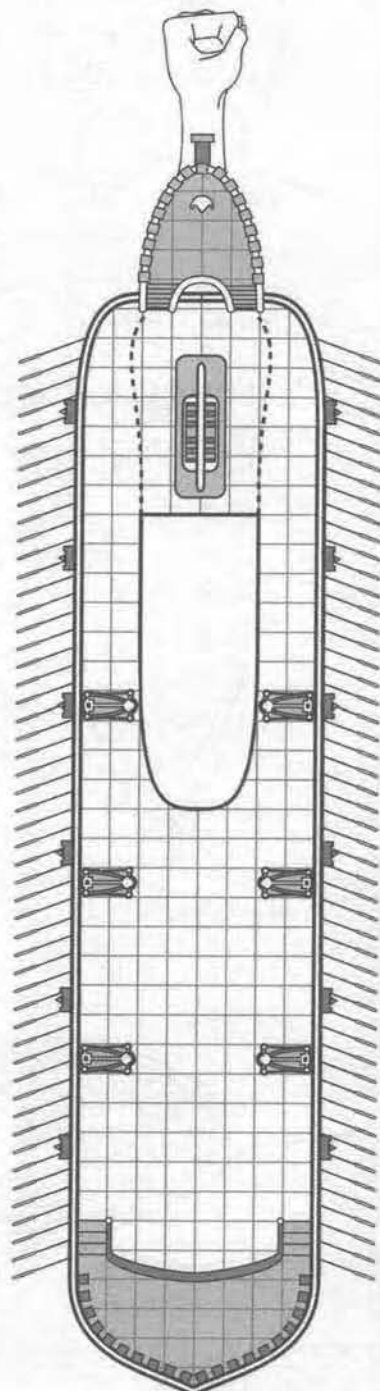
1 square = 10 feet



Devastation



Victory



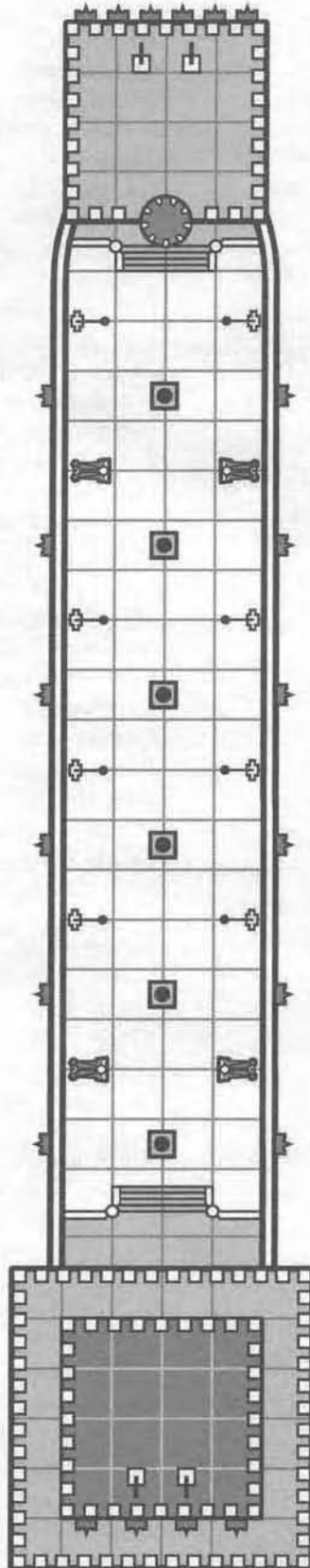
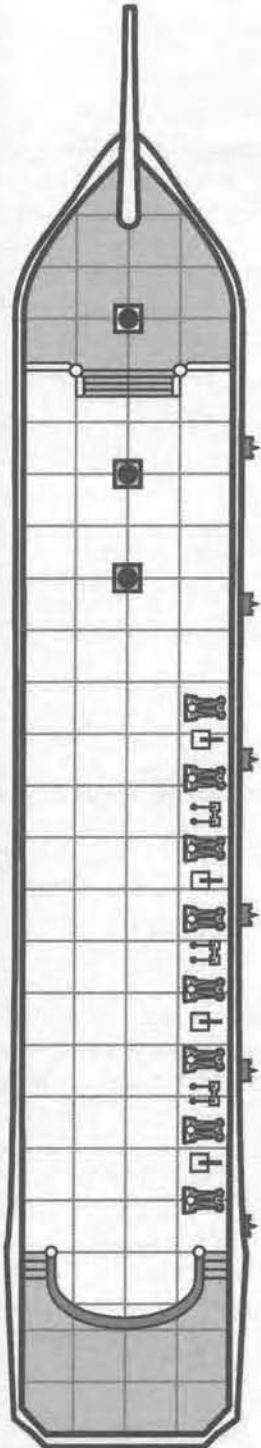
Devourer

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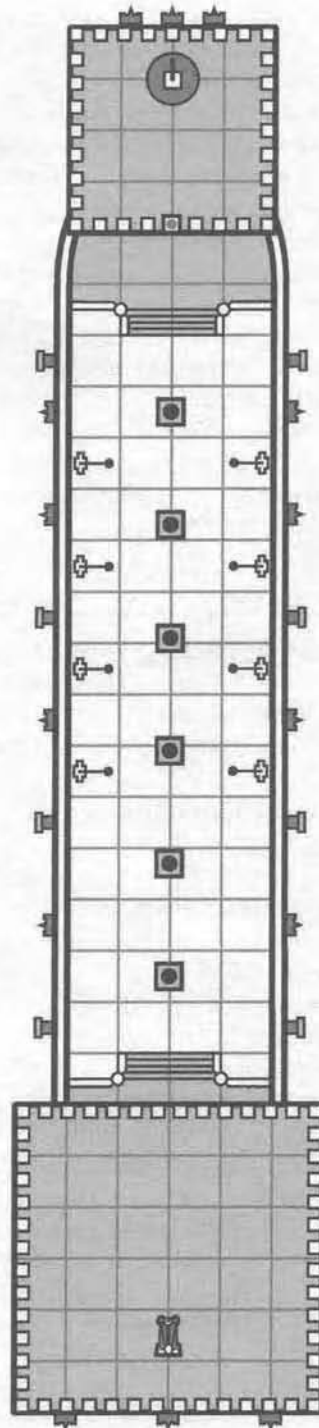
Sovereign

1 square = 20 feet

Warspite



Leviathan



SEA MAGIC

Magic is a powerful force upon the high seas and a vessel well-endowed with enchantments and possessing a wizard or sorcerer on board is one that can expect to survive the very worst the ocean can throw at it. Magical figureheads constantly watch over their crew and ship, whilst a powerful mage can actually cause a vessel to rise above the water and float through the air, transforming it into a skyship. Dark necromancers summon death hulks from the bottom of the ocean, even as sea druids harness the very forces of the sea and nature to protect their allies and smite their foes.

In battles too, magic comes to the fore, with sorcerers hurling immense fireballs at enemy vessels as their ship ploughs forward, eager to find a target for its magically charged keel ram. Few captains willingly set sail without some form of magical support and those that do often find themselves at a distinct disadvantage both against mortal enemies and nature, no matter how large their ship and how skilled their crews.

SEA MAGIC SPELLS

Almost any spellcaster will find something of use within the new spells presented in this chapter and one is well advised to study such magicks if expecting to make a long sea voyage.

Control Currents

Conjuration

Level: Sor/Wiz 5

Components: V,S

Casting Time: 10 minutes

Range: Touch

Targets: One ship touched

Duration: 1 day

Saving Throw: None

Spell Resistance: No

Drawing magical forces around the vessel you touch, you are able to guide sea currents to literally draw the ship along at far greater speeds than normal. Whether oared or sailed, the ship you touch will now move 25% faster than its original base and daily movement rates for a period of one day.

Curse Ship

Transmutation

Level: Clr 7

Components: V,S,DF

Casting Time: 1 minute

Range: Touch

Targets: One ship touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Calling upon the mighty power of your deity, you curse the ship of an enemy, dooming both it and its crew to a lifetime of misery and death. Apply the cursed ship template (see p63) immediately. *Curse ship* cannot be dispelled but it can be removed with a *limited wish*, *miracle* or *wish* spell. In addition, it may also be removed by a *break enchantment* or *remove curse* spell cast at a higher caster level than *curse ship*.

Delay Sinking

Abjuration

Level: Sor/Wiz 7

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One ship touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

By calling upon powerful arcane forces, you are able to call up invisible barriers of magical force that effectively plug holes in the hulls of sinking ships for a short period of time. Crewmen are then able to effect longer lasting repairs in the hope their ship might reach the safety of port.

A ship under the influence of this spell will stop sinking for the duration of its casting. After this period has elapsed, the ship will continue to sink as normal.

Material Component: A small amount of tar.

Distil Water

Transmutation

Level: Drd 2, Clr 2

Components: V,S,DF

Casting Time: 1 action

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

Area: 20ft. radius spread

Duration: Instantaneous
Saving Throw: Fort halves damage
Spell Resistance: No

You are able to remove the salt from seawater, transforming it into fresh drinking water. If cast into a huge body of seawater, the freshwater is quickly diluted and lost in a single round but any sea creature caught within the area of effect during this time will immediately suffer 2d6 points of damage (a successful Fortitude save halves this damage) as freshwater is poisonous to them. If the spell is cast into seawater within a container, then the drinking water will remain fresh.

Enchant Ram

Transmutation
Level: Clr 6 Sor/Wiz 6
Components: V,S,F
Casting Time: 1 action
Range: Touch
Targets: One ship touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes

Enchant ram gives a ship's ram a +1 enhancement bonus to attack and damage rolls. If you are a good-aligned cleric, the weapon is also considered to be blessed, which means it has special effects on certain creatures.

At caster level 13-14, the enhancement bonus raises to +2, at level 15-16, +3 and level 17-18, +4. Finally, those with caster levels of 19-20 will grant a +5 enhancement bonus to the rams they enchant.

Focus: The ship's ram.

Fastroke

Abjuration
Level: Drd 2, Clr 3, Sor/Wiz 3
Components: V,S,M
Casting Time: 1 action
Range: Touch
Targets: One living creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Fastroke permits a subject to slip through the water at great speed, at almost unbelievable rates. Any creature you touch whilst casting *fastroke* will move

at double their normal swim rate whilst in any liquid. This spell may be combined with abilities such as the sea druid's Speed of the Fish (see p6), simply by doubling the already increased swim rate.

Material Component: A pinch of fish scales.

Hold Ship

Abjuration
Level: Sor/Wiz 6
Components: V,S,M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Targets: One ship
Duration: Concentration
Saving Throw: None
Spell Resistance: Yes

A spell much valued by captains who may employ you, hold ship allows you to halt another vessel in its tracks, holding it immobile irrespective of winds, currents and the efforts of its crew. The ship will automatically remain motionless for one round. You may attempt to hold the ship for longer than one round by succeeding in a Concentration check at a DC based on the ship's size, as listed below. This Concentration check is made in addition to any others you may be forced to take, due to sustaining damage or casting in adverse conditions, for example.

Ship Size	Concentration DC
Tiny	10
Small	12
Medium	15
Large	18
Huge	20
Gargantuan	25
Colossal	30

Once a Concentration check has been failed, the spell dissipates and the ship is once again free to move normally.

Material Component: A small metal anchor.

Murk & Gloom

Transmutation
Level: Drd 1, Clr 1, Sor/Wiz 2
Components: V,S,M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 10 ft./level radius sphere
Duration: 1 round/level



SEA MAGIC

Saving Throw: None

Spell Resistance: No

You are able to call forth sand and sediment, and cause an area of water to become dark and gloomy, greatly effecting visibility in the area. Even creatures adapted to marine life will be affected as the water becomes thick with dirt.

The visibility range in the affected area of water is reduced as if the water was gloomy, as detailed on p95. This spell has no effect on water that is already classified as gloomy.

Material Component: A handful of dirt.

Pacify Storm

Conjuration

Level: Drd 3, Clr 4, Sor/Wiz 5

Components: V,S,M

Casting Time: 1 minute

Range: 1 mile centred on ship touched

Targets: One ship touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You are able to harness the magical energies required to calm the most powerful of storms, enabling the ships you sail in to speed safely through raging tempests. *Pacify storm* will affect only natural storms, altering the conditions for one mile in every direction around the ship so touched to strong winds (see p22.). This spell has no effect on storms of a magical nature.

Material Component: One pint of rain water.

Predict Weather

Divination

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

Components: V,S

Casting Time: 1 minute

Range: Personal

Area: 1 mile/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you are able to predict the future weather within its radius of effect. The Games Master will inform you of the coming weather conditions (calm, stormy, etc. . .) for a period of up to 1 day per caster level. This spell has no ability to predict weather with magical cause, such as those

conditions created by other spells. It will only correctly predict natural weather.

Protection from Water

Abjuration

Level: Sor/Wiz 2

Components: V,S,F

Casting Time: 1 action

Range: Touch

Targets: Object touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Highly prized amongst wizards, this spell allows you to completely protect any inanimate object of up to two cubic feet from water. Commonly used to seal spellbooks and scrolls from the damaging effects of immersion in water, this spell remains in effect until dispelled. However, it will not protect the objects from other damaging effects, even if water related – crushing damage from being at depth or heat damage from steam, for example.

Material Focus: Object to be protected.

Raise Death Hulk

Necromancy

Level: Sor/Wiz 7

Components: V,S,F

Casting Time: 1 hour

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

Targets: One sunken ship

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

One of the most awesome feats any necromancer can hope to perform is the raising of a sunken ship from the sea floor, complete with undead crew, to be brought to the surface under the total control of the practitioner. Such death hulks are the stuff of legend, kept afloat through powerful magicks, despite the great holes in their hulls through which the sea flows freely. Animated skeletons and zombies patrol the deck, performing all the tasks they did in life and forming a frightening boarding party when the ship goes into battle.

A sunken ship must be in range of the spellcaster for this spell to have any effect. *Raise death hulk* will cause the ship to rise to the surface of the sea, where it will be magically seaworthy and under the full

control of the necromancer. A destroyed death hulk cannot be raised from the sea again. Regardless of the amount of times this spell is cast, only a single death hulk may be controlled at any one time by a single caster.

Any type of ship may be raised this way and it will have a full complement of crew, usually zombies, though skeletons may also appear if the ship has lain at the bottom of the sea for more than a year. The Games Master is the final arbitrator of the ship type and the nature of its crew. Rules for the death hulk template are provided on p65. A far more powerful version of this spell, *raise death fleet*, may be found in our previous supplement *Encyclopaedia Arcane: Necromancy – Beyond the Grave*.



Focus: One sunken ship and the corpse of a sea captain. The corpse is consumed in the casting, the ship itself is raised to the surface.

XP Cost: 1,000 XP.

Repair Ship

Transmutation

Level: Clr 2, Drd 2, Sor/Wiz 3

Components: V,S,M

Casting Time: 1 minute

Range: Touch

Targets: One ship touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Through the use of this spell, you are able to knit together smashed timbers and ripped sails, restoring a ship a small way to its original seaworthiness. Through using *repair ship*, you automatically repair one structure point worth to any vessel that has sustained damage. If a ship has been reduced to -1 to -9 structure points, *repair ship* will stop it losing further structure points and eventually sinking.

Material Component: A small piece of timber.

Repel Water

Abjuration

Level: Clr 1, Sor/Wiz 1

Components: V,S

Casting Time: 1 action

Range: Touch

Targets: Living creatures touched

Duration: 2 hours/level (D)

Saving Throw: Will negates (harmless to air breathers)

Spell Resistance: Yes (harmless to air breathers)

You are able to keep a number of subjects completely dry when immersed in water. Divide the duration evenly amongst all the creatures you touch. This spell does not allow creatures to breath water, only keep them and any possessions they carry perfectly dry when immersed. If used against a water-breathing creature, it will effectively suffocate them for the duration of the spell. The rules for suffocation may be found in Core Rulebook II.

Resist Pressure

Abjuration

Level: Drd 1, Sor/Wiz 2

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One living creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling upon protective magics and sorcerous barriers, any subject you touch will be resistant to the huge pressures water can exert at great depths. The

subject will be completely immune to crushing caused by water depth for the duration of this spell.

Material Component: A small live shellfish.

Seavision

Transmutation

Level: Drd 1, Clr 2, Sor/Wiz 2

Components: V,S,M

Casting Time: 1 action

Range: Touch

Targets: One living creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Any subject you touch will have their vision completely unaffected by being underwater. Their vision remains exactly as it does on dry land, granting them a great advantage over those reliant on more natural means of sight. Gloomy water and darkness affect the subject as normal, however.

Material Component: A pair of fish eyes.

Shellskin

Transmutation

Level: Drd 4

Components: V,S,DF

Casting Time: 1 action

Range: Touch

Targets: One living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Invoking powerful druidic magicks, you cause the skin of the subject to become hard and extremely durable, giving it a thick texture reminiscent of sea shells. This grants a +4 natural armour bonus to the AC of the subject. This natural armour bonus increases to +5 at caster level 10 and +6 at caster 14.

Skyship

Transmutation

Level: Sor/Wiz 7

Components: V,S,F

Casting Time: 1 minute

Range: Touch

Targets: One ship touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

This is one of the most powerful of all sea magicks, standing side by side with *raise death hulk* in potency and magnitude. Through the use of this spell, you are able to draw upon incredible magical energies to raise a vessel clear above the water to become one of the legendary skyships for a short period of time. This spell may only be cast on a ship of small size or greater. Any ship so enchanted will immediately have the skyship template (see p66) applied to it for the duration of the spell.

Focus: Ship of small size or larger.

Teleport Ship

Transmutation (Teleportation)

Level: Sor/Wiz 9

Components: V

Casting Time: 1 action

Range: Touch

Targets: One ship touched, plus all crew and cargo carried

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and yes (object)

This spell instantly teleports a ship and all its crew and cargo to a designated destination. Distance is not



a factor, but interplanar travel is not possible. A ship of any size may be teleported in this way, along with all its crew and cargo but you must be present on board the ship yourself. All the usual rules for the *teleport* spell detailed in Core Rulebook I are used for teleport ship, including the blocking of astral travel and the use of the teleport table to determine actual destinations and mishaps. If a mishap does occur, all characters take 1d10 damage, whilst the crew lose 3d10 Crew Hit Points and the ship itself is dealt 3d6 structural points of damage.

Tsunami

Evocation

Level: Drd 7, Clr 8, Sor/Wiz 8

Components: V,S

Casting Time: 1 minute

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

Effect: Tsunami 10 ft./level high, 50 ft./level wide

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This is amongst the mightiest of magicks available to any practitioner sailing on the high seas. Harnessing the awesome power of the ocean, you cause a great tsunami, a massive and destructive wave, to rise up and destroy all in its path.

The tsunami moves directly away from you at 100 feet per round. It will continue travelling for 1 mile per caster level before it dissipates. Any ship hit by a tsunami must make a Seamanship check at DC 10 to ride the wave out. This check is modified by -1 per 10 feet the tsunami is in height. In addition, it is further modified by the ship's size, as shown below;

'They are getting closer – we can't out-run them!' The nervousness in the captain was readily apparent and even justified.

For hours at a time, the raiders would disappear, giving all crew on board the *Prosperous* the hope that they had at last outdistanced the goblinoid pirates, but always they would reappear, growing ever closer as time went on. Varter adjusted his sword belt and gazed back past the full sails of the *Prosperous*. He could now see individual crew members on board the three pursuing hobgoblin ships silhouetted against the setting sun, and it did indeed seem that this was their final attack.

'I wouldn't worry captain,' he said calmly. 'You are paying us good money to protect you and your silks from attack. We won't let you down – why just see Tecsis on the stern there.'

At the aft deck Tecsis calmly gathered his energies as he stared fixedly out towards the closing hobgoblin craft. Breathing deeply, the sorcerer focussed all his energies into the sea around him, feeling that familiar tingle of power as the dragon blood in his veins began to heat and churn, the sign his magic was ready to be unleashed. Raising his hands to tame the sorcerous power building within, he concentrated on the ocean, willing it to surge and reform into his own personal weapon.

The captain's jaw hung slackly open as he felt the *Prosperous* dip gently as water began to flood away from under it. A massive wave began building up behind his vessel and he watched in amazement as the elven sorcerer gestured back towards their enemies and the growing wave *responded* to the elf's commands. The hobgoblin ships quickly disappeared from view as the wave towered above their now tiny craft but every crewmember of the *Prosperous* heard the sharp crack as the water pounded and smashed the enemy ships. The wave carried on, streaming into the distance at an incredible speed, leaving only shattered timbers and sails behind. Of the hobgoblins themselves, there was no sign.

Varter smiled at the captain as Tecsis walked slowly back to his quarters, obviously wearied by his immense effort. 'You see captain? Nothing we can't handle! Now on to home!'

None heard the quiet whisper from Tecsis. 'Home indeed. But I fear the tribe we left behind on those islands will have a very rude awakening this morning. . .'



Ship Size	Seamanship check modifier
Tiny	-8
Small	-4
Medium	-2
Large	-1
Huge	+0
Gargantuan	+1
Colossal	+2

A ship that fails this Seamanship check will sustain 1d6 structure points of damage per 10 feet of the tsunami in height.

The tsunami will double in height in coastal waters, but will slow down to 50 feet per round and will deal 1d6 structural points of damage for every 20 feet in height. The Games Master will decide the effects of the tsunami if it should ever make contact with land, but as a rule of thumb, coastal villages will be utterly destroyed and the wave will cause serious death and damage to a port town.

Whirlpool

Evocation

Level: Drd 9

Components: V,S,DF

Casting Time: 1 action

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

Effect: Whirlpool 60 ft. wide, 300 ft. deep

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

You are able to create a powerful whirlpool in any large body of water with this spell, moving it at will at a speed of 60 feet per round. You can concentrate on controlling the whirlpool's every move or specify a simple program, such as move straight ahead, zigzag, circle or such like. Directing the whirlpool's movements or changing its programmed course is a standard action for you. The whirlpool always moves during your turn, in Initiative order. If the whirlpool exceeds the spell's maximum range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. You cannot regain control of the whirlpool in this event, even if it subsequently moves back into range.

Any huge or smaller creature who comes into contact with the whirlpool must succeed at a Reflex save or be dealt 3d6 points of damage. If this Reflex save is failed, another must be taken immediately or the creature will be sucked down to the bottom of the whirlpool, 300 feet below the surface of the water,

possibly causing crushing damage from depth (see p95).

Any medium or smaller sized ship must succeed at a Seamanship check at DC 15 to avoid being dealt 2d6 structural points of damage. Those that fail this check must immediately make another or be sucked down into the whirlpool, where they will immediately sink. All crew and cargo are now considered to be 300 feet below the surface of the water.

Water Crush

Transmutation

Level: Drd 2, Clr 3, Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

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

Targets: One creature or object

Duration: 1 round/level

Saving Throw: Fort halves damage

Spell Resistance: Yes

You are able to compress the water around a subject, greatly increasing its effective pressure and potentially crushing the subject to death. For the duration of the spell, the subject is considered to be 100 ft. times your caster level deeper than they really are. This spell will only work when the subject is completely immersed in any liquid and you cannot cause them to be effectively more than 1000 ft. deeper than they really are. The rules covering water depth and pressure damage are detailed on p95.

Material Component: Tentacle of a deep sea squid.

MAGIC ITEMS OF THE SEA

It is perhaps inevitable that any mage spending any degree of time on or near the sea will start to craft magical items of great potency that reflect the needs and wishes of ships and their crews. From wyrdstones that will cause a ship to levitate on command, to powerful and magically charged engines of destruction, a captain may pay a fortune to enhance his vessel, but such expenses can make the difference between a safe passage to the next port and a watery grave when setting forth into the great, trackless ocean.

Adamantine Ram

This non-magical metal-shod ram is crafted out of adamantine, giving it a natural +2 enhancement bonus. The forger of such a magnificent ram may have great difficulty in obtaining such huge amounts of adamantine without the friendship of a dwarven clan and thus these weapons are truly rare.

Caster Level: -; *Prerequisites:* -; *Market Price:* 3,000 gp per SD of ship

Figurehead of Bravery

This wooden figurehead portrays a beautiful amazonian woman wielding a large two handed sword. The *figurehead of bravery* grants a +1 enhancement bonus to all Morale checks the crew are required to make. A magical figurehead must be permanently attached to the prow of a ship to have any effect and only one figurehead may be mounted upon any vessel.

Caster Level: 6th; *Prerequisites:* Create Wondrous Item; *Market Price:* 8,000 gp

Figurehead of Luck

A well-crafted figurehead of beautiful design, this item keeps a constant watch over the crew of the ship it is fitted to. The *figurehead of luck* grants a +1 luck bonus to all Seamanship and Seaworthiness checks the ship and crew are required to make. A magical figurehead must be permanently attached to the prow of a ship to have any effect and only one figurehead may be mounted upon any vessel.

Caster Level: 5th; *Prerequisites:* Create Wondrous Item; *Market Price:* 5,000 gp

Figurehead of Protection

This figurehead is carved in the likeness of a stunning warrior woman, clothed head-to-foot in plate armour and bearing a large shield before her. The *figurehead of protection* grants a +1 deflection bonus to the ship and crew against any ranged attack. A magical figurehead must be permanently attached to the prow of a ship to have any effect and only one figurehead may be mounted upon any vessel.

Caster Level: 5th; *Prerequisites:* Create Wondrous Item, *shield of faith*; *Market Price:* 10,000 gp

Figurehead of Safe Passage

Carved in the likeness of an attractive female mermaid, this figurehead holds vigil over its ship and

crew, protecting them from the terrors of the deep. The *figurehead of safe passage* causes all water-breathing creatures within 60 feet of the ship to make a Will Save at DC 12. If they fail, they may not attack the ship or its crew for a period of one day. A magical figurehead must be permanently attached to the prow of a ship to have any effect and only one figurehead may be mounted upon any vessel.

Caster Level: 7th; *Prerequisites:* Create Wondrous Item, *speak with animals*; *Market Price:* 14,000 gp

Magic Shipboard Weapons

Magic shipboard weaponry are amongst the most desired of all sorcery for any ship owner, but they can also be crippling in expense. The most heavily enchanted weapons command fantastic prices and many are comparable to fortresses and even castles in terms of the gold they may cause to change hands.

Magic shipboard weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat, whether they are inflicting damage upon creatures or structural damage against ships. All magic shipboard weapons are also masterworked shipboard weapons, but their masterwork bonus does not stack with their enhancement bonus to attack. Shipboard weapons come in two basic categories, rams and ranged, as shown on p67.

In addition to an enhancement bonus, shipboard weapons may have special abilities, such as the ability to burst into flame or cause heavy damage against ghost ships. Special abilities count as additional bonuses for determining the market value of an item, but do not modify attack or damage rolls, except where noted. A single shipboard weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A shipboard weapon with a special ability must have an enhancement bonus of at least +1.

Caster Level for Shipboard Weapons: The caster level for a shipboard weapon with a special ability is the same as that listed for other weapons with special abilities, as detailed in Core Rulebook II. For a shipboard weapon with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Bonus Damage Dice: Some magic shipboard



weapons deal bonus dice of damage. Unlike other modifiers to damage, bonus dice of damage are not multiplied when the attacker scores a critical hit. In addition, these bonus damage dice are never applied to structural damage, only damage caused against creatures. The one exception is weapons with the Flaming special ability. Such a shipboard weapon causes 1d6 points of Fire Damage (p38) on any ship it hits, in addition to its normal damage.

Ranged Shipboard Weapons: Only ranged shipboard weapons may be given enhancement bonuses and special abilities – experiments with enhancing ammunition have always proved disastrous. However, such shipboard weapons will, of course, confer their enhancement bonuses and special abilities to any ammunition they actually fire.

A revised table is required for magic shipboard weaponry, to reflect their much greater market prices. Magic rams and trebuchets add a further +50% to the base price listed below.

Weapon Bonus	Base Price
+1	4,000 gp
+2	16,000 gp
+3	36,000 gp
+4	64,000 gp
+5	100,000 gp
+6	144,000 gp
+7	196,000 gp
+8	256,000 gp
+9	324,000 gp
+10	400,000 gp

Creating Magic Shipboard Weapons: Magic shipboard weapons are created in the same way as other magic weapons and require the Craft Magic Arms and Armour feat.

Ranged Special Abilities: Ranged magic shipboard weapons may use the following special abilities from Core Rulebook II – Chaotic, Distance, Flaming, Frost, Ghost Touch, Holy, Lawful, Speed and Unholy. Flaming weapons will cause an additional 1d6 points of Fire Damage against a ship. Fire projectors may not have the Flaming special ability. Weapons with Speed halve their rate of fire (see p35), rounding down.

Ram Special Abilities: Magic shipboard rams may use the following special abilities from Core Rulebook II – Chaotic, Frost, Ghost Touch, Holy, Keen, Lawful and Unholy.

Spyglass of Farseeing

This item appears as a wonderfully crafted spyglass of exquisite manufacture, with stylised waves and creatures of the deep running down the length of the fine wooden tube. Anyone using the *spyglass of farseeing* will double the range of their visibility. It otherwise functions in the same way as an ordinary spyglass.

Caster Level: 11th; *Prerequisites:* Create Wondrous Item, *true seeing*; *Market Price:* 6,600 gp

Staff of the Deep

A strong wooden staff, inlaid with coral, shells and fish bones along its entire length, the *staff of the deep* is prized by mages seeking to explore the depths of the ocean. It allows the use of the following spells;

Fastroke (1 charge)
Murk & gloom (1 charge)
Resist pressure (1 charge)
Seavision (1 charge)
Waterbreathing (1 charge)
Shellskin (2 charges, +6 natural AC Bonus)
Water crush (2 charges)

Caster Level: 12th; *Prerequisites:* Craft Staff, *fastroke*, *murk & gloom*, *resist pressure*, *seavision*, *shellskin*, *waterbreathing*, *water crush*; *Market Price:* 90,000 gp

Staff of the Fleet

The *staff of the fleet* is a renowned magical item, noted for its ability to swing the course of entire battles at sea and is thus much sought after by captains and navigator-wizards. It is made of the finest polished wood, with a beautiful carving of a figurehead on top. It allows the use of the following spells at an effective caster level of 13;

Predict Weather (1 charge)
Repair Ship (1 charge)
Control Weather (2 charges)
Delay Sinking (2 charges)
Enchant Ram (2 charges, +2 enhancement bonus)
Hold Ship (2 charges)

Caster Level: 13th; *Prerequisites:* Craft Staff, *control weather*, *delay sinking*, *enchant ram*, *hold ship*, *predict weather*, *repair ship*; *Market Price:* 104,800 gp

Wyrdstone

Appearing as a large one-metre diameter chunk of blackened rock, the *wyrdstone* is a rare magical device of legendary proportions in some kingdoms. When mounted on the prow of a ship, the *wyrdstone* may be activated upon command as a move-equivalent action by any member of the ship's crew who know its words of power. Shards of sparkling magical energy will then leap from the *wyrdstone* to envelop the ship, lifting it clear of the water. The ship immediately gains the skyship template. Upon speaking the words of command once more, the ship will settle gently back into the water.

Caster Level: 13th; *Prerequisites:* Create Wondrous Item, *skyship*; *Market Price:* 163,800 gp



Intelligent Ships

Very rarely, ships may be magical themselves and actually possess some fair intelligence of their own. Such vessels are the very stuff of legend, and are attributed with all sorts of wild and fantastic capabilities, from taking to the sky or submerging to the depths on command, to being able to sail themselves without the need of crew.

Intelligent ships are incredibly powerful items and should be introduced into a campaign with immense care. Player characters should not be able to actually obtain one until they reach very high or even epic levels of play. However, an evil intelligent ship used as an enemy can prove to be a terrible and vindictive foe able to challenge parties of all levels.

Unless otherwise stated here, intelligent ships follow all the rules for intelligent items as detailed in Core Rulebook II. Their Intelligence, Wisdom, Charisma and capabilities may be generated using the table on p85.

D%	Mental Ability Scores	Communication	Capabilities	Market Price Modifier
01-34	Two at 2d6+5, one at 3d6	Semiempathy	One primary	+150,000 gp
35-59	Two at 2d6+6, one at 3d6	Empathy	Two primaries	+250,000 gp
60-79	Two at 2d6+7, one at 3d6	Speech	Three primaries	+500,000 gp
80-91	Two at 2d6+8, one at 3d6	Speech	Three primaries	+800,000 gp
92-97	Two at 2d6+9, one at 3d6	Speech	Three primaries	+1,200,000 gp
98	Two at 2d6+10, one at 3d6	Speech, telepathy	Three primaries plus one extraordinary	+1,700,000 gp
99	Two at 2d6+11, one at 3d6	Speech, telepathy	Three primaries plus two extraordinaries	+2,500,000 gp
100	Two at 2d6+12, one at 3d6	Speech, telepathy	Four primaries plus two extraordinaries	+5,000,000 gp

An intelligent ship's Ego score also receives a bonus based on the actual size of the ship, reflecting that the magical energies utilised to enchant the largest vessels are truly awesome in magnitude. The Ego of an intelligent ship is further modified as follows:

Ship Size	Ego Modifier
Tiny	-1
Small	+0
Medium	+1
Large	+2
Huge	+4
Gargantuan	+8
Colossal	+12

Ego checks are applied to the captain of the ship, though the Games Master is free to rule that certain characters, such as the players or the first mate, may have to make their own checks separate from the captain.

Intelligent Ship Primary Abilities

Intelligent ships have a different range of primary abilities to other intelligent items, which are generated from the table below;

d%	Primary Ability
01-07	Ship can navigate (Profession: navigator 10 ranks)
08-14	Crew has free use of Master Helmsman
15-21	Crew has free use of Inspire Loyalty
22-28	Crew has free use of Rapid Loading
29-35	Crew has free use of Superb Helmsman
36-42	<i>Detect</i> (opposing alignment) at will
43-49	<i>Predict weather</i> at will (7 miles, 7 days)
50-56	<i>Detect magic</i> at will
56-63	Crew can <i>see invisible</i> at will
64-70	Crew need not breathe air
71-77	Crew need no sustenance
78-84	<i>Cure light wounds</i> (1d8+5) on crew 1/day
85-90	<i>Feather fall</i> on crew 1/day
91-95	Roll twice again on this table
96-100	Roll on the Extraordinary Powers table instead

Intelligent Ship Extraordinary Powers

Intelligent ships have a different range of extraordinary powers to other intelligent items, which are generated from the table below;

d%	Extraordinary Power
01-05	No crew required
06-10	<i>Skyship</i> (8 hours) 1/day
11-15	<i>Control weather</i> 1/day
16-20	<i>Hold ship</i> 1/day
21-25	<i>Repair ship</i> 1/day
26-30	<i>Enchant ram</i> 1/day
31-35	<i>Pacify storm</i> 1/day
36-40	<i>Control currents</i> 1/day
41-45	<i>Summon monster VII</i> 1/day
46-50	<i>Haste</i> on whole crew 1/day
51-55	<i>Fireball</i> 2/day
56-60	<i>Meteor swarm</i> 1/day
61-65	<i>True seeing</i> on whole crew 3/day
66-70	<i>Shield</i> on whole crew 1/day)
71-75	<i>Heal</i> on whole crew 1/day
76-80	Become Submersible at will
81-90	Roll twice again on this table
91-100	Roll again on this table, and then roll for a special purpose in Core Rulebook II



TRADE & COMMERCE

The high seas form vital lifelines for almost every nation in terms of trade and commerce. Fishermen form the lifeblood of virtually every coastal settlement. Merchants may travel for many weeks overland to hawk their wares between one city and another – and yet a ship might accomplish the same journey by sea in a matter of days. Long and vulnerable lines of horses, oxen or camels may toil under the overflowing weight of many wagons, packed with valuable trade commodities. The cavernous holds of the great merchantmen, however, could swallow several such convoys and still have room for more. Trading ships are expensive to build and maintain, but a wily merchant can easily ensure they pay for themselves several times over within a relatively short space of time.

Trading by the sea carries its own dangers, of course. Fishermen must contend with coastal storms, marauding pirates and the terrors of the deep, such as the dreaded sahuagin. A huge merchantman, overflowing with goods, is a rich prize for any pirate or privateer. There are few settlements that can

handle as much trade as even a single such ship brings with it and, naturally, the best paid trade routes are always those that hold the most danger for the merchant. A canny business mind, linked to a measure of bravery and the ability to take both physical and financial risks, however, can stand to make a fortune from plying the sea lanes with trade.

TRADING

These trading rules are intended for both the Games Master's NPCs as well as player characters. Whilst gaining a handsome price for a ship full of wheat may not be as exciting as plundering a dragon's cave, but trying to escape with the cargo whilst being pursued by three pirate ships probably is. Players will also quickly come to realise the potential financial gains they stand to make through using these rules. It must be warned, however, that characters may not necessarily be good merchants and many will take advantage of their initial naiveté – money can be lost as well as gained through trading and furthermore, if you sail an unprotected merchant vessel across the open seas, you will become a target for every marauding pirate that finds you.

Locating Markets

The Master Trade Table on p90 lists all goods a character may hope to find in a large and prosperous city. The table lists the base cost and weight of each

'You do not seem to understand. I will spell it out for you in terms that you can comprehend. I lost nearly a quarter of my crew to storms on this voyage following the 'shortcut' route you supplied. I lost ten good men to skirmishes with pirates. The odour of your precious cargo made another third of the crew so sick as to make them nearly worthless and now you are telling me that you can't pay me because the buyer changed his mind. Forgive me if I do not seem particularly sympathetic to your situation.' Captain Sigmundsson gripped the edge of the merchant's desk so hard his knuckles creaked. 'You *will* uphold your end of the contract or I *will* see to it that no legitimate captain ever carries your ill-fated cargo again.'

Metruccio leaned back in his chair, unconsciously recoiling from the onslaught of the captain's temper. 'I may, I mean just perhaps, be able to find another buyer for this shipment. Though the profit may not be able to cover all of your unfortunate losses.'

'- Damn your profit, man!' The captain's calloused fist crashed on to the desk rattling the crystal goblets against their silver tray. 'I care not if you take a loss on this ill-conceived venture, but you will abide by the contract or the mariner's guild will never do business with you or any of your associates again!' Sigmundsson stormed out of the merchant's office, slamming the door behind him.

Jenadrian slipped around the corner so as not to be seen by the furious Sigmundsson. She quickly made her way back to her waiting comrades. 'Cap'n Curry, you can tell the King's man that Metruccio is no longer a worry. It seems that he and the mariner's guild are having a bit of a disagreement.'

Captain Curry smiled at his intelligence officer. 'Some day you will have to tell me how you switched those charts.'



type of goods, as well as its relative scarcity. Many factors can influence the final price and availability of these goods, not least a character's own skill in mercantile dealings.

New Goods

All we have listed on the Master Trade Table are the most common types of goods players are likely to find – those present in the real world, together with a few that are likely to be found in most fantasy settings.

The Games Master, however, is encouraged to add Goods Types of his own devising that relate directly to his campaign world. This will immediately give a great deal more depth to the campaign, as well as possibly illustrate to the players another piece of background or history they may yet to discover. The possibilities here are limited only by your imagination – perhaps the Blood Quartz of the Altaceava Mines demands a very high price in most nations, maybe as much as six times that of gold. The Games Master must add his own Base Price and Scarcity scores but by basing new goods on those already present on the Master Trade Table, fair and reasonable scores will be determined.

A player looking to buy goods from any settlement must first determine whether such goods are available and in what quantity. If he is looking to sell goods, he must determine whether a market actually exists for the goods he wishes to trade in. These are both handled in the same fashion - one of the goods listed on the Master Trade Table must be selected and the player then makes a Profession (merchant) check at DC 10, modified as follows:

Market Location Table

Factor	Modifier
Supply of Goods	+/- Goods Scarcity score
City	+3
Town	+1
Village	-5
Rich Settlement	+2
Poor Settlement	-4
Goods in Season	+4
Goods out of Season	-4

The Scarcity score of goods is listed on the Master Trade Table, as are seasonal goods. Scarcity is used as a negative modifier when a player is looking to buy goods, and a positive modifier when looking to sell them.

The Games Master is free to impose the modifiers for rich and poor settlements as he sees fit. He is also free to apply a modifier of his own discretion of up to +/- 5 to reflect the poorest of villages devastated by war and disease, or the richest and largest of trade cities renowned for buying and selling every type of goods known in the civilised world.

If looking to sell goods, success in this check indicates the player has found a willing buyer and may proceed to the Getting a Good Price section below. If looking to buy goods, the final score rolled on the Profession (merchant) check also determines the actual quantity of goods available, of the type sought after, as shown on the table below:

Goods Quantity Table

Final Score	Volume Available
10-15	1d6 x 10
16-20	1d10 x 10
21-25	2d10 x 10
26-30	3d10 x 10
31 or more	5d10 x 10

Note that the player is under no obligation to buy the entire quantity rolled – if it is determined that 70 tonnes of iron are available, for example, a player may choose to only purchase 10 tonnes. By the same token, the Games Master is free to rule that the player may purchase fractions of the unit measure listed on the Master Trade Table – just half a tonne of iron, perhaps.

For the sake of convenience, there are 16 ounces in a pound and 2000 pounds in a tonne.

Searching for and buying one type of goods item is considered to take 8 hours of a character's time in a town or city and 2 hours in a village. A player may search for more than one type of goods item in any settlement, but once a Profession (merchant) check has been made, he may not search for that type of goods item again in the same settlement for at least one week.

Note that if a character does not have any ranks in Profession (merchant), he may still buy and sell goods using these rules, but he will get no bonus on his checks. See the Profession (merchant) box text for more details on this skill.

Profession (merchant)

The skill Profession (merchant) is used in the Trade & Commerce rules to judge the effectiveness of your character in locating goods within settlements, haggling for a good price and then selling them on again elsewhere for a profit.

Check: The various checks used in buying and selling goods are detailed within this chapter. However, Profession (merchant) may also be used in the same way as a Knowledge skill to gauge how much a character knows about various markets. For example, a character may use the skill to determine whether the price he has been quoted for six tonnes of lead is fair and reasonable, or whether he is being taken advantage of. The Games Master sets DCs for such checks.

Retry: An attempt to use the Profession (merchant) skill to gain knowledge of markets or to buy and sell goods may not be retried.

Special: Whilst the role of a merchant is a specialised one requiring the use of this skill, there are many characters who demonstrate a 'natural' talent for haggling and bargaining. Having 5 or more ranks in Bluff or Sense Motive grants a +2 synergy bonus to Profession (merchant), regardless of whether the character has existing ranks in this skill or not. This synergy bonus may be taken twice, once for Bluff and once for Sense Motive.

In special circumstances, the Games Master is at perfect liberty to rule the absence or existence of any type of goods item in a settlement where trade is to take place. In this case, no check is needed and the Games Master may use his own discretion as to availability, quantity and demand. This may be done to reflect the fact that a few goods may be illegal in some settlements, or to portray current 'booms' in markets. For example, players may hear about a town just a few miles down the coast that has recently uncovered an iron ore mine - if they visit the settlement, the Games Master may rule they automatically find as much iron as they can afford. Other settlements may be renowned for producing certain goods types. Alternatively, the Games Master may force his players to travel thousands of miles to a far-off nation if they insist on trading in certain goods.

Getting a Good Price

Once a market has been found, negotiations begin to gain a good price, whether the player is buying or selling. Obviously, the seller will want to get as much money as he can for his goods, whilst the buyer is seeking the cheapest price possible. Other factors may also have a direct bearing on prices - some goods are seasonal, creating regular market gluts and shortages, and war causes prices to rise in almost every area.

The base price for each type of goods is listed on the Master Trade table on p90. This may be further modified by the Pricing Factors Table listed below and also by the skill of the merchants who are both trying to make a good deal.

Merchants

There really is no such thing as the typical merchant, but they can all be wily foes for any adventuring party and may prove harder to defeat than the largest horde of orcs. A good merchant in a large trading town is perhaps best represented as being a 3rd - 5th Expert, specialising in the Profession (merchant) skill, and so characters are likely to be facing someone with 6-8 ranks in the skill, though most will also have the Bargain feat detailed on p17, Bluff and Sense Motive synergy bonuses, as well as higher than average Wisdom modifiers. Those in smaller settlements may only be of 1st level, or may have no Profession (merchant) skill at all, thus reducing them to the level of most non-trading adventurers. Merchants working for the larger mercantile companies in the greatest of cities will be much, much better and may prove all but impossible for any character to deal with successfully unless they have spent an inordinate amount of skill points in Profession (merchant) themselves.

Both merchants make opposing Profession (merchant) checks. If the buyer wins, the price goes down by 1d10%. If the seller wins, the price will rise by 1d10%. Note that a player is under no obligation to actually continue a deal he feels has gone badly - he may walk away at any time. However, the deal will stand if he later comes back to buy or sell the same goods. He will not be able 're-bargain' for a better deal.



Master Trade Table

Goods Type	Base Price	Unit of Measure	Scarcity
Ale	1,000 gp	Tonne	2
Amber	80 gp	Pound	6
Animals, Wild	2,500 gp	Tonne	6
Armour	7,500 gp	Tonne	4
Artwork	700 gp	Pound	7
Books	6,000 gp	Tonne	4
Bronze	5,000 gp	Tonne	3
Chalk	250 gp	Tonne	4
Cheese	600 gp	Tonne	1
Cloth	2,500 gp	Tonne	0
Clothing	4,500 gp	Tonne	0
Coal	250 gp	Tonne	1
Coffee	1,500 gp	Tonne	5
Copper	2,000 gp	Tonne	4
Cosmetics	150 gp	Pound	7
Cotton *	200 gp	Tonne	0
Dyes	125 gp	Pound	2
Fruit *	1,500 gp	Tonne	0
Furs	4,000 gp	Tonne	1
Gems	7,000 gp	Pound	5
Glass	1,250 gp	Tonne	4
Gold	100 gp	Pound	8
Grain *	600 gp	Tonne	1
Hardwood	2,000 gp	Tonne	2
Herbs *	6,500 gp	Tonne	5
Horses	As listed in Core Rulebook I	By Horse	7
Incense	7,000 gp	Tonne	8
Ink	5,500 gp	Tonne	2
Iron	2,500 gp	Tonne	0
Ivory	3,500 gp	Tonne	8
Jade	4,500 gp	Tonne	8
Jewellery	1,500 gp	Pound	6
Lead	1,750 gp	Tonne	3
Leather	1,250 gp	Tonne	1
Livestock	750 gp	Tonne	1
Magic Items	As Market Price in Core Rulebook II	By Item	10
Marble	4,000 gp	Tonne	8
Meat Foods	900 gp	Tonne	0
Medicine	175 gp	Pound	6
Mirrors	8,000 gp	Tonne	8
Nuts *	750 gp	Tonne	1
Obsidian	3,000 gp	Tonne	6
Oil, Lamp	1,000 gp	Tonne	0
Oil, Olive *	1,500 gp	Tonne	4
Oil, Whale	1,500 gp	Tonne	2
Paper	2,250 gp	Tonne	5
Pipeweed *	3,700 gp	Tonne	4
Rice *	650 gp	Tonne	0
Rope, Hemp	200 gp	Tonne	2
Rope, Silk	1,000 gp	Tonne	5
Salt	700 gp	Tonne	1
Seafood	800 gp	Tonne	0

Silks	1,500 gp	Tonne	5
Silver	10 gp	Pound	7
Slaves	1,000 gp	Tonne	9
Spell Components	2d10 gp	Pound	9
Spice	10,000 gp	Tonne	8
Stone	250 gp	Tonne	2
Sugar *	800 gp	Tonne	5
Tea *	900 gp	Tonne	5
Timber	300 gp	Tonne	5
Tin	1,000 gp	Tonne	6
Tools	4,000 gp	Tonne	6
Vegetables *	500 gp	Tonne	0
Wax	1,250 gp	Tonne	5
Weapons	7,000 gp	Tonne	3
Wheat *	600 gp	Tonne	0
Wine *	5,000 gp	Tonne	6
Wool *	725 gp	Tonne	3

* Seasonal Good Type – the Games Master should determine whether goods are in season or not according to the time scale of his campaign. In general, seasonal goods may be considered in season in summer and autumn, and out of season during spring and winter.

Pricing Factors Table

Factor	Price Modifier
Local Crop Failure	All foods and drinks +100%
Local Crop Harvest	All foods and drinks -50%
War	+100%
Village	-20%
City	+10%
Rich Settlement	+10%
Poor Settlement	-20%
Goods out of Season	+25%

In addition, players will soon find they can get a far better price for goods if they sell them a great distance from the settlement in which they were purchased, as almost all races are fascinated by goods made in far off places.

If the goods are being sold within 100 miles of the place in which they were bought, there is a -20% penalty to the base price. If they are being sold further afield, there is an additional 25% bonus to the base price for each full one thousand miles between the settlement in which they were bought and the one they are being sold in.

Players may like to try trading between

different planes of existence – we are going to leave this to the discretion of the Games Master as it is far beyond the scope of this book, but we would suggest starting at +100% base price and working up from there. . .



BOUNTY OF THE OCEAN

Aside from trade and its resulting piracy, there is one other main source of monetary support the sea provides for many people across the world. Fishermen take their small ships out to the sea not only to remain self-sufficient themselves, but to ensure entire communities have plenty of food to eat even if entire crops fail and perish in bad seasons. The sea is much less vulnerable to seasonal changes that can so effect the crops of farmers and a skilled fisherman may always expect to bring back at least half-a-hold full of freshly caught fish, ready for consumption or market as he pleases.

The sea, however, has its own perils and even in quiet bays a fisherman or even his entire crew and vessel may disappear without trace. Whereas the land-bound farmer must contend with unpredictable weather and all-too-predictable orc and goblin raiders, the fisherman faces the brooding depths of the trackless sea every time he sets sail. Even those who remain close to shore for safety might be forced to battle against squalls blowing them against cliffs or sahuagin rising up from the deep, as well as the more mundane threat of pirates working the coast for easy prey. Fishermen therefore tend to be rugged and hardy individuals, capable of taking the very

worst the sea can throw at them with a steady calm as they haul their catches in day after day.

Player characters may come into contact with fishermen in the course of their coastal adventures on a regular basis as even the smallest port town will be home to a fishing fleet. They may be called upon to rid such a settlement of a particularly nasty creature that has been terrorising the fleet and thus putting the economy of the town in jeopardy, or may even hire on as crew if they deem it necessary to leave land and stay out of sight for a time.

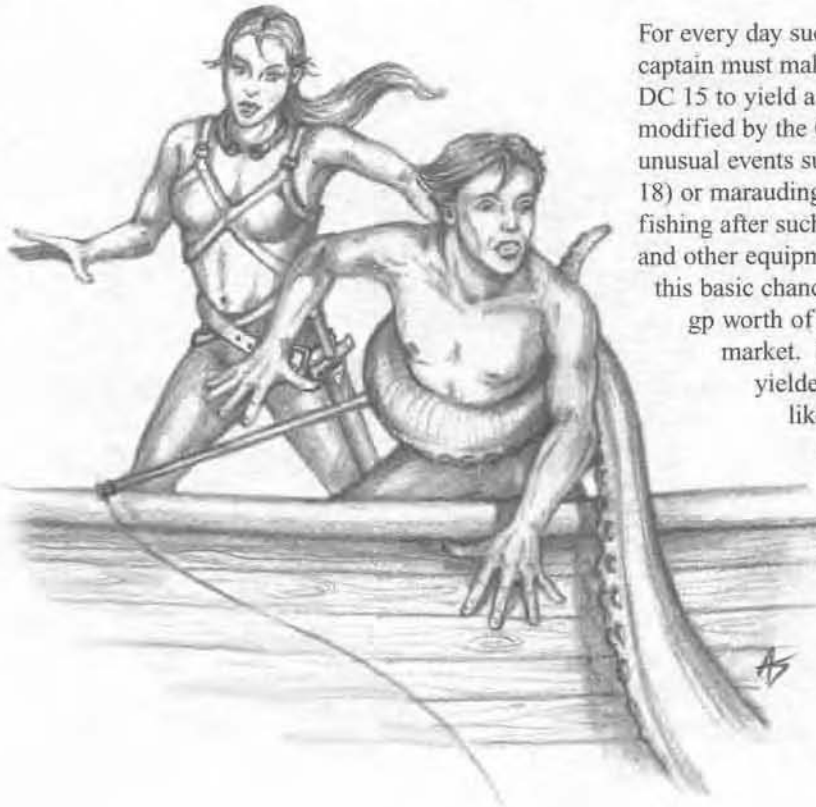
Sea Fishing

The vast majority of offshore fishing is carried out by small, determined crews in purpose designed vessels, often like the one shown on p50. Intent on a peaceful life, they battle many hardships to ensure their families are well provided for throughout the year.

The key to successful sea fishing is the captain of the vessel himself. It is his choosing that decides where the boat sails and when it lays down its stern nets. A good fisher captain, veteran of many years hard work, may have Profession (fisherman) 10+ at least, whereas the crew he hires may have less than half of this.

For every day such a fishing boat remains at sea, the captain must make a Profession (fisherman) check at DC 15 to yield a worthy catch. This may be modified by the Games Master to take into account unusual events such as being caught in a squall (DC 18) or marauding sahuagin (DC 20 to continue fishing after such an attack, likely with damaged nets and other equipment). For every point rolled above this basic chance of success, the fishermen yield 10 gp worth of catch when sold at their port's market. If this check is failed, the nets have yielded little or no fish and the crew are likely to be forced to spend another day at sea in order to continue their livelihood. A natural 1 on this roll will result in the nets snagging or otherwise breaking, forcing the ship to return to shore to purchase replacements.

Random encounters, as described in Core Rulebook II, should be used in conjunction with fishing crews engaged in their work and so they may well end up catching



The Fisherman's Friends

Every well supplied vessel of small size or greater may be assumed to have a few of these tools to hand, and a dedicated fishing boat will have a surplus, though prices are listed for completeness. They are all counted as exotic weaponry for though their crews may be extremely skilled in using them in landing fish and other sea creatures, they are extremely unwieldy in combat. The light harpoon and gaff hook is a medium-sized weapon, while the boathook is large.

Weapon	Cost	Damage	Critical	Range inc.	Weight	Type
Light Harpoon *	10 gp	1d8	x2	30 ft.	8 lb.	Piercing
Boathook +	6 gp	1d6/1d4	x2	-	5 lb.	Bludgeoning/Piercing
Gaff Hook	4 gp	1d6	x2	-	3 lb.	Piercing

* If damage is inflicted with a light harpoon, the target must make a Reflex check at DC 10 + damage caused. If this is failed, the target is harpooned. Until the harpoon is removed, the target moves at half speed and may not charge or run. If the harpooned target attempts to cast a spell, a Concentration check must be made at DC 15 to avoid losing the spell. The Harpoon may be removed as a full round action but this will cause an amount of damage equal to that originally inflicted unless a Heal check is made at DC 15.

+ Boat hook are counted as a double weapon. The bludgeoning head does 1d6 damage, the piercing hook 1d4.

something in their nets they would just as soon not meet face to face. Every good fishing boat is well supplied with boathooks and gaff hooks, as well as boarding axes and gutting knives, so the fishermen may soon have a battle on their hands, using their improvised weaponry.

Line Fishing

Occasionally, adventurers at sea may decide to while away a long voyage with a spot of line fishing – in desperate circumstances, they may be relying on the bounty of the sea to provide for their most basic food needs.

Every well supplied ship is likely to have enough line, hooks and bait to supply a typical adventuring party interested in pursuing such a leisurely activity. For every full hour a character spends fishing (and for most, it involves little more than dangling line over the side of a ship, waiting for the slightest tug), he may make a Profession (fisherman) check at DC 15. Success will yield one fish large enough to feed an average person for an entire day. Characters with a serious interest in this sport may purchase a masterworked fishing kit (1 lb, 50 gp) to grant them a +1 competence bonus to this check.

However, two points must be noted with regards to fishing adventurers. First, *every* adventurer seems to believe he is an expert fisherman, regardless of whether he has ever set foot on a boat or not.

Therefore any adventurer may attempt to fish, even if he does not possess the Profession (fisherman) skill, though he will do so with a –4 incompetence penalty. Secondly, adventurers tend to be of a competitive breed and so it is likely they will be comparing their catches to see who lands the biggest fish. For every point above the basic Profession (fisherman) check, the character may add half a pound to the weight of their catch, so one rolling a total of 17 would have landed a 1 lb fish. Those just making the basic check (i.e, rolling 15 including all modifiers) are landing what adventurers technically term 'tiddlers.'

It should be noted that adventurers line fishing from the side of a boat are likely to be the first to face any random encounters, as described in Core Rulebook II, so the chances of them hooking a truly monstrous catch are not quite as remote as they might like. . .

Bigger Game

There are vessels on the ocean whose captains are engaged in a continual search for far larger game than mere fish. Though most are merely pirates or adventurers willing to follow opportunity in a random encounter, a few actively search out larger game, such as whales or even kracken to slay and haul back to shore where they will be guaranteed of great rewards. Such activities are best handled using the normal combat and encounter rules, though it is likely that few average crews will willingly sign on for such ventures.



UNDERWATER ADVENTURING

The realms of the deep ocean are not as empty as mankind may like to presume. Nor are the creatures who dwell there as unintelligent as many may believe, despite their often very different appearance. Entire kingdoms lie upon the sea floor, some as large and as powerful in their own right as any built upon land. Immense beasts cruise through the ocean, creatures large enough to crush a ship or swallow it whole with barely a second thought – such are the very legends of the sea, the mighty kracken and leviathan.

Even the seemingly safe coastlines are teeming with life and civilised settlements soon learn to both live alongside other intelligent beings, as well as defend themselves against predators that rise up from the sea to wage an almost constant war. Races such as the sahuagin, or sea devils, are familiar to many who live on the land, though little is actually known about such creatures other than their penchant for murder and pillage.

GOING BENEATH THE WAVES

Any party of adventurers travelling on the high seas will, at some point or another, need to leave their ship and journey beneath the waves - it is practically inevitable. A whole new world awaits them and few Games Masters will be willing to ignore such cinematic possibilities as mighty kingdoms sprawling across the ocean floor, dominated by great powers of good or evil. Perhaps the dreaded sahuagin have risen yet again and adventurers have to pursue them to their lair and wipe out the evil forever. Or maybe the adventurers have discovered the location of a richly laden shipwreck and are eager to salvage its treasures, all the while fighting off the attentions of aquatic races keen to garner riches themselves. Perhaps they just want to explore, for an entirely new domain awaits them. The possibilities are endless.

The undersea environment, however, is both a strange and lethal place – voyagers to the depths will have to contend with a whole new set of challenges to those they face on dry land. Very little can be taken for granted for even basic tasks such as

breathing and movement can provide immense difficulties, not to mention the denizens of the sea who might resent intruders in their homelands. The pressure of water itself can crush to death those not suited to this environment.

Many parties of adventurers will seek to overcome some of these challenges through the use of magic. Powerful wizards and sorcerers can allow their comrades to function underwater through the judicious use of *waterbreathing* and *freedom of movement* spells. Other parties may rely on such magically charged items as the *helm of underwater action*, though all are well aware of the disruption and death a well placed *dispel magic* spell may cause. More enterprising adventurers may seek the help of the gnomes and either hire or buy outright one of their rare but famed submersibles, allowing a reliable mode of transport from which to sally forth onto the ocean floor as and when the need arises. This greatly relieves the reliance on magic simply to move around and both players and Games Masters are likely to be more happy with the gnomish option.

Sooner or later though, adventurers are likely to have to face the rigours of underwater travel without the benefit of protection through powerful magic or fabulous submersible vessels.

Sight, Sound and Travel

Underwater environments themselves can impede the progress of adventurers as surely as the greatest adversary. Any not reliant on the use of magic or technology to aid them must face the terrors of the deep at a distinct handicap.

Breathing

Without magical support, a character may hold his breath for a number of rounds equal to twice his Constitution score. After this time, a Constitution check at DC 10 must be made every round. The DC of this check increases by 1 every round.

When this Constitution check is failed, the character will begin to drown. In the first round, they will fall unconscious and be reduced to 0 hit points. In the second round, their hit points drop to -1 and in the third they drown.

Sight

Vision is greatly affected underwater, to the extent that many species living in the depths rarely use eyesight, if at all. For surface dwellers, the table

below is used to gauge how far they may see underwater at any given time. It may be assumed that creatures native to the underwater environment can effectively see twice this distance, whether through adapted eyesight or other means.

Water Type	Distance of Vision
Clear	100 ft.
Murky	50 ft.
Dark/Night	10 ft.

Light has great difficulty in penetrating the depths of the ocean and so it may be assumed that at any distance over 300 feet down, vision will be as it is at night.

Due to the effect water has on light, darkvision is completely useless at any depth greater than 50 feet. Low-light vision works as normal but will not aid vision in murky waters.

Sound

It is a relatively well-known fact that water carries sounds much, much further than air and this is a trait often utilised by the races of the deep. However, the ears of surface dwellers are completely unsuited to underwater environments, greatly hampering their ability to both hear and distinguish sounds.

As a general rule, the distance any water-dwelling creature may hear sounds is quadrupled. However, for surface creatures, it is halved and even then, they are unlikely to be able to pick out individual sounds, as in speech. Devices such as the *helm of underwater action* will allow a surface dweller to hear as well as any aquatic creature, whilst those in submersibles will face no penalty to their land-based hearing, though they are unlikely to hear much through the thick wooden walls of their vessels in any case.

Communication

All of this will go greatly towards hampering communication between any surface dwelling creatures who dare to voyage to the depths of the ocean. Those within submersibles or enjoying such items as the *helm of underwater action* may communicate between themselves unhindered, but as soon as they leave their vessel or lose their magic item, the problems return.

Aside from muffled cries of alarm, any character submerged will not be able to speak *at all* without

magical assistance. Many adventurers therefore develop pre-arranged hand signals to communicate at least their basic intent — attack, flee, go forward, are all typical of such sign language.

Things become more problematic when one adventurer has a *helm of underwater action*, another is using a *waterbreathing* spell, whilst the rest of the party is on board their gnomish submersible. In such situations, both players and Games Masters are recommended to rely on basic common sense. Allow the players to communicate simple thoughts and ideas to other characters but if anything lengthy is required, insist on a group discussion on the surface of the sea, or within the submersible.

Travel

Though merfolk and sahuagin can literally swim like a fish, characters used to life on the land are likely to be far more hindered. The basic rules for swimming may be found in Core Rulebook I but there are a few other considerations to keep in mind when travelling underwater.

Unconscious characters not otherwise weighed down will automatically rise to the surface at a rate of ten feet per round, as will any other character not making an action. Encumbered characters will automatically sink at a rate of 20 feet per round, as will those in medium armour. Those in heavy armour will sink at a rate of 40 feet per round. These rates of sinking may be mitigated by a character swimming in the opposite direction (that is, up!), though few will be able to stop the sinking altogether and may eventually end up in very serious trouble.

Ships are assumed to sink at a rate of 10 feet per Structure Dice each round.

Depth of Water

As well as diminishing visibility, those travelling to the furthest depths will have to contend with the sheer weight of water above them. Characters will feel the effect of this crushing water pressure when they journey just a few feet down and it will ultimately limit exactly how far down they may travel without magical means.

Most characters will start to be affected by this pressure when they descend lower than 100 feet below the surface of the sea. For every minute (or part of) characters spends below this depth limit,



UNDERWATER ADVENTURING

they must pass a Fortitude save (DC 15 + 1 for every previous check) or be dealt 1d6 points of crushing damage, for every 100 feet (or part of) they are below their depth limit.

Some races, however, possess greater resilience to the crush of water pressure and may descend much, much further before they need to begin taking Fortitude saves. Listed below are some of the more common aquatic races, together with a few surface dwellers, and the depth limits they may go before they will start to take damage from the crush of water.

Ship *	0 ft.
Gnomes & Halflings	50 ft.
Humans & Elves	100 ft.
Dwarves, Half-Orcs	200 ft.
Aquatic Elves	300 ft.
Dolphins & Sharks	800 ft.
Gnomish Submersibles *	900 ft.
Locathah	1000 ft.
Merfolk	1200 ft.
Triton & Sahuagin	2000 ft.
Whales	4000 ft.
Leviathan & Kracken	8000 ft. (at least)

* Most surface vessels will begin to automatically take 1d6 structural points of damage for every 100 feet they are below the surface. Gnomish submersibles may descend to 900 feet below the surface without penalty, but for every 100 feet they travel below this, they will automatically sustain 1d6 structural points of damage every minute.

UNDERWATER COMBAT

Many voyagers to the sea depths dread the possibility of combat. Every form of aquatic life will be faster and more deadly in battle, no matter

how adept the surface dweller is on dry land. It can take a great deal of practice to become fully conversant with underwater combat and few achieve any level of proficiency.

Battling Underwater

In addition to all the effects water has on sight and sound, surface dwellers will suffer a permanent -4 circumstance penalty to all Reflex and Dexterity-based checks they are required to make. This will also result in a -4 circumstance penalty being applied to all Initiative checks. Shields may never be used underwater as they simply cannot be manoeuvred quickly enough to have any effect in combat.

In addition, surface dwellers will also suffer a -4 penalty to their attack, damage and grapple rolls. Those using piercing weapons suffer no penalty to their damage rolls. A character that scores a hit on an enemy will always deal at least one point of damage, no matter what modifiers are made to his damage roll.

No ranged weapons may be used underwater aside from those marked as piercing. They suffer the same penalties as melee weapons, listed above, and unless specially designed for underwater combat (tridents, aquatic crossbows, etc. . .) all such ranged weapons will have their range increments reduced to 10% of their normal score.

A Games Master should always be aware that aquatic races never suffer from any of these penalties, as they are more than competent in fighting within their home environment. This can make even the weakest of them extremely dangerous enemies to any surface-based invaders.

'Careful with that, boy! That is the captain's own special boat and 'e won't 'ppreciate the likes of 'ys scratchin' it. Heave, ya dreadful layabouts! Whaddya mean, it looks funny? It cost more gold than ya will earn in ten years or more, so don't ya be slatin' it. What's it for? Isn't it obvious? It's a boat, that's wot it is, but it goes underwater. Yeah, that's right, it is for when the captain, may his beer never dry up, wants to see what is goin' on under the ship. Why would 'e want to do that, ya gonna ask me. Well, boys, there's a lot of sunken treasure down there on the seabed. And magic stuff. And terrible monsters, ya mark my words - see that huge ballista on the front? Captain once killed a kracken with that. Don't ya be calling me a liar boy, or I'll be feeding ya to the sharks! He did, as the gods are me own witness. Ya might be glad the captain is around in 'is sub-merr-sybble when the next kracken comes up from the deep and decides it wants one or two of ya for a snack. . .'

First Mate Drakkar, on the captain's new gnomish submersible

Underwater Spellcasting

Even more so than combat, spellcasting is seriously hampered by being placed underwater, if one is of a surface-dwelling race. Many material components are ruined by immersion in water, the complex hand movements required for the majority of spells taking greater concentration and verbal incantations utterly impossible.

Once again, the following rules apply only to surface races attempting to cast spells underwater – aquatic races may do so without penalty.

Verbal Components

The most difficult component to successfully achieve underwater is that of the verbal virtually all spells require. As detailed in Communication above, verbal components of spells will be impossible to form for a surface dweller unless he has a bubble of air around him, through the use of magic or from within a submersible. Those attempting to utilise verbal components without such aid will automatically fail in the casting of every spell. Only those who are able to communicate normally whilst underwater may be permitted to use verbal components. This in itself is the greatest limiting factor of underwater spellcasting.

Somatic Components

Once a spellcaster has been able to successfully circumvent the problems involved in verbal components, he must then contend with the somatic. Any spellcaster wishing to use a spell with a somatic component whilst underwater must successfully make a Concentration check at DC 15 to avoid the dampening effects on movement that water has. A spellcaster with access to magic such as *freedom of movement* will completely avoid this penalty.

Material Components

The last hurdle to clear is that of material components. Whilst there are a great range of spells that do not require material components, the majority do and spellcasters must take great care in planning ahead before embarking on an underwater voyage. Ultimately, the Games Master is the final arbitrator over which material components may be safely used underwater and which will be instantly ruined by immersion. Characters able to find methods to travel underwater without immersing themselves will, of course, avoid these penalties.

As a general rule, however, any spell requiring dust or powder in its casting may not be used as such materials are instantly ruined by exposure to water. Liquids similarly may not be utilised in the casting of spells, as they will instantly dilute into the water surrounding the practitioner. If there is any doubt over whether a material component would be ruined by exposure to water, however, the Games Master is recommended to be lenient towards his players – they are going to have enough problems during underwater adventures!

Spell Effects

The actual effects of spells themselves may also change substantially when cast underwater. Fireballs will quickly wither and die, whilst a poorly timed lightning bolt may prove lethal to everyone nearby, friend and foe alike. As always, the Games Master is the final arbitrator with regards to how spells actually apply underwater and given the huge range of spells available to gaming groups through the great number of supplements on the market, it would be extremely foolish of us to attempt to list the effects of every single one. Instead, below are presented a set of guidelines Games Masters may follow in applying spell effects underwater, if their players actually succeed in casting. He is also free to rule that certain spells automatically fail when cast underwater.

Electricity-based Spells

Any spells depending on electricity on their effects are substantially changed from when they are cast on dry land and, indeed, can be very dangerous to the spellcaster. Their range is automatically reduced to 0, and their area of effect changed to 1 foot per caster level. However, this area will always be centred on the caster himself and he will take any damage resulting from the spell.

Examples: *Chain lightning, lightning bolt, shocking grasp*

Fire-based Spells

In general, fire-based spells should always have half the range, half the area effect and cause half the damage they do when unleashed on dry land. This half damage is applied before any saving throws are made, so if a Reflex save is made against a fireball spell used underwater, it will effectively cause a quarter of its normal damage. In addition, any lasting burning effects will be automatically extinguished after one round, regardless of normal duration. In any event the duration of any fire-based



spell will be reduced to one round.

Examples: *Burning hands, fireball, fire storm, flaming sphere*

Light-based Spells

The dampening effects of water upon light greatly reduce the effect of spells that depend on light for their effect. The range and area of such spells is automatically halved, and saving throws made against them receive a +2 circumstance bonus.

Examples: *Daylight, colour spray, hypnotic pattern, light*

Sonic/Speech-based Spells

Any spells that rely on sound for their effects will be greatly transformed when cast underwater. When employed against surface dwellers, their range and area of effects are halved. Against aquatic creatures, however, their range and area will be quadrupled, potentially making them very powerful. Spells that require speech to be used in conjunction with their effects (such as *command* or *speak with dead*) must be used by a spellcaster able to speak normally and directed towards a subject who is able to understand his speech through the water. Further details on how this is applied are covered under Communication.

Examples: *Sound burst, wail of the banshee*

Specific Spells

What follows is a list of specific spells that fall outside of the designations above. They may be used by Games Masters to gauge the effects similar spells will have when cast underwater.

Earthquake: Must be cast on the seabed, but all creatures within 5 ft./level must make a Reflex save at DC 15 or be stunned for 1d6 rounds, whether they were in contact with the seafloor or not.

Fly: Allows a subject to move easily in water, even when encumbered, at a speed of 90 feet (60 feet if wearing medium or heavy armour) per round.

Heroes' Feast: The feast is immediately ruined if cast underwater.

Invisibility: The subject can be seen by the space he creates in the water – opponents receive automatic Spot checks at DC 10 every round to locate the subject. Once located, the subject receives no bonuses in combat.

Jump: The subject may jump as if he were on dry land – no additional benefit is gained from the use of this spell beyond this.

Leomund's Secure Shelter: Aside from quickly flooding with water in 1d6 rounds and sinking if not cast on the seafloor, this spell works as normal.

Melf's Acid Arrow: The acid generated by this spell only lasts one round before the surrounding water dilutes it.

Summon Monster: This spell will function normally underwater, but summoned creatures do not gain any special benefits – no special underwater movement or combat bonuses, nor any ability to breathe water.

In addition, the following spells will automatically fail if attempted to be cast whilst underwater;

Acid fog, air walk, call lightning, cloudkill, control weather, control winds, creeping doom, fog cloud, gaseous form, glitterdust, grease, gust of wind, ice storm, illusory script, insect plague, liveoak, mind fog, mount, obscuring mist, phantom steed, sleet storm, solid fog, stinking cloud, storm of vengeance, tsunami, whirlwind, whispering wind, wind walk, wind wall.



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MONSTERS OF THE DEEP

Fideal

Medium-size Monstrous Humanoid (Aquatic)

Hit Dice: 2d8+6 (15 hp)

Initiative: +5 (Dex, Improved Initiative)

Speed: 40 ft. 60 ft. swim

AC: 17 (+1 Dex, +6 natural)

Attacks: Grapple +4 melee or 2 claws +4 melee

Damage: Grapple 1d6+2 or claws 1d4+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Enthralling gaze, spell-like abilities, tendril

Special Qualities: Damage resistance 10/+1 (in water)

Saves: Fort +3, Ref +4, Will +4

Abilities: Str 14, Dex 12, Con 16, Int 10, Wis 12, Cha 14

Skills: Climb +6, Jump +7, Listen +5, Move Silently +5, Swim +14*

Feats: Improved Initiative



Climate/Terrain: Any aquatic

Organisation: Squad (5-20)

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-4 HD (medium-size), 5-6 HD (large)

Fideal are hideous water beasts with mouldy green

skin and eyes that flash like moonlight on the surface of a stagnant pond. They drip foul water constantly and are entwined with seaweed and algae. The fideal haunt shorelines and small islands where they prove to be a menace to landing parties and small ships alike.

Combat

The grass-like tendrils of the fideal are capable of stopping a small ship and several of them can slow and completely halt larger vessels. Once a ship is snagged, they will gaze at the crew with their hypnotic eyes, commanding those enthralled to leap overboard where several fideal will immediately attack them. If any remain on ship, the fideal will come aboard and attempt to drag them below water.

The fideal are draped in what appears to be long, soggy strands of seaweed. They are actually symbiotic magical plants that grow only in the foetid flesh of these monsters, feeding on foul ichor whilst granting the fideal its awesome powers.

Damage Reduction (Su): Whilst they remain in the water, the fideal have Damage Resistance 10/+1. This ability is lost when they leave the water.

Enthralling Gaze (Su): Any creature that meets the gaze of the fideal must make a Will save (DC 12) or be paralysed for 1d4 rounds. Whether or not the save is successful, the subject may not be affected by any further enthralling gaze for one day.

Spell-Like Abilities (Su): Once per day, the fideal may cast *dominate person* (Will save DC 12). The fideal may only use this ability if their enthralling gaze was successful.

Tendrils (Ex): If the fideal make a successful grappling attack, their tendrils inflict 1d6+2 points of crushing damage. In addition, fideal may work together to halt the movement of boats and ships. The amount of fideal required to halt a vessel of any given size is Tiny: 1, Small: 5, Medium: 10, Large: 25, Huge: 50, Gargantuan: 100, Colossal: 200. The only way to free a vessel from the fideal is to slay them.

Swim: The fideal receive a +8 racial bonus to Swim checks.

Fisherman

Large Outsider (Aquatic, Evil)

Hit Dice: 15d8+45 (112 hp)

Initiative: +2 (Dex)

Speed: 40 ft. 30 ft. swim

MONSTERS OF THE DEEP

AC: 14 (-1 size, +2 Dex, +3 natural)

Attacks: Boat hook +17/+17 melee or gaff hook +19/+14/+9 melee or net +19 ranged

Damage: Boat hook 1d6+5/1d4+5; gaff hook 1d6+5; net entangle

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: Aura of fear

Special Qualities: Darkvision 60 feet, Deathwatch, sea sense, create soul cage

Saves: Fort +12, Ref +11, Will +14

Abilities: Str 20, Dex 14, Con 16, Int 15, Wis 16, Cha 14

Skills: Bluff +12, Craft (soul cage) +20, Diplomacy +12, Intimidate +20, Intuit Direction +18, Knowledge (local area) +20, Listen +17, Search +9, Sense Motive +12, Stry +11, Spot +18, Swim +20

Feats: Ambidexterity, Exotic Weapon Proficiency (gaff hook), Iron Will, Two Weapon Fighting

Climate/Terrain: Any aquatic

Organisation: Solitary

Challenge Rating: 9

Treasure: Standard

Alignment: Always lawful evil

Advancement: 16-22 HD (large), 23-45 HD (Huge)

The fisherman is a rare creature not often encountered by the mortals of the material world. Sages and scholars often postulate these aquatic spirits may hail from some other plane of existence, whilst others assume the fisherman is some strange form of undead, the powerful soul of a legendary seaman fated to lurk in the depths of the ocean. Sailors know only that they are to be feared.

A fisherman is a humanoid being reaching up to ten feet tall, clad in the garb of a mundane fisherman. Its eyes glow with an eerie blue light and its grizzled face is usually trimmed with a gnarled beard in which dwell small crabs, fish and shrimps. All fishermen seem to be male – no female of the species has ever been witnessed by any sailor. They are powerful creatures who enjoy tormenting seafarers and work hard to collect the souls of those who die at the hands of the

sea. At the bottom of the ocean they may be found tending to devices called soul cages that look for all the world like ordinary lobster traps, though they are used to imprison the spirits of the drowned. The territory of a fisherman can extend over a dozen miles from its lair.

An individual fisherman may tend to as many as 3d6 soul cages, each containing the incarcerated spirits of 1d6 unfortunate sailors, all of which have met their deaths through storm, shipwreck or some other maritime disaster. Those slain by intentional violence are always left to wander the depths by the fisherman.

They are very competitive with others of their kind but occasionally will swap souls to enhance their own collections. Fishermen are also fond of games and gambling and should they be offered a fair chance of odds, may find a wager impossible



to resist. In this way, it may be possible to bargain for the release of a soul of a companion or loved one.

Combat

Although they do not often engage in melee combat, many have found to their own detriment that fishermen are quite skilled. Fighting with a wide variety of maritime tools and weapons, fishermen favour boat hooks, gaff hooks (see p93) and nets to ensnare and slay those who intrude upon their habitat.

When a fisherman detects a great storm at sea or is otherwise aware that sailors are meeting watery deaths, it will rise to the surface in order to start collecting as many souls as it can.

Deathwatch (Su): A fisherman may make constant use of the spell *deathwatch*, as if cast by a 15th level cleric. The range of a fisherman's *deathwatch* is one mile per Hit Dice, rather than that given for the actual spell, allowing it to sense the life state of any creature within its territory. This ability can be negated as normal, but the fisherman can reactivate it at any time as a free action.

Sea Sense (Su): A fisherman automatically knows the weather above the sea with a radius equal to its Wisdom modifier x 10.

Aura of Fear (Su): Any living creatures within 60 feet of a fisherman will be affected by a *fear* spell as if cast by a 15th level sorcerer.

Create Soul Cage (Su): By simply constructing a lobster cage out of the debris that floats to the bottom of the ocean, a fisherman may craft a soul cage. The soul cage is a magical construction that, through its crafting, has been enchanted with a *trap the soul* spell. The magic of a soul cage will only function for fishermen and the souls remain trapped for as long as the fisherman wishes and remains in the material world. Only upon the death of the fisherman may the trapped souls be released.

Giant, Sea

Huge Giant (Aquatic)

Hit Dice: 17d8+102 (178 hp)

Initiative: +1 (Dex)

Speed: 50 ft. 40 ft. swim

AC: 21 (-2 size, +1 Dex, +12 natural)

Attacks: Gargantuan trident +24/+19/+14 melee, or gargantuan trident +12 ranged, or 2

slams +23 melee

Damage: Gargantuan trident 4d6+17 or slam 1d6+13

Face/Reach: 10 ft. by 10 ft./15 ft. (25 ft. with trident)

Special Attacks: Shape water, spell-like abilities

Special Qualities: Darkvision 60 feet, freedom of movement, rock catching, water breathing

Saves: Fort +16, Ref +6 Will +7

Abilities: Str 37, Dex 13, Con 23, Int 14, Wis 14, Cha 14

Skills: Jump +16, Listen +8, Spot +8, Swim +22

Feats: Cleave, Great Cleave, Power Attack, Sunder, Weapon Focus (trident)

Climate/Terrain: Any aquatic

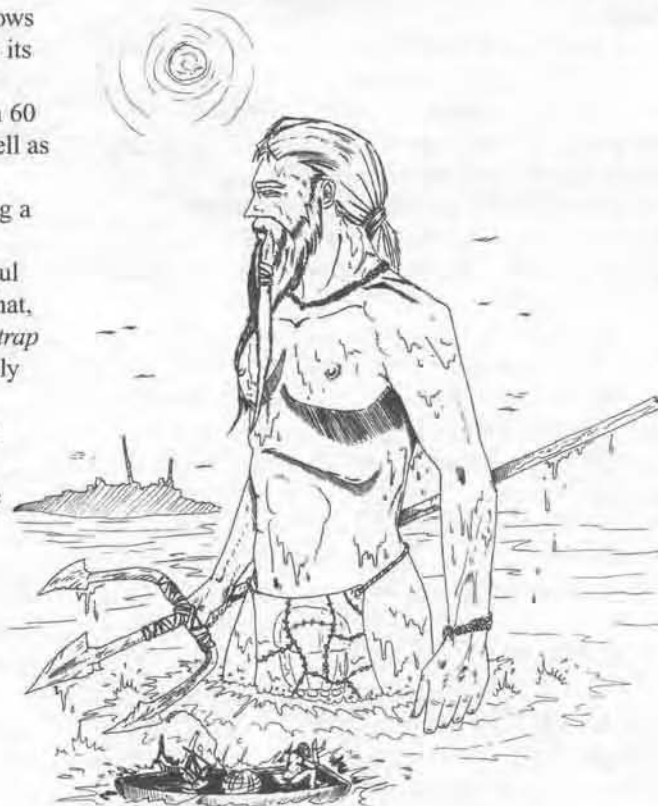
Organisation: Solitary or family (2-4 plus 1 non-combatant, plus 1 sorcerer or cleric of 6th – 9th level, plus 2-8 large sharks)

Challenge Rating: 12

Treasure: Standard coins, double goods, standard items

Alignment: Usually neutral evil

Advancement: By character class



The depths of the ocean hold many secrets; sunken ships, lost civilisations, fantastic beasts of immense size and profound evil. One such secret that recently surfaced is the sea giant. Sea giants are approximately 20 feet tall, green-skinned, and have white hair streaked with green. Males tend to wear their hair and beards braided, and members of both sexes favour bangles of shells, bits of coral, and other adornments. Sea giants live hermetic lifestyles, staking out a territory and sharing that territory with only natural animals. All other creatures are either killed or chased away. One creature that a sea giant will always attack on sight is a storm giant; there is an ancient hatred between these two races that goes back millennia.

Combat

Sea giants attack using their spell-like abilities, shape water ability and trident. If unarmed, they can attack with their fists. They do not hurl rocks as other giants. Their outsized tridents have a range increment of 20 ft.

Freedom of Movement (Su): Sea giants continuously have *freedom of movement* as the spell.

Spell-Like Abilities (Su): Twice per day, a sea giant can *control water* as a 17th-level cleric. Once per day a sea giant can *control winds* as a 17th-level druid.

Shape Water (Su): Once per day, a sea giant can form a volume of water into the shape of a 20-foot long arm ending in a clenched fist (AC 20, hp 80). The fist attacks using the sea giant's attack roll and deals 1d8+13 points of slam damage. Any creature struck must succeed at a Fortitude save (DC 14) or be stunned for 1 round. A stunned creature cannot act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack a stunned creature. The arm remains for 17 rounds and the sea giant does not need to concentrate to maintain the arm. The fist loses shape if it reaches 0 hit points, the duration expires, or the sea giant dies.

Water Breathing (Ex): Sea giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Sea Giant Characters

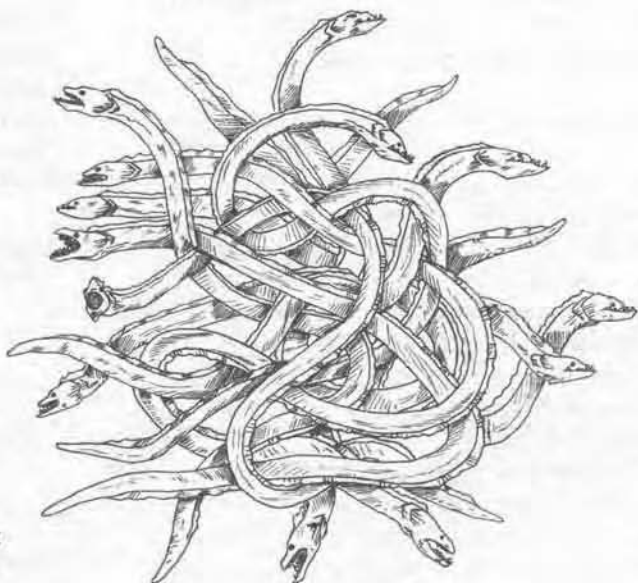
The sea giant's favoured class is fighter. Many groups of sea giants include druids or clerics with access to any two of the following domains: Evil, Strength, War, and Water.

Sea Giant Society

Sea giant society, such as it is, is harsh and violent. They are solitary creatures, only seen in groups when a male and a female are in the process of rearing young. After children are born to a sea giant couple, the male remains with the female and the children for several years. When the children are old enough to defend themselves from larger predators, the male leaves to seek his precious solitude once more. Sea giants prefer only their own company - all other creatures are chased off or, at best, merely tolerated.

Gnarled Eel

Large Beast



Hit Dice: 2d10+4 (15 hp)

Initiative: +3 (Dex)

Speed: 30 ft. swim

AC: 15 (-1 size, +3 Dex, +3 natural)

Attacks: Bite +1 melee

Damage: Bite 1d8+1

Face/Reach: 2 ½ ft. by 10 ft./5 ft.

Special Attacks: Frenzied bite

Special Qualities: Bunching, prey sense

Saves: Fort +5, Ref +6, Will +0

Abilities: Str 13, Dex 16, Con 15, Int 4, Wis 10, Cha 10

Skills: Intuit Direction +4, Spot +4*

Feats: None

Climate/Terrain: Any aquatic

Organisation: School (4-16)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (large)

'You're saying that to scare me. I'm not believing you.' Ivan squinted at the knot of crew women around him. He had only recently joined the crew of the *Heintzelman* and was sure that the women were having a jest at his expense.

Sterling shook her head. 'Truer words were never spoken. We wouldn't lie to you about what lies below the waters.' The scribe's usually mischievous look was replaced by one of complete sombreness. Rose, Torianna and Colette nodded their assent. 'If you don't believe us, ask Amber.'

The ship's surgeon narrowed her eyes at the raw recruit. 'Aye. You've ne'er seen the like of it. A full score of sleek, twisted bodies, twice the length of a man, tangled worse than loose rigging in a gale. We lost one man over the rail when one of those schools was about. . . . What we hauled back on board wasn't enough to fill a pot. Y'see, they get the bloodlust on them and they go all to teeth, snappin' and chewin' and churnin' the water until there isn't enough left of whatever they're attacking to try to stitch together.'

'Even Cookie gives a knot of gnarled eels wide berth. And you know for a fact not all of his hatches are fast.' Sterling smiled slyly as Ivan's face went pale.

Gnarled eels get their name from their ability to swarm in a massive, writhing frenzy that has always reminded sailors of a huge tangle of ship's ropes. These creatures are close to ten feet long, but are extremely slender and almost unbelievably flexible. Their sleek forms are silvery-blue with flecks of dark green. Their large eyes guide a gaping mouth lined with needle-like teeth to their prey, which they tear apart in a ravenous feeding frenzy.

Combat

Gnarled eels always travel in schools and have never been seen alone. Like sharks, gnarled eels can sense struggling prey or blood in the water from a great distance and once an attack is launched, the school will swarm around the prey, constantly biting and ravaging until it is dead.

Bunching (Ex): Gnarled eels are very slender and flexible and, when on the attack, they swarm over one another with ease. Two gnarled eels may occupy the same 5-foot space.

Frenzied Bite (Ex): Once a gnarled eel has wounded a victim, all gnarled eels involved in the combat will enter a feeding frenzy. Each may now bite twice in a combat round, taking a -2 circumstance penalty to their attack rolls for both bites.

Prey Sense (Ex): A gnarled eel is very sensitive to sound, vibrations and scent, and is able to detect blood or struggling prey in the water at a distance of up to one mile. Swimming may also attract a gnarled eel school's attention.

Locate Prey (Ex): Gnarled eels receive a +4 racial bonus to Spot checks when searching for prey.

Grey Lady

Medium-size Undead (Incorporeal)

Hit Dice: 2d12 (13 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 14 (+2 Dex, +2 deflection bonus)

Attacks: Touch +3 melee

Damage: Touch 1d6 plus Strength drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Aura of Fear, chill touch, ravages of death

Special Qualities: Harbinger, +2 turn resistance, incorporeal, undead

Saves: Fort +0, Ref +2, Will +3

Abilities: Str -, Dex 14, Con -, Int 11, Wis 10, Cha 14

Skills: Bluff +7, Intimidate +8, Knowledge (arcana) +5, Listen +5, Search +5, Sense Motive +5, Spot +5

Feats: Weapon Finesse (touch)

Climate/Terrain: Any coastal

Organisation: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral evil

Advancement: 3-6 HD (medium-size)

Many a seaman who ventures out into the trackless sea is destined never to look again on the loved ones he left behind. Either death or the lure of foreign lands keeps them from returning to those who wait patiently for them. Pining away on shore for the sight of a lost husband or son, and ultimately dying of a broken heart, some women return to haunt the coast as grey ladies.



A grey lady is the shade of a woman who died heartbroken and alone waiting for the return of a loved one from across the sea. They appear either walking along the beach at night, leaving no footprints in their wake, or standing in the surf staring out to sea. They are clad in long, flowing grey robes and scarves which whip around them wildly even when no wind is present. Their faces are usually covered or turned away from those who would see them.

Combat

A grey lady will attack any creature that approaches her, her rage and frustration at having lost her loved one knowing no bounds. In melee, a grey lady flails wildly with her ghostly arms and hands, screaming and cursing all the while. If an opponent proves to be particularly strong, a grey lady will pull aside the scarves and cowl that cover her face.

Aura of Fear (Su): An opponent with 5 HD or less that attempts to approach to within 30 feet of the grey lady must make a Will save (DC 13) or be

unable to continue due to an overwhelming sense of dread.

Chill Touch (Su): The touch of a grey lady is supernaturally cold, acting as a *chill touch* spell as if cast by a 4th level sorcerer. A grey lady may use this ability at will and does so with every melee attack she makes.

Ravages of Death (Su): Any living creature that sees the face of a grey lady suddenly knows her pain, frustration and rage, and has a glimpse of the anguish of what it is like to die broken hearted. Any opponent experiencing this tragic emotion must make a Will save (DC 13) or be wrought with despair. They will fall into a stupor, unable to take any action other than weeping and screaming for 1d6 hours. A *calm emotions* spell will end this effect.

Harbinger (Su): The appearance of a grey lady is usually a harbinger of some future catastrophe, such as a great storm or a shipwreck. Such events will occur within 1d6 days of the sighting of the grey lady.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armour. Always moves silently.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Jastra Root

Huge Plant

Hit Dice: 8d8+32 (68 hp)

Initiative: +0

Speed: 30 ft. 50 ft. swim

AC: 20 (-2 size, +12 natural)

Attacks: 6 fronds +12 melee

Damage: Frond 1d6+8

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: Plant, blindsight, electricity immunity, fire resistance 20, weapon immunity

Saves: Fort +10, Ref +2, Will +3

Abilities: Str 26, Dex 10, Con 19, Int 5, Wis 12, Cha 10

Skills: Hide +0*

Feats: None

Climate/Terrain: Temperate and warm aquatic, underground

Organisation: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral evil

Advancement: 9-15 HD (huge), 17-24 HD (gargantuan)

A normal jastra root appears as a mass of floating seaweed of up to 20 feet in diameter, with a central mass 5 feet across, comprised of a porous woody sphere surrounded by dozens of fern-like fronds and air-filled bladders. Jastra roots seem innocuous, harmless and otherwise indistinguishable from mundane seaweed.

When a jastra root's seedpod bursts, its seeds are scattered to the waters and most will grow into other normal jastra roots. Some, however, will encounter the corpse of a drowned seaman or the bloated and rotting body of some other sea creature. Jastra root seeds that take root in such rich compost are affected in strange and mysterious ways. The jastra root changes, mutating into a carnivorous monstrosity as it grows and consumes the body.

A monstrous jastra root has six 10-foot long fronds extending from its body and can re-grow such severed fronds over a period of seven days.



Combat

Jastra roots lie in wait, floating amongst seaweed, until their prey draws near. Once its opponent is in range, a jastra root lashes out with its fronds,

attempting to grapple its foe. The main body of the jastra root remains underwater when attacking, thereby granting it three-quarters concealment against all surface-based attacks (30% chance of a miss). A monstrous jastra root lying in wait for prey is nearly indistinguishable from a normal jastra root, requiring a Spot or Knowledge (nature) check at DC 25, *if* the character has seen a monstrous jastra root previously.

A creature tangled up in the jastra root's fronds will be dragged into the water and drowned. Drowned victims are taken back to the jastra root's lair to be consumed.

Improved Grab (Ex): To use this ability, the jastra root must hit an opponent of up to Large size with two fronds. If it gets a hold, it will drag its opponent in the water and attempt to drown it.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Electricity Immunity (Ex): Jastra roots are immune to all electrical effects.

Weapon Immunity (Ex): Jastra roots take no damage from bludgeoning weapons.

Blindsight (Ex): Jastra roots have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Skills: Jastra roots receive a +12 bonus to Hide checks when amidst natural seaweed.

Killer Wave (Bulogeth)

Large Ooze

Hit Dice: 4d10+8 (45 hp)

Initiative: +0 (Dex)

Speed: 10 ft. 60 ft. swim

AC: 9 (-1 size)

Attacks: Slam +5 melee or spit +2 ranged

Damage: Slam 1d8+3 plus 1d4 acid or spit 1 point per round

Face/Reach: 5 ft. by 10 ft./10 ft.

Special Attacks: Spit, improved grab, acid, constrict 1d8 +3 plus 1d4 acid

Special Qualities: Blindsight, ooze

Saves: Fort +3, Ref +1, Will -4

Abilities: Str 16, Dex 10, Con 15, Int -, Wis 1, Cha 1

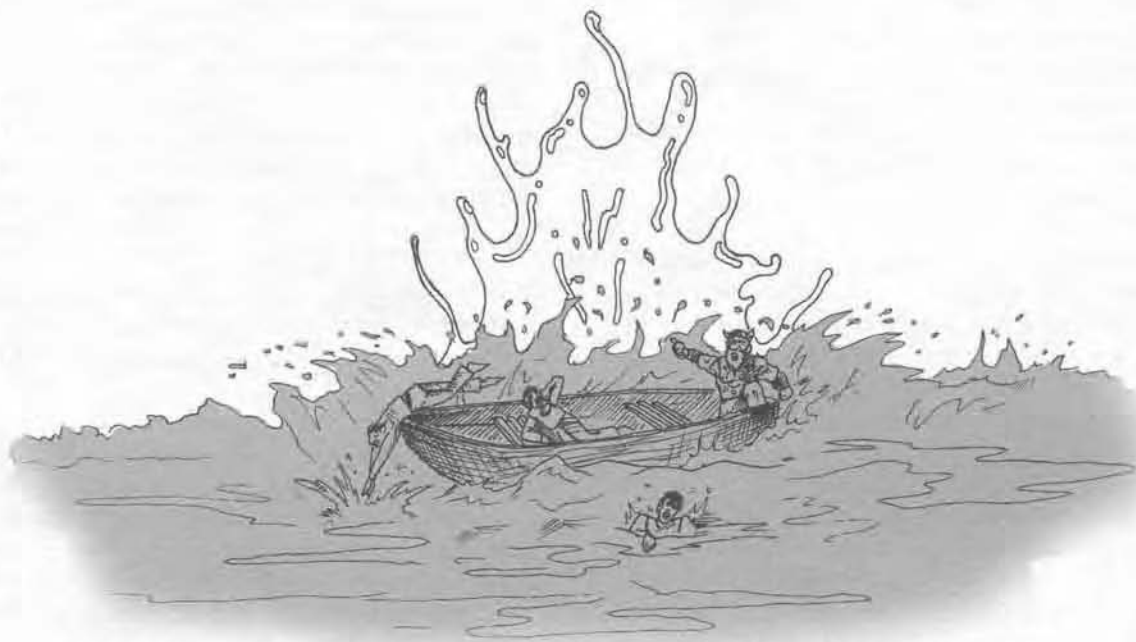
Skills: None

Feats: None

Climate/Terrain: Any aquatic

Organisation: Solitary

Challenge Rating: 2



Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (large), 9-12 HD (huge)

A bulogeth, also known as a killer wave to locals, is a transparent ooze that dwells in salt water near coastal areas. It can move rapidly through the water by squeezing it through its hollow centre but it is ungainly and slow on the few occasions it may be found upon land.

Killer waves normally feed by consuming fish and other small marine life that wander too close but they have also been known to come ashore or attack larger land-dwelling creatures that enter the surf, especially when driven by hunger. The killer wave will sometimes lurk in the breakers close to the shore until it senses potential prey enter the water. As the prey approaches, the killer wave will simply ride a wave to shore and engulf the victim with great speed.

Combat

When not riding a wave, bulogeths attack in much the same manner as any other ooze, flailing with pseudopods. They can also 'spit' a jet of salt water mingled with their own digestive acids.

Spit (Ex): When in the water, a stationary killer wave can use its propulsion tube to spit a jet of acid and water at any single target within 20 feet. A

successful hit will deal 1 point of acid damage for 1d6 rounds.

Improved Grab (Ex): To use this ability, the killer wave must hit with its slam attack. If it gets a hold, it may then constrict its victim.

Acid (Ex): A killer wave secretes a digestive acid that quickly dissolves any organic matter. Any melee hit deals acid damage.

Constrict (Ex): A killer wave deals automatic slam and acid damage with a successful Grapple check.

Leviathan

Colossal Magical Beast

Hit Dice: 32d10+320 (496 hp)

Initiative: -2 (Dex)

Speed: 80 ft. swim

AC: 20 (-8 size, -2 Dex, +20 natural)

Attacks: Slam +49 melee; bite +44 melee; tail slap (see description)

Damage: Slam 2d6+17; bite 4d6+8; tail slap (see description)

Face/Reach: 150 ft. by 500 ft./50 ft.

Special Attacks: Swallow whole, tail slap, control weather

Special Qualities: Low light vision, darkvision 500 feet, whalesong, summon nature's ally, SR 30

Saves: Fort +34, Ref +20, Will +16

Abilities: Str 45, Dex 6, Con 30, Int 15, Wis 18, Cha 20

Skills: Animal Empathy +15, Intuit Direction +15,

Knowledge (nature) +19, Knowledge (own territory) +19, Sense Motive +9, Swim +30*

Feats: Blindfight, Cleave, Endurance, Great Fortitude, Iron Will, Power Attack, Skill Focus (Knowledge: nature), Skill Focus (Knowledge: own territory)

Climate/Terrain: Any aquatic

Organisation: Solitary

Challenge Rating: 23

Treasure: Standard

Alignment: Always neutral

Advancement: 33+ HD (colossal)

A leviathan is a tremendous sea creature, resembling a whale of gigantic proportions. Legend holds that there is but one leviathan in every ocean of the world, each creature being the undisputed sovereign of its domain. Smaller leviathans control the seas, whilst the tiniest lurk in a few secluded bays within the lonelier parts of the world. Completely unopposed by any other creature, they dominate their realms.

When a leviathan grows to such size that it can no longer

be supported by its territory, it will challenge another larger in size, seeking to gain mastery of its sea or ocean. Failure in this challenge will always result in death but if it overcomes its rival, the leviathan will assume sovereignty of the domain. Battles between these titanic creatures is an awesome sight to behold, for tidal waves and hurricanes erupt, devastating nearby coastal settlements.



Combat

Leviathans are seldom stirred to anger and only attack to defend themselves from opponents who can truly harm them – a rare occurrence indeed. They strike with their massive flippers or by biting. A leviathan is so immense that it may not bite any creature smaller than huge size – such small prey is simply swallowed whole. Any enemy to the rear will be attacked by its devastating tail slap.

Swallow Whole (Ex): Simply by opening its enormous, cavernous mouth, the leviathan may swallow any creature of large size or smaller, and ships of small size or smaller, that are in the water within 50 feet. Creatures made the target of this attack must make a Swim check at DC 30 to avoid being swallowed. Ships made the target of this attack must make a Seamanship at DC 30 to avoid being swallowed. Swallowed creatures take 6d8+17 points of crushing damage, plus 16 points of acid damage per round. Swallowed ships take 2d6 points of structural damage per round. A swallowed creature can cut its way out using claws or a slashing weapon by dealing 75 points of damage to the leviathan's gut (AC 20). Once the creature exits, muscular action closes the hole and another swallowed creature must cut its own way out. Swallowed ships may not escape from the stomach of a leviathan, though their crew may.

Tail Slap (Ex): A leviathan that slaps the water with its huge tail will cause a massive wave to arise that can even threaten ships. Any ship actually struck by the tail of a leviathan will receive 3d6 points of structural damage, whilst creatures take 4d12+17 points of damage. A Reflex save (DC 30) will halve this damage for creatures. Any ship has a chance of capsizing and sinking if struck by the wave that rises from the leviathan's tail slap. The chance to capsize is equal to 100%, minus 10% for every 50 feet between the tail and the ship. Ships of large size or greater also reduce this chance by 40%.

Control Weather (Su): The leviathan may cast this spell once per day, as if by a 20th level druid.

Whalesong (Ex): The song of a leviathan is so deep and of such low frequency that the vibrations alone can have adverse effects on nearby living creatures. Any living creature within 100 feet of a leviathan must make a Fortitude save (DC 30) or be stunned for 1d6 rounds. This song is more felt than heard and can be detected by creatures up to ten miles away.

Summon Nature's Ally (Su): At will, a leviathan may make use of the spell *summon nature's ally IX*, as if cast by a 20th level druid. Only aquatic beings

will be summoned.

Swim: A leviathan receives a +8 racial bonus to Swim checks.

Sea Drake

Large Dragon (Aquatic)

Hit Dice: 11d12+33 (104 hp)

Initiative: +1 (Dex)

Speed: 20 ft. 60 ft. swim

AC: 18 (-1 size, +1 Dex, +8 natural)

Attacks: 2 claws +11 melee, bite +13 melee

Damage: Claw 1d8+1, bite 2d6+3

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Spit steam, leap

Special Qualities: Darkvision 60 ft., immunities, low-light vision

Saves: Fort +10, Ref +8 Will +8

Abilities: Str 17, Dex 13, Con 16, Int 4, Wis 13, Cha 11

Skills: Hide +8, Listen +16, Spot +16

Feats: Alertness, Multiattack, Power Attack

Climate/Terrain: Any warm aquatic

Organisation: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually neutral

Advancement: 12-19 HD (large), 20-33 HD (huge)

Sea drakes are found in mild to warm waters, ranging from oceans to seas. They usually inhabit salt water but some prefer to make their lairs in fresh water. A sea drake can breathe both air and water freely.

A sea drake's scales range from dull blue to greenish-blue and its four clawed feet are webbed. Its eyes are dull green. The sea drake has no wings and cannot fly, though it can leap from the water for great distances. Sea drakes are carnivorous creatures and very territorial, even fighting amongst themselves to protect their domains. Only in the summertime is it common to find a pair together. A mated pair stay together only until the end of the summer months when the female lays a clutch of 1d4 eggs. The eggs are buried beneath the sands of the ocean floor before both drakes abandon them and go their separate ways. The young, when the eggs hatch near the end of the autumn months, are left to fend for themselves. Sea drakes are difficult to tame as adults though some are domesticated and raised as mounts from a very young age. Sea drakes are sometimes used as mounts by the sahuagin.



Combat

A sea drake opens combat using its steam spray attack before closing to melee range. If it uses all of its spray attacks, it will not stop in the middle of combat to store more water. Sea drakes can leap into the air during combat, striking with all four claws.

Spit Steam (Ex): The drake swallows a large quantity of water and stores it in its throat sac. The sac heats the water and allows the sea drake to spit it out as steam. The sea drake's throat bladder stores enough water for five such sprays. It releases its steam spray in a 30-foot cone. Creatures in the area of effect must succeed at a Reflex save (DC 18) or take 3d6 points of damage from the blast of steam. A successful save results in one-half damage.

Leap (Ex): A sea drake can leap into the air during combat. This allows it to make four claw attacks

instead of two, but it cannot bite. The attack bonus for each is +13.

Immunities (Ex): Like true dragons, sea drakes are immune to all paralysis and *sleep* effects.

Talorani (Underdweller)

Medium-size Humanoid (Aquatic)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0 (Dex)

Speed: 20 ft. 50 ft. swim

AC: 11 (+1 natural)

Attacks: Longspear +1 melee

Damage: Longspear 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Limited Telepathy, low-light vision



Saves: Fort +1, Ref +2, Will +0
Abilities: Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 12
Skills: Animal Empathy (aquatic animals only) +3, Intuit Direction +1, Listen +1 Swim +9*
Feats: Endurance

Climate/Terrain: Any aquatic
Organisation: Solitary or gang (2d6)
Challenge Rating: 1
Treasure: Standard
Alignment: Always chaotic neutral
Advancement: By character class

The talorani, more commonly called the underdwellers, are an aquatic humanoid race thought to be the descendants of half-human, half-aquatic elven settlers. They dwell in shallow coastal waters, having carved out a niche for themselves between their human ancestors on shore and aquatic elven relatives in deeper waters.

Underdwellers are completely hairless. The oversized hands and feet of an underdweller are webbed with a thin membrane of flesh and each finger and toe has an extra joint over their human relatives, thus allowing them to move through the water with a speed and agility that can surprise even an aquatic elf. On land, however, they are slow and ungainly. They have large, apparently pupil-less eyes and small noses, together with two small gills on each side of their neck, and four larger ones lining each side of their flanks.

Combat

An underdweller will attack ferociously any creature that threatens its life. Although all life is sacred to an underdweller, none is more so than his or her own.

Limited Telepathy (Su): Underdwellers have the ability to telepathically communicate basic ideas (moods, emotions, images) to any others of their kind within 20 feet. Any creature possessing psionics or some form of telepathy can pick up this communication by making a Wisdom check at DC 20. Other creatures may make a Sense Motive check at DC 30 to receive telepathic imagery from an underdweller.

Swim: Talorani receive a +8 racial bonus to Swim checks.

Talorani Characters

The favoured class of a male underdweller is fighter. Females favour the druid class. Underdweller druids of either sex may only select an aquatic animal for their *wildshape* ability.

Talorani Society

Underdwellers live in a clan-based social system comprising, in order of increasing size, Families, Clans, Houses, Guilds, and the Community. An underdweller known as a Father leads a Family, a Grand-Father leads a Clan, a Great-Father leads a House, a High-Father leads a Guild, and an All-Father leads the Community.

There is no true religion amongst the underdwellers as most other races understand it but the sea, called the Mother, is highly revered within the Community as a living entity that controls all within it. It is not worshipped as a god but there are taboos and requirements in place that are observed to avoid retribution from the Mother. A common reprimand from the matriarchs to warn riotous youngsters is that 'the Mother will see you' if they misbehave.

One major taboo that jeopardizes one's relation to the Mother is an unnecessary death. All creatures of the sea are considered an inherent part of it, and a creature's death may mean that somewhere else, something will not come into being because the creature was no longer present. To an underdweller, all creatures need all other creatures, if not now, then in the future to survive. Of course, preventing one's own death is desirable for the same reason, an

underdweller will not simply let itself be killed out of respect for the Mother, as much as for its own welfare.

Death is looked upon as a sad event and underdweller funerals do not differ much from human ritual. The dead are interned within caves near the shore, along with their most prized possessions. The entrance is sealed with rock, and the place is marked. Even enemies are buried this way, though are placed far from the cemeteries of the Community.

Humans and all other land-based races are looked on with a mixture of awe, fear, suspicion, and fascination. For centuries untold, the underdwellers have kept to themselves and avoided the petty attentions of the land races. Although there have been no major altercations between the land races and the underdwellers, complete avoidance of all surface-dwelling races is usually the law in underdweller communities.

Normal underdweller mating ritual allows for the complete polygamy of both sexes. Any underdweller may have as many mates as they desire. Children born of such unions are taken to the Community nursery to be raised by the matriarchs - rearing children is the responsibility of the entire Community rather than just the child's parents. Female underdwellers have the ability to control their own fertility, so the choice to bear a child is a mother's alone, though it is the law for them to inform prospective paramours of her intention to bear children. Other than that, sex is common, often experienced, and willingly shared without many of the taboos and discretion known by other races. Life-binding, a primitive marriage ritual, occurs when two underdwellers agree to swear lifelong loyalty to one another in the presence of the Community All-Father and the Mother. No other may mate with one who has been love-bound.

Names amongst the underdwellers are descriptive of an individual's appearance, traits or some event in their life. Houses are constructed of worked coral and shipwreck debris, shaped like upturned boats facing into the current with entrances as round holes in the top of the dome. These homes are often decorated with brightly colored rocks, coral, anemones, and ship figureheads or name plates.



Undine

Medium-size Fey (Aquatic)

Hit Dice: 4d6+8 (22 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft. 40 ft. swim
AC: 12 (+2 Dex)
Attacks: Dagger +2 melee
Damage: Dagger 1d4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Control water, spell-like abilities, touch of the sea
Special Qualities: Immunity to attacks, SR 21
Saves: Fort +5, Ref +6, Will +6
Abilities: Str 10, Dex 14, Con 14, Int 12, Wis 15, Cha 18
Skills: Bluff +11, Hide +9, Knowledge (any one) +8, Listen +9, Sense Motive +9, Spot +9
Feats: Dodge, Great Fortitude, Improved Initiative

Climate/Terrain: Any aquatic

Organisation: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic neutral (evil tendencies)

Advancement: 5-12 HD (medium-size)

Undine (also known as sea nymphs) appear as gorgeous and voluptuous females with long golden hair, pearly white skin, and blue eyes. Rarely do they wear clothing, but if such attire is donned, it consists of soft, silk-like cloth of white and gold. The undine are playful and mischievous and on occasion malicious, taking great pleasure in luring sailors to their watery graves.

Combat

Undine prefer trickery to combat and will flee if presented with overwhelming odds. If forced into combat, an undine will defend herself with her spell-like abilities and dagger, seeking escape at the earliest convenience by changing into water and flowing away.

Spell-like Abilities (Su): At will - *fog cloud* and *water breathing* (on another). Undine can replicate cleric spells as 7th-level casters (save DC 12 + spell level). They cannot replicate spells dealing with fire.

Control Water (Su): An undine can *control water* at will as the spell cast by an 8th-level sorcerer.

Touch of the Sea (Su): The touch of an undine causes a living subject to become a creature of the sea unless it succeeds a Fortitude save at DC 14. An affected creature gains the amphibious extraordinary trait and can breathe water normally. An amphibious creature can survive out of the water for 1 hour per 2 points of Constitution. After that, apply the rules for drowning in Core Rulebook II.

Immunity to Attacks (Ex): An undine that is attacked by any weapon (including grappling attacks) can, by making a successful Reflex save at DC 15, instantly transform her body into water and flow away.



CAMPAIGNS ON THE HIGH SEAS

Now that you have all the rules at your fingertips for conducting adventures with a nautical slant, what to do with them? Are your players truly ready to take to the ocean on board the *Sovereign* dreadnought to become the scourge of all pirate fleets or merchant shipping?

The key to adapting the rules in *Seas of Blood* to your own campaign is to add them gradually, rather than overburdening both yourself and your players with a new combat system, alongside the navigation and magic rules. There are two basic ways to achieve this;

SINGLE VOYAGES

Games Masters running existing campaigns may be rather reluctant to switch to a wholesale nautical setting, particularly if their players are hundreds of miles away from the sea. However, the rules in *Seas of Blood*, both for ship-to-ship combat and crew combat are designed to follow on from the d20 system as closely as possible, thus eliminating the need for players to study the new rules in depth and re-read them whenever a sea journey is in the offing. Anyone will be comfortable using these rules within half an hour of play, and so they become readily accessible to players who have characters in the middle of other adventures and yet must make nautical voyages from time to time.

Perhaps your players need to travel a great distance with speed or maybe a lone island holds the key to the scenario they are playing. Either way, travel by ship may be the only logical means of getting to where they want to go and so *Seas of Blood* may be pulled off the shelf to cover such journeys as and when it is required. They are also eminently suitable for those occasions when a Games Master wants to 'change continents,' effectively making the characters travel a great distance to start a new campaign but with existing characters. There have been many campaign settings in the past where players voyage far across the ocean to never before discovered lands and these rules fit in well with

such long voyages. In this way, nautical travel becomes integrated with the rest of the campaign, seamlessly and without a huge amount of preparation required by the Games Master. As the campaign progresses, the Games Master can gradually add more and more complexity to his scenarios, until his players are fully familiar with *Seas of Blood*.

Another thought to consider here is with high-level characters – no doubt many such adventuring parties already have a secure stronghold, perhaps even a castle, as well as many followers and mercenaries ready to do their bidding. What do they lack? Why, a fleet of course! Naval battles have decided the fates of many nations and kingdoms in our own history and there is certainly no reason to think this would be any different in a fantasy world – magic merely raises the stakes even higher and *Seas of Blood* provides the kind of warships that were only dreamt about several hundred years ago. High-level characters will find a fleet very costly to both build and maintain, as did the real world nations, but a fleet of sufficient size can guarantee the safety of its homeland.

SEA-BORNE CAMPAIGNS

Games Masters may also opt to base full-blown campaigns on the seas, utilising the rules within *Seas of Blood* but, once again, there is no need for their players to jump in at the deep end. First level characters will likely start as part of a ship's crew or otherwise be tasked with a mission under the leadership of a captain. This may be as simple as being hired to help protect a merchantman through a series of voyages, or as rough as serving onboard a pirate or privateer ship (always a favourite!), where the other crewmembers may prove as deadly as any common enemy. In either case, we would also at least suggest that players take a look at starting with the sailor NPC class, rather than simply rolling up nautically inclined fighters, rogues, clerics, and the rest. They can multi-class out at any time, but the sailor will give them all the baseline knowledge they need to function on a ship independently of any crew – and this may become very important to them later on.

After a series of adventures where the players no doubt begin to garner a lot of enemies on the ocean, they may be ready to break out of the crew-



based environment and begin think about a ship of their own. No matter what their share in prize money (likely to be very low, as the captain always takes a great share himself) for capturing ships, even player character crewmen are unlikely to become rich very quickly. Stealing a ship is always an option and one guaranteed to produce plenty of extra gaming sessions with the players desperately trying to avoid capture by the original owners, and pirate ships always run under the threat of mutiny when gold is not flowing freely – rather than trying to put down a potential mutiny, the players may well be leading it!

Once their own vessel is secure, all the players need do is hire sufficient crewmen, make sure the weapons are in full working condition, and then set sail for the high seas, to trade, pirate, explore, or all three. They will quickly come to find that running a ship and keeping it maintained is by no means cheap and the dangers of trying to skimp on payment to their crew will become readily apparent when they are alone in the middle of the ocean on board a ship where they are vastly outnumbered by disgruntled sailors. For these reasons, player characters are going to find it very difficult running the larger vessels, especially the warships, without a steady source of income. Trading can mitigate this somewhat, but it may only take one bad deal to sink the party into debt and force their ship to lie in harbour, with mounting dock fees, as they desperately try to find money to repair and resupply it.

We recommend starting players off in a ship such as the *Voyager* sloop. In many ways, it was designed not just as a small pirate or patrol vessel, but as a ship that player characters could readily handle with minimal effort before they were ready for the largest ships. It can be sailed with a skeleton crew no larger than most parties and its relatively small crew requirements mean it is cheap to run. In addition, it is agile, can take a lot of punishment and can mount most weaponry with ease, allowing players to fight off or outrun any enemies, as well as engage in piratical activities if they so wish. You may even find that players become rather attached to their sloop, foregoing larger and more capable vessels to stick with what they know. As an ocean-going ship with an oversized hold, the sloop is quite capable of travelling almost any distance.

ENEMIES AND ALLIES

Nautical campaigns, more than the regular gaming sessions, require a Games Master to develop ongoing feuds and alliances between the players and other characters and organisations in his fantasy world. Successful captains, whether pirates, privateers, explorers or merchants soon gain a considerable reputation, more so than the great knight who fights battles on dry land. There is something almost mystical about a captain and his ship, with his crew loyally following his every order regardless of danger.

What this all boils down to is that a player character party in charge of a ship is likely to become very well known in a fairly short space of time. During the course of their adventuring, it is almost inevitable that they will come into contact with potential rivals and enemies, and a Games Master must be ready to capitalise on this whenever the opportunity presents itself. If you simply hurl pirate ships against your players every gaming session, they may soon become fairly bored. However, if you develop an entire pirate fleet led by a high-level buccaneer that becomes responsible for stealing a valuable cargo from the players, or even sinking their ship, they are going to be out for his blood next time they set sail – do not be surprised when the first thing they ask when another ship is spotted is not 'how many weapons is it carrying?' but 'What flag are they flying?' Players will quickly come to find out who their enemies are on the high seas and will spend a great deal of time either hunting them down or trying to escape from their clutches.

It is said very few players will ever surrender during a combat and, for the main part, this is true. However, *Seas of Blood* provides the Games Master with a rare opportunity – few players will continue fighting during a boarding action when their crew are all dead or have surrendered and the enemy still has over 200 men on their ship, together with a captain who has already disarmed two players. In this way, a Games Master is able to have pirates steal cargoes without automatically killing the players, or even have their ship stolen and the characters marooned on an island...

When voyaging on the high seas, players may also find that their friends can bring as much trouble as their enemies. A merchant pleading for escorts may pay well to be accompanied by the players'

ship, but he is likely to have many pirates just waiting for him to leave port. Many players will also hanker after a *letter of marque*, in order to become a sanctioned privateer, no doubt under the illusion that being a privateer is much better for those with good alignments than being a pirate.

There is certainly something romantic about the imagery of being a privateer, regardless of their actions in real world history, and it is something a Games Master can use as a reward when his players have succeeded unusually well in an adventure. However, being a privateer means, principally, two things – firstly, players will no longer be able to engage in their piratical tendencies against merchantmen flying the flag of the nation that presented the *letter of marque*. To do so would result in the letter being quickly withdrawn and the players being hunted down as traitors by said nation. Secondly, and this may not occur to the players until it is too late, they will also become a direct target for every enemy of the nation they now effectively serve – this does not just mean pirates will actively attack them whenever possible, but that the naval warships of enemy nations will begin to hunt them, especially if they start achieving any kind of notoriety. The benefits of receiving a *letter of marque*, aside from effectively legitimising acts of piracy, will also provide the players with a safe port and ready access to repairing this ship should it ever be damaged in ‘the line of duty.’

SCENARIO HOOKS & IDEAS

The above really just skims the possible angles with which a Games Master may present a nautical campaign to his players. There is an entire ocean (and maybe more!) to explore though, and so the adventures the players may embark upon are almost limitless. One further excellent source of material a Games Master may use for inspiration in writing his adventures is, of course, film and television. There are a wealth of sea-going adventure and war films, all of which may encourage a Games Master to try a new scenario with his players – just be aware that there is no reason to stop with those films portraying sea battles of the Middle Ages or Renaissance, as many war time movies depicting the first and second world war can provide a great deal of source material. Books are another good way for a Games Master to brush up on his naval knowledge,

particularly those dealing with frigates and larger ships in the 17th to 19th century – do not worry too much when you start reading about cannon and steam power, as a lot of the information may still be applicable to your campaign. After all, where do you think the *Leviathan* battleship and *Sovereign* dreadnought came from?

What follows in the remainder of this chapter are a few one-shot ideas to get your creative juices going and start your players off on a nautical campaign with the least amount of effort.

Hobgoblins on the Waves

Since man took to the ocean, the hobgoblins have been there to wage war against him and prey upon his merchant shipping. Though comparatively rare on the high seas, the few ocean-going hobgoblin tribes are adept sailors and love nothing so much as the slaughter and butchery of attacking helpless merchantmen far from land. Such tribes will form a lair in some remote bay or island, steadily growing in both warriors and ships unless vanquished. A hobgoblin pirate fleet can prove to be a great nemesis to player characters, constantly providing a foil at any level of play. Hobgoblin fleets are covered in more detail within *Ships of the Goblinoids*.

Death Fleet

A truly evocative set of scenarios to spring on your players; rumours begin circulating around every port on the coast of a great many ghost ships plagueing pirates and merchantmen alike. Navy ships have yet to locate one and dismiss such wild tales as mere sailors’ gossip. If the players investigate further, they will soon learn the ghost ships are but the harbingers of a much greater threat. An evil necromancer has created an isle of the dead through the most powerful of magicks and now seeks to extend his control across the entire ocean through the use of a newly raised death fleet (see *Necromancy – Beyond the Grave*). A great many gaming sessions may be spent with the players first planning how to defeat such a massive death fleet, and then how to assault a fortified island populated entirely with loathsome undead.

Traitor Hunt

Newly gifted with a *letter of marque* from a grateful ruler for services rendered, the players’ first task is to hunt down a notorious privateer who has since turned renegade. The players will have to protect the merchantmen of the nation whilst continually





searching for the traitor. Whilst the privateer may only have a relatively small vessel, the players will be forced to track down a greatly skilled captain who knows the immediate seas intimately. For a further twist, he may choose to reveal some home truths to the players when finally captured, attempting to enlist their help against a nation he can prove to be utterly corrupt and evil.

Kracken!

The players are hired by an eccentric but wealthy noble who has hunted every beast in the world, bar two – a dragon and a kracken. Deciding to leave dragons alone for the time being, he wishes the party to aid him in the hunting and slaying of a kracken. Aside from the problems of figuring out how to actually find such a beast, let alone slay it, the players will also have to find a way to take the carcass back to shore, as the noble wants proof of his victory. If you *really* want to make the players' lives hard, substitute kracken for leviathan. . .

Thar Be Gold

An old but reliable plot, guaranteed to get your players salivating at the prospect of gold. The party come into possession of a map detailing a route to an island where, they are promised, lies the buried treasure of a famed but deceased pirate. Of course, it *has* been known for pirate fleets to circulate such maps around dockside taverns for the purpose of luring treasure hunters, and their vessels, straight into the pirates' domain. . .

Unfriendly Ports

War breaks out just as the players return from a long voyage. The first they hear of it is when an enemy fleet sails into the harbour (possibly led by a *Warspite* siege ship) and begins laying waste to all buildings and vessels they can target with their flaming catapult shots. The players will have to sail their ship past the blockade in order to save it and any retaliatory action on their part may well earn them the permanent enmity of an entire fleet.

An Underwater Menace

Several gnomish submersibles have been lost whilst scouring for a wreck reputed to have been sunk with a great amount of gold and silver on board. The gnomish contingent of a port town hire the players to protect their submersibles whilst further operations are conducted. The players may decide a share of any treasure found would be acceptable, although they may just find a gnome willing to give up his submersible in exchange for their services. . .

The Sea Devils

Many small vessels have disappeared without trace and several coastal settlements have raised the alarm of monsters rising from the ocean to kill and plunder. Are the two connected? The players are asked to investigate the attacks and soon learn that a sahuagin tribe, forced from its original territory during an ongoing war with tritons, has taken residence in the area and is establishing itself very well. As well as voyaging to the depths of the sea in an effort to locate the fast-growing sahuagin kingdom, players may also learn of the presence of the tritons and attempt to enlist their aid. Sahuagin are covered in more detail within *The Slayer's Guide to Sahuagin*. . .

Good Ship Warspite

Either through their own devious intentions, or through being hired by an agent of an enemy nation, the players set about stealing the pride of the kingdom – its newest, and largest, warship. The *Warspite* is a good target, as would be the *Leviathan* or even (gulp!) *Sovereign* ships. Stealing such a vessel may prove to be rather problematic and the players will have to come up with a very detailed plan. How do they hire enough crew to sail the ship and yet keep secret what they are planning? How will they smuggle so many men on board? Is someone not bound to notice a six or seven hundred-foot warship sailing out of the harbour when it ought to be moored, even in the dead of night?

The morning stayed calm until just before noon when the wind began to pick up. Occasionally there would be thick banks of freezing fog that shrouded the ship with a clinging, wet mist. The privateers scurried over the ship making what preparations they could. The ship's carpenter, affectionately known as Rusty Weapons, scoured every plank and pin of the ship, making what few repairs were needed and possible in the short time he had. Below decks, Matrim Cole, the *Heintzelman's* cargo master double lashed what little stores the ship still carried whilst barking orders to those of the crew sent to help him to take special care in securing his latest batch of brew.

By early afternoon the wind was tearing through the rigging and whipping the shrouds. The *Heintzelman* was rocked and surrounded by wind-streaked foam. The first rain came slanting in from the west, striking the crew as if fired from hell's own archers. Safety lines were tied to all crew exposed to the elements as the waves began breaking completely over the deck.

The huge sea was roiling white, as boiling milk and ale foam mixed together. The *Heintzelman* was tossed like a cork from the peak of one wave to another. Captain Curry scanned the sky for a break in the greyness, but there was no sky, no sun and little hope of relief, just steel-coloured clouds and an infuriated sea. Waves thrice the height of the main mast loomed over the ship before scooping it up and carrying it to dizzying heights. The only sound to be heard over the shrieking of the wind was the groaning protest of canvas and wood. Shouted orders were carried away by the howling gale, leaving only gestures and well-drilled skill to organise the crew and see them through the storm.

Little Beard looked up to the sails through the driving rain. A string of curses better left unheard streamed away on the wind as he saw the second yard on the main mast was stretched to breaking. Gripping his safety line with white knuckles he leaned over the gunwale and watched the dizzying flash of the waves ripping past the ship. The *Heintzelman* was ploughing before the wind at a breakneck speed that would surely mean the end of the ship and its crew. If the wind shifted even the slightest bit, one or two degrees to port or starboard the privateer ship would be no more.

Cookie had seen the sail as well. He fought his way against the wind to the stays, which were thrumming in the gale like lute strings. He glanced upward and marvelled briefly at the seeming solidity of the sail, looking as if it were carved of smooth marble instead of wind-whipped canvas. He was just beginning to cut the stays when the wind shifted.

The *Heintzelman* swung, spinning like a top just before it broached. The line Cookie had been cutting finally snapped, cracking like a released bowstring. The frayed end caught Cookie across the chest, knocking him back and making him lose his grip. His arms wheeled as he fought for balance against the pitching of the slanting deck. A long arm shot out of the rain and caught the privateer by the belt. Little Beard hauled hard and pulled Cookie to the rail.

The ship's masts were almost horizontal. Sea-hardened stomachs churned as the ship turned a full circle counter-clockwise. Somehow in her reeling turn, the *Heintzelman* had turned away from the wind, away from danger. The vessel slowly righted herself. Little Beard and Cookie raced across the rain-slick deck to free the other stay. With a desperate slap the sail flew away from the ship, destroyed, but a small enough sacrifice to save the rest of the vessel.

The first mate looked around and saw sheet-white privateers clinging to various parts of the ship, clutching like children to their mother's skirts. Little could he blame them.

Cookie grinned at Little Beard, 'I think the storm's letting up. Too bad, I was enjoying the ride.'



DESIGNER'S NOTES

We had two guiding principles throughout the writing of *Seas of Blood* - First, it had to fit into existing campaigns flawlessly and without creating a great deal of work for Games Masters and players alike. Therefore, we had to avoid a multitude of new character classes and skills, as if we made nautical campaigns too specialised, even greatly experienced parties would have no chance of coming to grips with ships and the sea, effectively having to start from scratch – clearly an absurd situation. So we instead allowed virtually any character at least the chance to be able to handle a ship and act as part of the crew (through the revised rules in Knowledge – seamanship). From a purely aesthetic standpoint, we also did not want to introduce completely new skills that would get everyone crossing out parts of their printed character sheets to squeeze them in, a problem some other d20 publishers do not seem to appreciate. All ours fit in to those readily made slots next to Profession and Knowledge! Basically, we wanted any party of existing characters to jump onto a ship and start having fun. However, we also wanted to see what sort of limits might exist for a book subtitled 'Fantasy on the High Seas.' There have been many sourcebooks in the past for previous editions of the game, covering rules for nautical travel and how it applies to existing game mechanics. However, it also occurred to us that all these books ever really did was 'plonk' the ships of the Middle Ages into the game, add some rules for fighting underwater and pretty much leave it at that. Was this really the answer?

So, we started looking for the ultimate limits of what might be found on and within the oceans of a fantasy world – I do not think we have reached these limits just yet, but our forthcoming *Ships Of* series should continue this pursuit in greater detail. This is why people may be startled to find rules for battleships and dreadnoughts. Can you imagine one of these ships in real life? Much, much larger than any war galley or man-o-war that ever sailed in historical times, these things approach the size of the metal-clad warships of the early 20th century. Decked with huge weapons normally found on castle towers, they hold hundreds of men and move under the power of immense sails – if I was on board a merchantman, I would be worried!

Magic was also another factor we really wanted to bring on board in a big way. Figureheads traditionally brought ships and their sailors luck in our history. In fantasy worlds, this is literally true. We have devastating magically charged rams, spells that stop a vessel sinking or hold it fast and staffs that can influence the destiny of an entire fleet of ships. Wyrdstones can raise a ship clear above the waves, a perennial favourite in fantasy, and, of course, we could not let this supplement slip by without providing death hulks (as promised in *Necromancy*), cursed ships and ghost ships.

I also wanted to concentrate somewhat on underwater adventuring. Now, such chapters have had an eternal presence in any book detailing nautical travel for this game but let us be honest – hands up everyone who actually *used* these rules in extended adventures (that is, more than a quick dip to sort out some bothersome sahuagin)? Not many? No, I didn't think so. You see, underwater adventuring always turns out to be a real pain in the backside to actually run. Partially because it is such an alien environment (though some very good documentaries on television lately mitigate this somewhat and can provide endless source material) but mainly because it is so difficult to get player characters down there for any great period of time. Mid-level wizards will be exhausted just providing the party with the magical ability to move and breathe underwater (when they would be far happier hurling fireballs at goblins, no doubt), whilst the cop-out, handing every player character some water breathing ring or other magic device that just happens to be identical to everyone else's stretches realism just a little too far for some people.

So, try out the gnomish submersible – it is why that chap is in here. No magic required, just peddle and go. For once, player characters not only have a reasonable method of travel underwater, but it is something they are going to want to own on a permanent basis. Which is just perfect to relieve them of a few gold pieces they did not really need anyway. . .

Have fun sailing the high seas of fantasy,

Matthew Sprange

Ship Record Sheet

Ship Name:

Size & Type:

Structure Dice: ()

Hardness:

Manoeuvrability:

Speed:

AC:

Weapons Fore:

Weapons Aft:

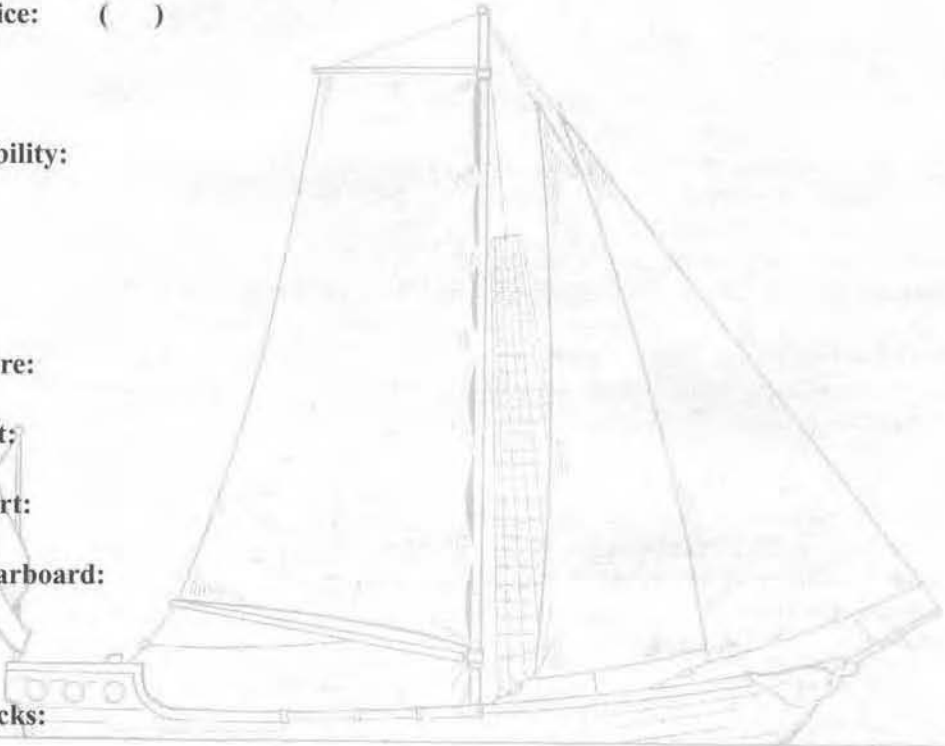
Weapons Port:

Weapons Starboard:

Damage:

Special Attacks:

Special Qualities:



Crew Roster Sheet

Race:

Class:

Level:

Crew Size:

Crew Hit Points:

Initiative:

Attacks:

Damage:

AC:

Saves:

Fort:

Ref:

Will:

Seamanship:

Feats:

NAUTICAL GLOSSARY

To the uninitiated, the terms and definitions used by sailors in their everyday life can seem like a whole new language. Players and their characters, who have never set foot on a ship before, may become very quickly confused when told to keep an eye on the freeboard or to start tacking. In role-playing games, however, players are looking to have fun and so a Games Master need not go overboard in the use of nautical language when first starting a seaborne campaign.

It must be said though, that a strong underlying knowledge of such terms does indeed lend an air of realism to a gaming session and will serve as a constant reminder to the players that they are now on board a ship, far from the comforts of their favourite tavern. The occasional use of 'lateen sail' or 'clinker hull' will soon begin to give a campaign its own unique feel that will not soon be forgotten by the players involved. Presented here are just a few of the more common terms used by sailors and captains on board ship.

Aft

Towards the rear of the ship.

Ballast

Weights placed at the lowermost point of the ship in order to improve stability. This is essential in top heavy boats to stop them capsizing with the merest wave.

Belaying Pin

Used to secure the bracing lines of the yards, holding their sails in rigid position. Sometimes used as an ad hoc weapon in boarding actions. Also the source of the phrase "belay that order!"

Bow

Towards the front of the ship.

Bowsprit

The long wooden pole extending from the front of the ship.

Capstan

A winch of mechanical design used for securing ropes.

Carrack

A large cargo ship, sometimes fitted for warfare.

Carvel-built

The technique used in placing the planks of a ship's hull edge-to-edge, giving a smooth surface and a much faster speed in the water.

Clinker

The technique used in overlapping the planks of a ship's hull, giving great strength.

Closing

Getting nearer to another vessel.

Crow's Nest

Small wooden basket perched on the highest mast, used to maintain a lookout for enemy vessels and land.

Draught

The minimum depth of water a ship requires to float.

Fleet

A close formation of several ships acting under a single command.

Freeboard

The distance between the water and the deck of a ship.

'Aft, I said! Take those belaying pins to the aft! I swear these pressganged crews will be the end o' me. Turrin! I told ya to sweep towards port o' ship! No, the *other* port! Gods, how comes I ends up with the likes of ya? Fate, that's wot it is! The gods are damn well payin' me back for every wench I ever. . . Turrin! Wot did I just tell ya? Ya don't know wot port is? No, ya don't drink it! Ya being funny wiv me boy? Is that it? Well, I just 'appen to 'ave a way to teach ya young ones which is port and which is starboard. Turrin! Come 'ere boy. Take off your shoes. . .'

First Mate Drakkar, breaking in new recruits

Heel

Used to describe a ship leaning over to one side during movement.

Keel

The wooden former running the length of the ship, around which the rest of the hull is built.

Lateen Sail

A triangular sail hung from a yard.

Mast

The vertical wooden pole from which yards and sails are hung.

Port

The left side of a ship.

Rigging

Ropes which support and alter the sails.

Rudder

The mechanism used for steering a ship.

Running

Used to describe a ship sailing with the wind at its back.

Shiver Me Timbers

The Games Master is trying for a cheap laugh...

Square Sail

A rectangular sail hung from a yard.

Starboard

The right side of a ship.

Stem

The foremost part of a ship.

Stern

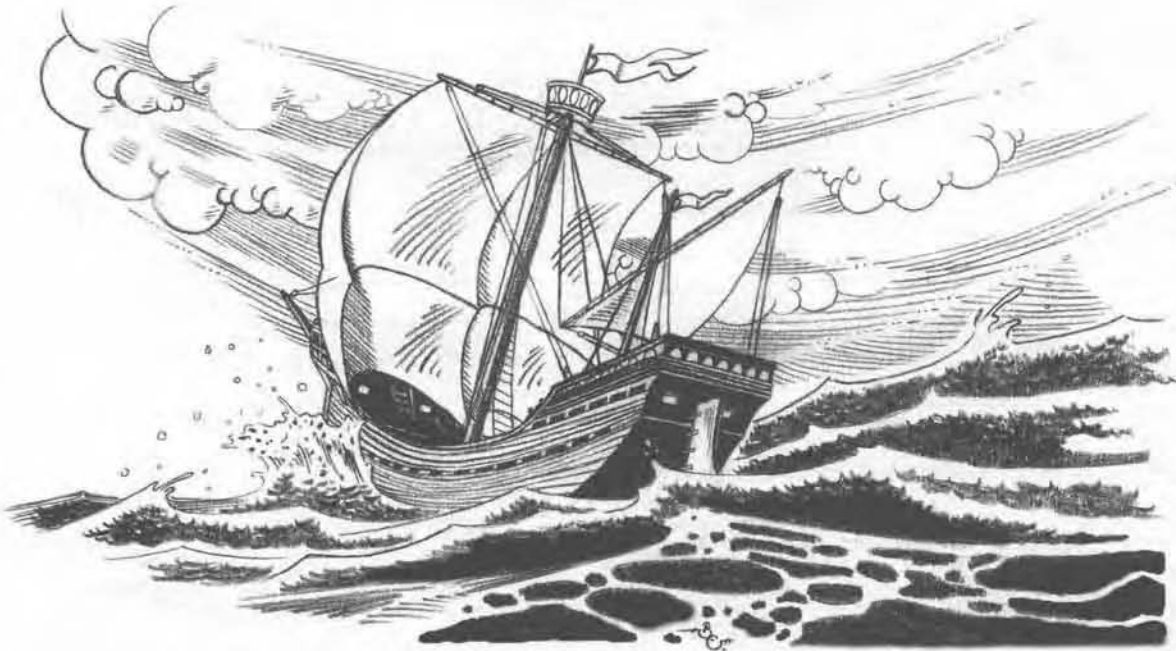
The rearmost part of a ship.

Tacking

A technique of zigzagging across the face of the wind, so that a ship can effectively sail 'into' the wind.

Yard

The pole attached to a mast from which sails are hung.



RULES SUMMARY

Crew & Mercenary Costs

Crew	Cost
Pressganged Crewman	1 gp/month
Green Crewman	2 gp/month
Seaman	3 gp/month
Ruffian	3 gp/month
Hardy Seaman	4 gp/month
Fighting Seaman	6 gp/month
Able Seaman	8 gp/month
Veteran Seadog	15 gp/month
Mercenary	Cost
Archer	4 gp/month
Light Infantry	4 gp/month
Heavy Infantry	6 gp/month
Shock Troop	8 gp/month
Berserker	12 gp/month

Wind & Weather

Dice Result	Wind Strength
2 or less	Calm
3-6	Light
7-12	Medium
13-15	Strong
16-18	Gale
19 or higher	Storm

Dice Result	Wind Direction
1	North
2	Northwest
3	West
4	Southwest
5	South
6	Southeast
7	East
8	Northeast

Nautical Feats

Feat	Prerequisite
Amazing Agility	Balance 12+
Bargain	Cha 13+
Duck & Weave	Dex 15+
Eagle Eyes	-
Improved Underwater Combat	BAB 6+, Underwater Combat
Inspire Loyalty	Leadership
Master Helmsman	Knowledge (seamanship) 8+
Rapid Loader	Profession (siege engineer) 4+
Sea Legs	3+ months at sea
Steady Captain	Captain, Leadership, Knowledge (seamanship) 6+
Superior Helmsman	Knowledge (seamanship) 6+
Strong Swimmer	Str 13+, Swim 8+
Underwater Combat	Dex 13+

Navigation Checks

Navigation check at DC 10 to avoid becoming lost at sea

	Modifier
Navigator	+ Profession: Navigator Skill
Ship in storm	- 6
Known voyage	+4
Unknown sea	-6
Teleported/displaced	-10
Poor quality maps	-4

Sailed Ships			
Wind	Sailing Into	Sailing Across	Sailing With
Calm	NA	NA	NA
Light	-25%	-	+10%
Medium	-50%	+10%	+25%
Strong	NA	+25%	+50%
Gale/Storm	NA	+25%	+50%

1d10	Weather Effect	May Not Occur In
1-2	Light Rain	Gale, Storm (assumed to be heavy rain)
3-4	Heavy Rain	Calm
5-6	Mist	Light, Medium, Strong, Gale, Storm
7	Light Fog	Light, Medium, Strong, Gale, Storm
8-9	Dense Fog	Light, Medium, Strong, Gale, Storm
10	Squall (assume to be one day storm)	Storm

Seaworthiness Checks	
Condition	Difficulty Class
Storm (per hour)	15
At half original Structure Points (per day)	10
At 0 or less Structure Points (per day)	10

These Seaworthiness checks are modified as follows;

	Modifier
Auxiliary Vessel	-10
Coastal Vessel	-6
Merchantman Vessel	+2
Warship Vessel	+4
Tiny-Size	-6
Small Size	-4
Large Size	+2
Huge Size	+4
Gargantuan Size	+6
Colossal Size	+8

Ship Size Equivalent Table	
Ship Size	Equivalent Creature Size
Tiny	Large
Small	Huge
Medium	Gargantuan
Large	Colossal
Huge	Colossal
Gargantuan	Colossal
Colossal	Colossal

Shipboard Weaponry							
Shipboard Weapon	Cost (gp)	Damage	Structural Damage	Critical	Range Increment	Rate of Fire	Crew
Heavy Catapult	800	5d6	3d6	-	200 ft. (min. 100 ft.)	8	5
Medium Catapult	675	4d6	2d6	-	150 ft. (min. 100 ft.)	6	3
Light Catapult	550	3d6	1d6	-	150 ft. (min. 100 ft.)	5	2
Arrow Catapult	500	Special	-	-	100 ft. (min. 100 ft.)	6	2
Trebuchet	1,400	6d6	4d6	-	200 ft. (min. 200 ft.)	10	6
Ballista	500	3d6	-	X3	120 ft.	3	1
Fire Projector	3,600	4d6	1d6	-	30 ft. max.	2	4
Ship Screw	300	-	1d6	X2	-	-	1
Wooden Ram	750 x ship's SD	Special	Special	X2	-	-	-
Metal Shod Ram	1250 x ship's SD	Special	Special	19-20/X2	-	-	-

RULES SUMMARY

Boarding Actions

Circumstance	Modifier
Vessels two or more size classes apart	-4
Vessels one size class apart	-2
Each attacker's ballista firing chained bolt	+1
Attacker's crew size larger than defenders	+2
Defender's vessel is not a warship	+4
Attacker's vessel is a warship	+2
Defender already involved in a boarding action	+4

Crew Combat

Crew Size is . . .	Attack Roll Modifier	Damage Roll Modifier	Morale Modifier
Ten times or more enemy's	+5	X 10	+5
Five times enemy's	+3	X 5	+3
Three times enemy's	+2	X 3	+2
Twice enemy's	+1	X 2	+1
50% of enemy's	-1	X 1	-1
33% of enemy's	-2	X 1	-2
20% of enemy's	-3	X 1	-3
10% or less of enemy's	-5	X ½	-5

Morale – Ship-to-Ship Combat

Morale Circumstance	DC
Ship's structure points reduced to half original score	15
Ship's structure points reduced to one third of current score in one attack	10
Ship receives a critical hit	10
Crew Hit Points reduced to half original score	15
Crew Hit Points reduce to one third of current score in one attack	10
Attacked by warship of at least 2 size classes larger	15
Attacked by multiple ships of same size or larger	10 +2 per ship

The following modifiers apply to Morale checks:

Morale	Modifier
Captain	+ Captain's Charisma modifier
Morale modifier in existence (regardless of source of effect)	+ Morale Bonus
Captain with Leadership feat	+ Captain's Character Level
Crew has force rowed (p22) in last 24 hours	-4
Pressganged crew	-4

*Here rests the body of the fair elf maiden
Died at the age of four hundred and seven
For twenty eight years she kept her virginity
Not a bad record for this vicinity*

Plaque above the bar of the Labouring Sailor

Morale – Crew Combat

Morale Circumstance	DC
Crew Hit Points reduced to half of original score	15
Crew Hit Points reduced to one quarter of original score	20
Crew Hit Points reduced to one third of current score in a single round	10
Crew suffers more damage in a round than enemy	15
Crew is struck by enemy of three times or greater Crew Hit Points	15

The following modifiers apply to Morale checks;

Morale	Modifier
Captain	+ Captain's Charisma modifier
Morale modifier*	+/- Morale modifier
Captain with Leadership feat	+ Captain's Character Level
Player character actions	See p48
Crew has force rowed (p22) in last 24 hours	-4
Pressganged crew	-4

Mutiny

Condition	Mutiny check DC
Rationing announced	10
Ship runs out of food and water	15
Captain unable to pay crew wages	20
Ship loses battle	15

In addition, a Mutiny check should be made at DC 20 for every three months the ship is at sea without sight of land.

The Mutiny check is modified as follows;

Morale	Modifier
Captain's Charisma	+/- modifier
Captain has Inspire Loyalty feat	+4
Captain has Leadership feat	+1
Crew on double pay	+2
Crew have touched dry land in past week	+2
Continuing Conditions *	-2
Captain being well fed whilst crew on rations or starving	-6
Some crew fed whilst others starve	-4
Crewman punished (usually flogged) for crime within last week	+2
Crewman unfairly punished (crew believes he did not commit crime)	-4

* Cumulative penalty.



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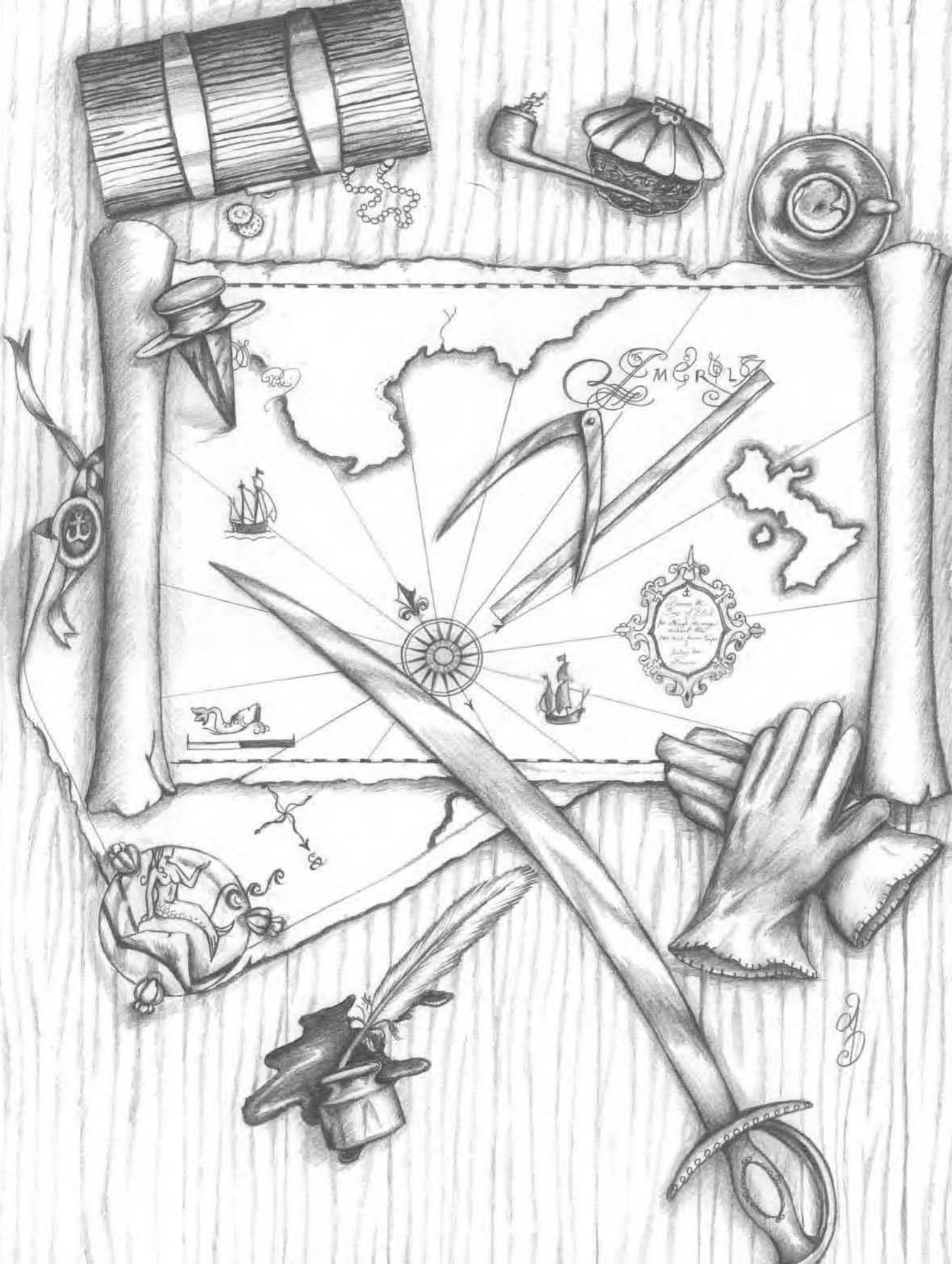
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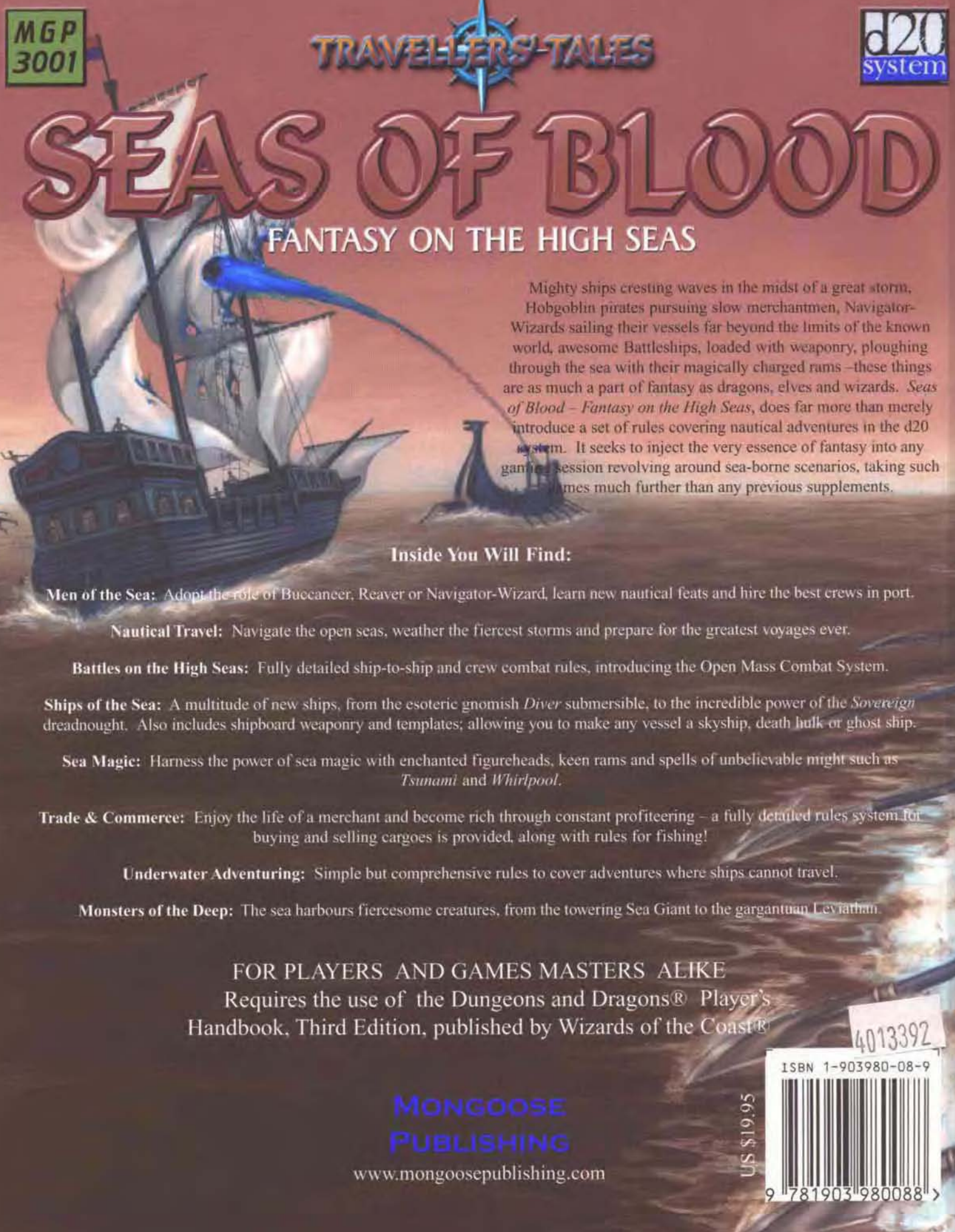
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SEAS OF BLOOD

FANTASY ON THE HIGH SEAS



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