



Dead Man's Quest



A SETTING SOURCEBOOK FOR V.3.5 ROLEPLAYING



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Dead Man's Chest

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This book is dedicated to June McGee and Linda Mason; you are the wind in our sails.

Product Update Password for *Dead Man's Chest*: **Bonjo Tombo**

This product requires the use of the
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This product utilizes updated material from the v.3.5 revision.



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Dead Man's Quest™

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Introduction

No place offers more adventure than the ocean. No dungeon is as deep, no jungle as full of exotic and dangerous life. Most folk spend their lives on dry ground, unaware that entire civilizations thrive beneath the waves, sometimes far more ancient and steeped in mystery than any on the world's upper surface. Though player characters (PCs) have long grown familiar with the air-breathing world above, seldom do they venture into the depths, and when they do, they discover wonders they never dreamed existed. The ocean environment is radically different from the surface world, in at least three very important ways: an insufficiency or complete absence of sunlight, the ever-increasing ambient pressure, and the fact that water rather than air is the omnipresent medium for respiration, movement, and all other activities. Because of these and other factors, the ocean offers a venue for adventure that is at once alien and appealing. Strange things exist down there, as perilous as they are compelling.

But the water's surface is also a world unto itself. Great ships vie for control of the trading lanes. Dangerous reefs protect lost islands full of treasures yet unearthed. *Dead Man's Chest* lays bare the ocean, the ships that sail it, and the creatures that inhabit it. Within these pages you'll not only find dozens of new monsters, spell, feats, and wondrous items, but also information from the science of oceanography. Also included are three full adventures to test the PCs against the rigors of the trackless sea.

Note that this is not a book in which you will find complex rules for sea combat, or rules governing constructing and operating a sailing ship. There are other sources available to the D20 gamer that cover those aspects of the genre, such as *Seas of Blood* by Mongoose Publishing and *The Seafarer's Handbook* by Fantasy Flight Games. The weather, navigation, and ship rules herein contained are instead meant as an extension of the *DMG* to help flesh out ocean travel and adventure. The rules in *Dead Man's Chest* can be added to those other D20 sources to further enhance them as well.

You, the DM, should have at your disposal the core rulebooks, including the *PHB*, *DMG*, and the *MM*. A few of the creatures presented in the included adventures are described fully in the *Tome of Horrors*, by *Necromancer Games*.

To start things off right, here's an original sea shanty. A song like this might have been sung aboard a pirate ship of a bygone age, such as Robert Louis Stevenson's immortal *Hispaniola*.

Shanty o' the Sea

a pull o' the rum and a pull o' the row;
away o'er the bitter waves I go.
I lost my love and my life on the sea . . .
she stole my treasure from me.
damn, damn, damn the sea!
she stole my treasure from me.
sweet william, my boy, played on the
strand
with the gulls and the shells and the
salt-white sand.
the rum'll for aye my comfort be . . .
she stole sweet william from me.
damn, damn, damn the sea!
she stole sweet william from me.
I called my wife from the lonely shore,
and she sailed to me but wept the more.
seen' her babe on the thievin' swell,
she reached to him and, oh!, she fell!
I'll always curse and blame the sea
for stealin' my frances from me!
damn, damn, damn the sea!
for stealin' my frances from me.
a pull o' the rum and a pull o' the row;
my gold and my bright brigantine's gone
below.
my mates are asleep in the cold blue
sea . . .
she stole my treasure from me.
damn, damn, damn the sea!
she stole my treasure from me.

Chapter One: An Oceanography Primer

The ocean contains a variety of natural occurrences that can enliven any campaign. A DM shouldn't be dependent solely on monstrous encounters to make a PC's life eventful on the high seas. This chapter reveals the scientific low-down on many oceanic features, enabling you, the DM, to present your players with a more realistic gaming environment.

Each entry also explains how best to use that particular feature in your own game.

Mid-Ocean Ridge

The mid-ocean ridge is the region along the ocean floor where new seafloor is created. This typically takes place near the center of an ocean basin, though it exists in any location where two ocean plates spread apart from one another. Mid-ocean ridges are featured throughout the world, stretching over 65,000 kilometers in length. Their pattern winds across the globe in a fashion that is often likened to the seams of a baseball. They appear as mountainous formations or merely as mild swells upon the seafloor up to 4,000 km wide. Their crest is marked with a V-shaped depression running throughout its range, up to a couple kilometers deep and 20 to 35 kilometers wide. This rift valley is actually a volcanic fissure from which the new seafloor extends from below gradually over time.

The origin of the seafloor naturally begins beneath the surface. Within the rift where the two tectonic plates diverge, the reduction of pressure affecting the mantle allows the rock of the asthenosphere to rise and melt. The upwelling leads to the formation of magma chambers just beneath the mid-ocean ridge, acting as focal reservoirs of the material needed to produce new ocean crust. Molten rock from the depths of the magma chamber gradually hardens, producing several miles of coarse rock. Vertical sheets of magma from within the chamber rise up through fissures in the overlying crust, creating dikes. Portions of this uprising magma will break through to the surface, oozing along the seafloor exterior. The outer layer of the surface lava solidifies immediately in the near-freezing seawater, forming a pillowed layer of volcanic basalt—the surface of the new seafloor.

The mid-ocean ridge axis is marked with deep, jagged indentations known as fracture zones. These appear in frequent intervals across the ridge, offset-

ting its crest up to hundreds of miles in either direction. The fracture zones appearing between two offset segments of the ridge are recognized as transform faults, and the fracture zones outside of these segments are simply remnants of the plate's movement over millions of years. The segmented ridge is generally widest and highest in the middle of the offset, and slimmest and shortest near the ends, and is believed to occur due to an interaction between fracturing of the seafloor and magma accumulation.

Another feature of interest to be found on the mid-ocean ridge are hot springs, or hydrothermal vents. Hydrothermal vent fields are areas of underwater geysers that form in places along the mid-ocean ridge axis. When seawater creeps into deep cracks and fissures found in the flanks of the ridge, it reacts with the hot volcanic rock, chemically altering and heating it up to temperatures reaching 700 degrees Fahrenheit. This superheated fluid rises, dissolving metals found within the rocks on its way back up to the surface. Continuous streams of thick black or white immensely hot fluid projects straight up through vents in the surface, showing the surroundings with precipitated minerals.

The fluids in vents known as black smokers precipitate so quickly as they cool in the seawater that the metal sulphides form solid, smokestack structures, typically a couple of stories high (the largest ever discovered is 160 feet tall). In regions where the altered seawater is substantially cooled before reaching the surface, the ejected fluid is usually spread out among numerous vents in the area and takes on a diffused, clear glow. These diffuse vents are often found among larger more focused black smokers.

Life on the ocean floor is known for its scarcity, but hydrothermal vent fields are packed with an abundance and variety of life in one of the most volatile and unlikely of places. Organisms such as tubeworms, mussels, clams, and crustaceans gather or attach themselves near vents in incredibly dense clumps. However, it is the sulphur-eating bacteria found around and inside those creatures that grants them nourishment. The sulphide-oxidizing bacteria convert the vent chemicals into energy for the organisms through a process called chemosynthesis. This localized ecosystem is one of few known to exist independent of sunlight and photosynthesis.

Using Mid-Ocean Ridges in the Game

In campaign worlds, mid-ocean ridges should be an important feature of the ocean. They mark the birthplace of the seafloor, directly influencing the geography of the planet, and provide an unlikely though successful site for life. The ridge shapes and sizes vary slightly from ocean to ocean, as does their productivity. In certain areas of the mid-ocean ridge, profuse magma accumulation beneath the ridge may produce large volcanic islands bisected by the active spreading ridge, such as Iceland in the North Atlantic.

Given the importance and regional nature of the mid-ocean ridge, implementing them into your game should prove simple and rewarding. Moderately intelligent ocean life dwelling on or near the ocean floor would certainly hold some opinion of it. Whether or not they fully understand its significance and true nature, some races may believe it to be sacred territory, or even a place where the deities exercise their direct will through volatile bursts of eruption. Denizens of the deep might even go to war over the rights to claim such land for spiritual and ancestral beliefs and practice. Races like sahuagin place great value on these areas. Furthermore, in specific places along the mid-ocean ridge, valuable minerals and metals could be discharged into the ocean in addition to seafloor, ripe for harvesting, and for conflict.

Ocean Floor

From the time of its birth within the mid-ocean ridge, the young ocean floor is in constant motion. From the flanks of the ridge axis, gravity causes the new crust to fall away, accentuating the peaks of the ridge formation. Continuing, it becomes colder and contracts with time, growing denser and settling further. Sediment accumulation obscures its rock and hill-laden topography gradually, resulting in vast flatlands. Eventually, its existence will conclude in the inevitable return to the planet's mantle in deep trenches, some thousand miles away and millions of years later.

The ocean floor is a place of mystery. By its very nature it is not prone to exploration. At the average depth of the ocean floor at 4,000 meters, near-freezing seafloor water, crushing water pressure, and complete lack of sunlight make for a very uninviting environment. For these reasons, ocean floor exploration has been a slow and educating process. The topography of the ocean floor is every bit as varied as the land we're more familiar with. Stretching flatlands, peaking mountains, rolling hills, and plummeting canyons are all common ocean floor features. But as is often the case, the features that characterize the ocean have the tendency to be larger in scale, more severe, and more frequent than on land. In addition to the mid-



ocean ridge and ocean trenches (both explained in detail elsewhere within the chapter), the following ocean floor features are of special significance:

Abysal Hills: The abysal hills emerge in the wake of seafloor spreading at the mid-ocean ridge. They are composed most generally in linear rows stretching parallel to the spreading ridge axis, appearing as fractured, elongated peaks up to over 1 km high and about 10-15 km across. These hills are the most prominent geologic feature of the planet's surface. It is generally agreed that they are caused by an interaction of the faulting and eruptions taking place within the mid-ocean ridge axis. However, little of their formation and development is well understood.

Abysal Plains: The abysal plains are the flat regions of the ocean floor, constituting roughly half of the planet's topography. In fact, there is no flatter location on the planet, with a gradient no greater than .05 degrees. They are produced when the rocky terrain of the abysal hills is obscured by sediment accumulation over the course of millions of years. The most significant contributor to the abysal plains' flatness is the submarine flow of density-heavy currents called turbidity currents. These currents are basically underwater sediment avalanches, generated by earthquakes or simply acting as continuations of enduring river outlets. They transport mostly terrigenous (land originating) sediment from its settled location along the continental shelf to the continental slope and into the deep sea.

Sediment composition is varied throughout the ocean, based largely on a particular basin's history and location. The most abundant sediment composition is comprised of assorted clays, silts, and sands originating from land, metal-rich sediments, pebbles, and stones from the spreading ridges, and oozes consisting of calcareous and siliceous skeletal remains. On average, the thickness of sediment cover on the ocean floor is over half a mile. Typically, it is thickest near continental masses and thinnest near the center of an ocean basin, but other circumstances impact its accumulation. For instance, the Pacific Ocean's immense size places the inner regions of its basin out of reach from turbidity currents and most wind-carried sediments. In addition, its basin is nearly surrounded by hundreds of deep ocean trenches that funnel and trap a great deal of the sediments within their depths. As such, the abysal hills comprise approximately three-quarters of the Pacific. The floor of the Atlantic Ocean, much smaller and with few trenches of significant size for sediments to escape, is nearly half-featured with abysal hills.

Seamounts: Punctuating the ocean floor are seamounts, isolated seafloor volcanoes of heights greater than 1,000 km. They are most often conical, and have a recessed caldera within their summit. Sea-

mounts that have flattened tops due to excessive erosion caused by water currents are called guyots. There are thousands of seamounts on the ocean floor, and many serve as great habitats for life. Creatures classified as suspension feeders adorn the steep slopes of seamounts near the top to intercept organic matter passing by in the water currents. Various coral polyps, sponges, and xenophyophores cling to seamounts to feed in this manner. Their presence also attracts other ocean wildlife. Seamounts are also larvae catchers; the very currents that provide food for seamount communities also provide for its continued population.

A small percentage of seamounts appear to have been created at the mid-ocean ridge. However, most are formed above regions known as hot spots, exceedingly hot locations within the mantle where plumes of magma have risen and melted through the oceanic lithosphere. The majority of these seamounts are no longer volcanically active, having been carried away from the magma source by the movement of the ocean plate. The seamounts created by exceptionally prolific hotspots break the surface of the ocean, often producing a chain of volcanic islands. As the oceanic crust glides over the excessive hot spot, one by one and oldest to youngest, an arcing trail of volcanic islands form. A notable real-life example of this is the Hawaiian Islands. Chains of these seamount islands can extend many thousands of kilometers.

Life on the ocean floor—its presence, diversity, and development—is constantly being redefined. As we further explore the great depths of the ocean, the perceptions of a stale and stagnant seafloor largely devoid of life are being shattered. Despite the relative scarcity of life to be found there, it is startlingly diverse. The possible number of species is projected to soar well beyond one million, and possibly possessing more biodiversity than the rain forest. Among the countless species of life inhabiting the deep sea are grenadier fish, slime-secreting, eel-like hagfish, echinoderms such as sea cucumbers and brittle stars, and various species of crustaceans and invertebrates.

The primary source of food for many of these bottom-dwellers is organic debris that falls from the surface waters. This organic detritus, or marine snow, consists of microscopic, one-celled plant (phytoplankton) and animal (zooplankton) remains, along with various dissolved particulates that have clumped together into tiny flakes. Throughout the oceans, marine snow falls, raining down in sporadic pulses. In the summer, the spring-born plankton die in great numbers and immerse the ocean in a blizzard of organic matter, blanketing some spots on the ocean floor in a thick green blanket of dead matter. This, in addition to the rare arrival of whole animal carcasses, is what feeds the majority of the ocean floor life.

Using the Ocean Floor in the Game

Adventure in the deep ocean should be highlighted with a constant hint of danger and suspense to keep the players on edge. Those brave enough to defy the pulverizing pressure, near-freezing water, and utter blackness of the sea at those depths should be rewarded with an eventful experience. Whether it's subterranean monsters burrowing within the mud-packed sediment floor of the abyssal plains; ancient civilizations living in the abyssal hills, forced to migrate towards the mid-ocean ridge as their habitat is slowly consumed with sediments; or perhaps even elemental-driven turbidity currents sweeping throughout the sea like colossal sand storms, the ocean floor should provide plenty of excitement, and endless possibilities in your campaign.

Reefs

An important part of oceanic life, reefs are defined as elevated ridges along shallow places on the seafloor. Reefs are formed from creatures known as coral polyps, hence the popular name *coral reef*. Upon death, these tiny coral polyps leave behind hardened exoskeletons made of a calcereous (calcium-containing), stony material. These small bits of limestone, when combined with similar deposits from countless polyps, form the beautiful and labyrinthine structures that are coral reefs.

Depending on the number of polyps that die in the area, coral reefs grow at rates between 1 to 40 inches each year. Coral reefs are found exclusively in tropical regions of the ocean, never beyond 30° north or south of the planet's equator and never in waters cooler than 61° Fahrenheit. Two primary types of coral exist—hard and soft. Categories of hard coral include brain coral and elkhorn coral, both having hard limestone frames. Soft corals such as sea fingers and sea whips do not form reefs.

Most campaign worlds boast at least three different kinds of coral reefs, though there is not limit on the variety of reef that can appear in a fantasy setting. One such example is listed below, along with the three typical types of reefs.

Barrier reefs. These reefs always run parallel to the shoreline, but several yards out and separated by a lagoon. Because these reefs form a kind of protective palisade around the beach, they are known as barrier reefs.

Coral atolls. These are rings of coral atop old, sunken volcanoes. Coral atolls begin as fringe reefs surrounding volcanic islands, but when the island sinks, the reef keeps growing and is classified as a coral atoll. Horseshoe-shaped collections of coral, atolls form rings around small lagoons that fill the caldera of inactive volcanoes.

Fringing reefs. Running directly along the coastline, the fringing reefs are found built close to the continental shelf in the shallow waters near shore.

Spherical reef. One example of the kind of reef found in a fantasy world is the spherical reef. Also known as reef globes, these huge structures of coral are formed into great spheres by some unknown natural process. The walls of the reef globe are hard enough that the spheres can act as a temporary shelter for marine travelers.

Regardless of the exact nature of the reef, all such coral mazes are robust ecosystems supporting a variety of marine life. The reef's far layer consists of the living polyps, while below them is the calcereous reef framework, containing filamentous green algae. This algae provides nourishment for many of the animals that make their home in or near the reef. Fish and other creatures abound. A brief list of a reef's inhabitants includes the following: sponges, nudibranchs, reef sharks, groupers, clown fish, eels, snappers, jellyfish, anemones, sea stars, crabs, shrimps, lobsters, sea snakes, snails, octopi, nautilus, and clams.

Using Reefs in the Game

Coral reefs make excellent sites for exotic adventure. Imagine a villain's underwater lair constructed from confusing coral passages. Spherical reefs can serve as hideouts for all manners of creatures, or hauled onto shore to use as part of an NPC's elaborate home. The stereotypical dungeon maze can take on a new form when made of coral; the winding coral corridors can present PCs with a challenging labyrinth to solve. Reefs are notorious haunts for many dangerous beasts, such as eels, sharks, and octopi. Societies of sea elves can use coral to make armor, weapons, and other trade goods. Reefs are also known to conceal sunken ships beneath their protective arms of coral.

Tectonic Plates

The surface of the planet is essentially a rigid shell, a layer of thick rock comprised of continental or oceanic crust along with the uppermost portion of the mantle. This layer of the planet is known as the lithosphere. The oceanic lithosphere is on average 10 km thick, while the continental lithosphere can be up to 100 kilometers thick. It is broken up into a dozen or more slabs or plates, known commonly as tectonic plates, which move and interact in relation to one another as they glide upon the asthenosphere, the partially molten rock region of the planet's mantle. The size and position of these tectonic plates are constantly changing, though only at rates of centimeters per year.

Tectonic plates interact with one another in several different ways, and the results of these interactions have

a severe impact upon the topography and geology of the planet. In divergent boundaries, plates pull away from each other, creating new crust in the process. Since the size of the planet does not change, older crust must be destroyed simultaneously as new crust is formed. This occurs in the areas known as convergent boundaries, where two tectonic plates commit a slow collision. Transform boundaries, or transform-fault boundaries, are where two lithospheric plates simply glide or shift past the other.

Tectonic activity is never more evident, nor more crucial, than in the ocean. Geology occurs foremost at plate boundaries, and the plate boundaries of the ocean floor are of particular consequence to the rest of the planet as seismic and volcanic events occurring anywhere on the globe can be traced to activity at an ocean plate boundary. Furthermore, the phenomenon of seafloor spreading in divergent boundaries and the imminent result of ocean floor subduction in convergent boundaries point directly towards the composition and layout of the rest of the planet's surface.

Using Tectonic Activity in the Game

Tectonic plates are the origin of many large-scale events on any planet. Continental shelves are constantly moving—and sometimes this movement results in the release of a monster that had been contained for millennia deep in the crust of the earth. If an NPC sorcerer wants to wreak havoc on the world above, he could cause a great explosion at the juncture of two lithospheric plates, resulting in massive land shifts. The movement of the plates can result in tidal waves and earthquakes. Seeing this, its no surprise that powerful NPCs might contrive to take control of certain points on the ocean floor, places where they can use their magic to command tectonic activity.

Tides and Waves

So much depends upon the tide. As one of the most fundamental aspects of oceanography, the importance of tides and tidal activity cannot be overstated. Without the constant movement of the tides, life below the surface would be greatly different, as would the lives of those dependent upon the incoming and outgoing waters along the coast. Any capable sailor is well-versed in tidal lore. The study of the nature of tides involves unraveling some of the core tenets of the universe, namely mass and gravity. Quite simply, tides are the occasional rise and fall of a planet's waters, including oceans, seas, and bays. This constant up-and-down motion is due directly to the gravitational

forces exerted upon the planet by the sun and moon.

Lunar pull accounts for most of the tidal activity on a planet. In a game world that has no moon, or on a planet with multiple moons, the tides will behave differently depending on the amount of gravitational pull being exerted at any one time. On an earthlike planet, two "high water" and two "low water" occur every lunar day. This rising and falling of water results in lateral water movements called tidal currents (not to be confused with ocean currents). Tidal currents flow in a shoreward or upstream direction during high water, then reverses flow during low water.

Waves are the result of the wind. Generally speaking, the greater the wind speed, the higher the waves. Note that waves do not move horizontally, but only up and down. Another type of wave, the tsunami, can cause vast and terrible damage to structures when it crashes upon the shore. Tsunamis are not caused by tides, but rather by tectonic activity such as earthquakes and undersea volcanoes.

Using Tides and Waves in the Game

Tides can be used to reveal or conceal sunken ships, the entrances to hidden lairs, or other things. Waves can make life miserable for anyone trying to travel across the open sea. Refer to the Wave Height table for a quick way to determine wave height. Roll 1d00 and consult either the day or night portion of the chart.

Big waves can cause trouble for those aboard ships. The Wave Effects table shows what happens when waves

Wave Height Table				
Roll (%)	Height in feet			
Day	Summer	Winter	Autumn	Spring
01-10	5	15	20	15
11-20	25	18	20	15
21-30	42	20	15	35
31-40	20	35	15	25
41-50	18	10	5	22
51-60	35	18	20	15
61-70	15	30	10	22
71-80	17	25	20	10
81-90	45	20	30	15
91-00	10	10	25	20
Roll (%)	Height in feet			
Night	Summer	Winter	Autumn	Spring
01-10	25	18	25	15
11-20	42	20	20	35
21-30	20	35	15	25
31-40	18	10	5	22
41-50	35	18	20	15
51-60	15	30	10	22
61-70	17	25	20	10
71-80	45	20	30	15
81-90	10	10	25	20
91-00	5	15	20	15

of a certain size wash over the sides, or gunwales, of ships. The following are guidelines for using the table.

Wave Size. Compare the wave height from the Wave Height table to the height of the ship's gunwale to determine "wave size." This is the amount by which the wave is taller than the ship's side.

Balance Checks. Anyone forced to make a Balance check for any reason does so at a penalty when large waves wash over the ship.

Creature Size. This is the size of creature that a particular wave can effect.

Wave Effects. Any of these effects can be resisted with a Fort save, the DC indicated in the final column.

Knocked Down: Creatures who fail their save are knocked prone by the force of the wave and swept in a random direction 1d6 feet.

Checked: Creatures who fail their save are unable to move against the force of the wave, and can take no action that round but that of stabilizing themselves.

Swept Overboard: Creatures who fail their save are knocked prone and carried 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet traveled. If the distance traveled extends beyond the sides of the deck, the creature is tossed overboard.

Trenches

Ocean trenches are deep and narrow subterranean depressions within the ocean floor. They mark the deepest areas on the planet. It is in these trenches that the seafloor, now denser and well over 200 million years

older, returns to the mantle where it is effectively recycled. Most often appearing adjacent to continental masses, their length can stretch up to thousands of kilometers. The depth of these trenches varies anywhere from the 20,000 ft necessary to generally be considered a trench, to over 35,000 ft.

Trenches form in the convergent plate boundaries known as subduction zones. General theory suggests that in these zones, an oceanic plate meets either another oceanic plate or continental plate and slides beneath it. The denser lithospheric ocean plate commits a slow plummet towards the mantle below, dragging the edge of the non-subducting plate down with it, producing the linear V-shaped trench. The dense lithosphere of older, thicker oceanic plates subducts quickly and steeply into the mantle, whereas the buoyant young lithosphere that is thinner and warmer bends slowly, creating a gentle trench slope.

The process of subduction has many consequences that impact the surrounding area, most notably, sweeping arcs of volcanoes. Over millions of years the convergence of the two plates leads to volcanic arc formations appearing on the overriding plate parallel to the subduction zone. As the descending oceanic plate lunges deeper towards the mantle below, it is subjected to greater pressure and rising temperatures. Eventually the surface water of the crust and hydrated minerals from within the basaltic portions of the subducting plate are discharged into the mantle portion of the overlying lithospheric plate. As the water interacts with the mantle, it decreases the mantle's melting temperature, allowing

Wave Effects

Wave Force	Wave Size	Balance checks	Creature Size	Wave Effect on Creatures	Fort DC
Light	0–2 feet	—	Any	None	—
Moderate	3–5 feet	—	Any	None	—
Strong	6–10 feet	–2	Tiny or smaller	Knocked down	10
		—	Small or larger	None	—
Severe	11–30 feet	–4	Tiny	Swept overboard	15
		–2	Small	Knocked down	15
		—	Medium	Checked	15
		—	Large or larger	None	—
Windstorm	31–50 feet	–4	Small or smaller	Swept overboard	18
		–2	Medium	Knocked down	18
		—	Large or Huge	Checked	18
		—	Gargantuan or Colossal	None	—
Hurricane	51–100 feet	Impossible	Medium or smaller	Swept overboard	20
		–4	Large	Knocked down	20
		—	Huge	Checked	20
		—	Gargantuan or Colossal	None	—
Tornado	101+ feet	Impossible	Large or smaller	Swept overboard	30
		–4	Huge	Knocked down	30
		—	Gargantuan or Colossal	Checked	30

it to melt. A supply of the magma created rises through the crust of the overriding plate and forms the volcanic arc. When subduction zones involve two oceanic plates, the chain of volcanoes that break the ocean surface are called volcanic island arcs.

Other side effects characterize subduction zones. Interactions between the two converging plates generate some of the most seismically powerful earthquakes in the world. The plot of the subducting plate's ascension can be outlined by the seismic activity occurring deeper and deeper within the planet's mantle, several hundred thousand kilometers beneath the surface. The earthquakes focused along subduction zones tend to be cyclic and reactionary. Subduction zone earthquakes can also wreak havoc upon the coastal areas by causing the incredibly destructive waves called tsunamis. Tsunamis caused by the subduction zone earthquakes or earthquake-triggered submarine landslides can be catastrophic events, wiping out miles of coastlands.

Despite frequent sediment-dense avalanches along the slopes, ocean trenches provide fairly hospitable homes for creatures that are capable of withstanding the crushing water pressure. The water temperature and seawater salinity found in trenches is identical to the other areas of the deep sea, and sources of food tend to be slightly less scarce. The trench profile traps

generous amounts of organic matter within, distributing it down to even the deepest dwellers. Their proximity to the coasts also grants access to especially plankton-rich surface waters raining in nourishment from above. Additionally, cold methane seeps exist along the slopes of some trenches, packed with methane-eating bacteria that nourish the creatures nearby through chemosynthesis. Anemones, crustaceans, bristle worms, and most prominently, holothurians (sea cucumbers), make homes in ocean trenches.

Using Trenches in the Game

In campaign worlds, trenches serve as perhaps the most remote locations of the planet—much like in reality. Very few would likely know of their existence, and fewer still would be willing to explore them. However, those that take the proper precautions and brave the seemingly bottomless depths of these trenches should have plenty of sights to see. Long-abandoned ruins of ancient civilizations found along the trench walls or partially submerged treasures of immeasurable worth within the sediment-filled valley are but a couple enticements. A strong downward suction could exist within the trench formation, or the subduction zone might cease and become dormant. This is to say nothing of the possibilities as to what terrors might exist within these fearsome depths.

Chapter Two: Supplemental Ship and Sea Rules

This chapter deals with the game mechanics of moving a ship across the sea, making improvements upon that ship when she puts into dock, and exploring the underwater depths.

Note that *Dead Man's Chest* presents only basic statistics for specific sailing vessels. History offers us a countless arrays of ships—flutes, barques, pinks, pinnaces, sloops, and schooners, just to name a few—most of which have been addressed in at least one of the many D20 reference books available today. Considering this surplus of information on the subject, it would be redundant for this sourcebook to assign yet another set of statistics to these vessels and detail how combat works between them. Instead, we'll examine a single ship—the standard “sailing ship,” as presented in the *PHB*—and expand upon its description and capabilities. You are encouraged to apply the following rules for speed, crew, and other factors to all ships of your campaign world, be they brigs, frigates, cutters, tartans, or junks.

Ship Speed

When one takes into account all of the factors involved in ship movement—varying winds of unpredictable speeds, ponderous vessels weighing several dozen tons, and a dizzying array of sails, jibs, ropes, and shrouds—it's easy to see that piloting a ship is a complicated affair. Perforce, any effort to simulate reality involves detailed record-keeping, multiple die rolls, and frequent mathematics. In order to provide a comprehensive yet fairly simple method of handling nautical speed, the material presented here represents a synthesis of many sources that have dealt with the subject of ship movement, both fictional and fact.

According to the *PHB*, the sailing ship has a keel length between 75 and 90 feet, with a 20-foot beam. She requires a crew of 20 sailors. She carries 150 tons of cargo, has two masts, and moves at 2 miles per hour, or a speed of 20 feet.

Sailing Speed

There are three steps in the process of deciding how fast a ship is traveling at any given time.

1. Establish the current wind speed.
2. Note the point of sail.
3. Determine the ship's speed.

Wind Speed

The single most important factor with regard to a ship's rate of travel is the rate of the wind in the sails. Refer to **Chapter Three** for details on how to determine local wind conditions for any given area. Consider a normal sailing wind to be anywhere from 5 to 10 miles per hour. A wind of this strength is said to have a wind speed value (WSV) of 1.0. For purposes of sailing, the base WSV is always 1.0; the WSV rises in correspondence with strengthening winds. As the winds increase beyond 10 mph, refer to the Wind Speed Value table to find the appropriate WSV, according to actual wind speed. For now, ignore the column labeled “Break,” as this topic will be addressed later. Once the WSV is known, it's easy to find the ship's speed: simply multiply the WSV by the ship's current speed. (Optionally, for ease of play, you may then round to the nearest number divisible by 5.) Note that winds greater than 75 miles per hour are considered hurricane-force, and no ship is able to maneuver without the aid of magic. Ships unprotected by magic sink in hurricanes within 1d4 hours.

Example: The schooner of Moonsilver Sea privateer Willoughby Blair is enjoying a 40-mph wind. The ship is sleek and fast, with a base speed of 30. To calculate the ship's wind-assisted speed, Blair's player multiplies 30 by a WSV of 1.6. Captain Blair cuts the foam at a speed of 48 (or 50, if the DM prefers to keep all speeds divisible by 5).

Modifying the Sailing Ship: If the standard sailing ship from the *PHB* is being ushered along by a stout 49-mph wind, her speed is calculated as follows: $20 \times 1.8 = 36$ (or round down to 35).

Wind Speed Value

WSV	MPH	Break
.9	0-5	—
1.0	6-10	—
1.1	11-15	—
1.2	16-20	—
1.3	21-25	—
1.4	26-30	—
1.5	31-35	+2
1.6	36-40	+3
1.7	41-45	+4
1.8	46-50	+6
1.9	51-55	+10
2.0	56-60	+12
2.1	61-65	+14
2.2	66-70	+16
2.3	71-75	+20
NA	76+	+25

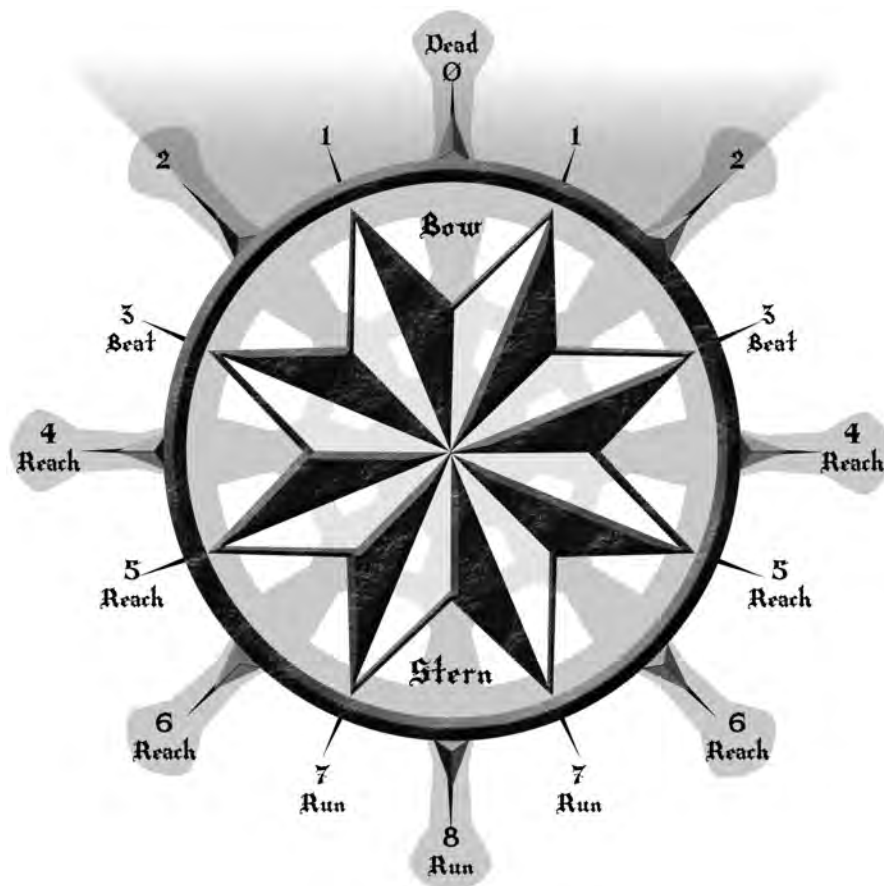
Point of Sail

Though the speed of the wind is the primary contributor to a ship's overall performance, the wind's direction also plays a major role. The direction from which the wind is blowing and how it strikes the sails is more properly referred to as the point of sail.

The point of sail (POS) determines if a ship is "reaching," "running," or "beating." When a ship is

reaching, it's getting the most the wind has to offer; the wind direction is favorable to the ship's current bearing. Captains always hope that their ships are reaching the wind, as this means a speedy voyage. But reaching isn't always possible. Running occurs when the wind is directly behind the ship and the aft sails prevent the forward sails from catching any wind. So contrary to popular belief, a direct tailwind isn't the ideal POS for a vessel with dozens of a sails. The worst POS is a wind that forces a ship to sail into it. The only thing a captain dreads more than beating the wind is trying to sail head-on into a wind that blows directly at his bow. Such a ship is usually dead in the water. A ship traveling at anything less than "reaching" will not be able to make use of its full speed.

To determine what direction the wind is blowing, see **Chapter Three**. Then refer to the compass diagram. Each point of the diagram shows a different direction, with sixteen points in all. Consider the ship's bow pointed "up" on the diagram, ("bow" and "stern" are both printed on the diagram for your convenience). This "bow" position is always the direction the ship is heading (e.g., west, southeast, north-northwest, et cetera). Mark the direction the wind is blowing in relation to the ship, and note the number indicated. For example, if the ship has set a course to the southwest, then the "bow" position of the diagram is noted as being "SW." An easterly wind



will strike the ship's starboard aft section, which is marked "Reach," with the POS number 6. In other words, if "bow" on the diagram is southwest, then a wind from the east is marked on the diagram's lower left portion. You may find that rotating the diagram makes it easier to determine the POS.

The numbers on the compass diagram, ranging from 0 to 8, are known as points off the bow. If the wind is from 0 to 2 points off the bow, you're dead in the water; oars must be used, if available. A mark of 3 points off the bow means your ship is beating, while 4 through 6 is considered reaching, and 7 and 8 are running. The optimal POS are thus 4, 5, and 6, when the maximum number of sails may be deployed to make use of the wind. A captain uses these numbers when relaying orders to his sailors, as in, "Mind the possible pirate rig two points off the port bow!"

Points Off the Bow	Speed Modifier
0-2	Oars must be used
3 (beating)	1/2 Speed
4-6 (reaching)	Full Speed
7-8 (running)	3/4 Speed

Example: Now it's time for Willoughby Blair's player to determine his point of sail, and thus his final speed. Blair's ship, *Her Desire*, is moving due south, thus the "bow" on the diagram is labeled "south." The wind is coming from the north-northeast or a position of 7 on the diagram, in relation to the bow. This means the ship is running the wind and thus moving at 3/4 her max speed. Referring back to the earlier example, we see that Blair's speed after applying WSV is 50. Since *Her Desire* is running the wind, this is reduced to 3/4, rounded to the nearest number divisible by 5, for a final speed of 40.

Other Speed-Influencing Factors

Depending on the situation, a ship's ultimate speed can also be affected by two other elements, notably the crew and the captain.

Crew Complement

The sailing ship of the **PHB** requires a crew of 20 sailors. This is the amount of trained sailors needed for the sailing ship to function at full efficiency. Half of any ship's required number of crewman constitutes a "skeleton crew."

A ship with only 75% of its "Average" crew number travels at 3/4 its speed, after all other factors have been figured (e.g., wind speed, point of sail, et al), and any checks made to maneuver the ship are done so at a -2 penalty. With at least a skeleton crew but less than 75% of "Average," the ship's final speed is cut in half, and all checks to maneuver the ship are made at a -4 penalty.

A crew is considered a "crack" crew if at least half of its members have a minimum of 7 ranks in Profes-

sion (sailor). This ship may add +5 to its speed, and +1 to any type of die roll for ship maneuvering.

A crew is considered "veterans" or "old salts" if at least half of its members have a minimum of 10 ranks in Profession (sailor). This ship may add +10 to its speed and +2 to any type of die roll for ship maneuvering. Note that these bonuses are not cumulative with those of the crack crew, but rather used instead of those bonuses. Furthermore, old salts have unshakable morale; they make all Will saves at +4, so long as they are aboard their captain's vessel.

Leadership

A good captain is an inspiration to his men and can persuade them to reach their fullest potential as sailors. The captain of a vessel may add 5 to the ship's final speed rating if he possesses the Leadership feat or the Lieutenancy class ability (see the Mariner prestige class in **Chapter Four**). The captain of a vessel may add 10 to the ship's final speed rating if he possesses the Captaincy class ability. The bonuses to speed do not stack if the character has both Leadership and Lieutenancy/Captaincy.

DMs may require the captain's player to roleplay this situation with the NPC sailors in order to gain the speed benefit.

Additional Speed Concerns

When a ship moves swiftly, an able crew prepares for two events: yardarm breakage and ship heeling.

Snapping Yards

Powerful gusts can break a thick yardarm as easily as an ogre snapping a tree limb. Whenever the WSV is 1.5 or higher, refer to the Wind Speed Value table, under the column labeled "Break." This number is, in effect, the wind's chances to snap a yardarm. Roll 1d20 and add the Break number, then compare the result to the yardarm's statistics to see if the wind fractures the wood. The typical piece of lumber used as a yardarm has the following statistics:

Yardarm: 6 in. thick; Hardness 5; hp 60; Break (DC 23)

This check is made once every hour during non-combat situations, or once every 10 minutes during combat, as the strain of battle maneuvering puts additional pressure on the yards. Note that this check must be made for every sail in use. The ship's speed is immediately reduced by a percentage equal to the percentage of the sails that have failed.

Example: Captain Blair's ship, *Her Desire*, encounters some ferocious wind off the coast of the Cliffs of Perdition. The vessel sports a total of eight sails on separate yardarms. Over the course of the next three hours, four sails are lost due to fractured supports. Since half the sails are no longer in use, the ship moves at half speed.

Heeling

When a ship is employing several sails and the wind is high, the vessel has a natural tendency to lean over on one side. This canting effect is known in sailor lingo as “heeling.” As the wind speed increases, so too does the degree of heeling. During strong winds, when the ship has run up every yard of sailcloth on board, the ship can heel so dramatically that she’s almost lying flat on her side.

If the wind speed is above 30 mph, consult the Ship Heeling table to determine penalties for Dexterity checks and attack rolls, as it’s quite difficult to keep one’s footing when the deck is sharply angled. Characters with the skill of Profession (sailor) negate all these penalties on a successful skill check, with the DC depending on the angle of heeling, as detailed on the Ship Heeling table. This check is made whenever a character tries to move or attack during extreme heeling (but never more than once each round).

Wind Speed	Angle	Dex Penalty	Attack Penalty	Attack DC
31-39	25°	-2	-2	12
40-49	45°	-4	-3	16
50-59	65°	-6	-4	20
60-75	80°	-8	-5	24
76+	85°	-10	-6	28

Ship Modifications

Not all ships are created equally. Players looking for a ship that is faster, tougher, or more agile should consider adding modifications to their vessels. Each of the following ship add-ons must be planned, built, or installed (as appropriate) by someone with the skill of Craft (shipwright), or other skill, as described. Some modifications are more difficult to install than others. In order to alter a ship by making one of these adjustments, the shipwright must make a skill check, with the final DC dependent upon the overall complexity of the desired modification. A failed check means that this particular ship-builder is unable to install that feature, though 1/2 of the cost of the feature is nonetheless expended on wasted parts. Another shipwright must be consulted to complete the work, and his check is made at +2 to the DC if previous additions have been added by another shipwright (different builders have different techniques). Certain modifications require other skills, such as Profession (sail-mender) or Craft (woodworking). Finally, any modification marked with an asterisk (*) must be installed at the time of the ship’s construction and cannot be fitted later.

Ship Enhancements

DC10

Elaborate Figurehead. Some ships sport fanciful carvings on their bowsprits. This modification is strictly cosmetic, with no real impact on game play. Players are encouraged to design their own custom figureheads, such as dolphins, mermaids, and other such creatures of myth.

Skill: Craft (woodworking), Craft (sculpture)

Cost: 100-1,000 gp, depending on the port and the craftsman.

Benign Spirit*. Certain ships are favored by spirits—either real or imagined—from another plane of existence. Whether these spirits are the essence of dead sailors or the messengers of benevolent nature deities, they are responsible for at least a portion of the good fortune a ship enjoys. Regardless of their nature, friendly spirits are never truly seen by sailors; if anything, they appear only as a “trick of the light” or something seen in the corner of a man’s eye. Though the exact benefits of having a friendly spirit aboard depend on the DM’s discretion, possibilities include an occasionally increase in wind speed, a hull hit point that is magically repaired overnight, or similar fortuitous happenings.

Skill: NA

Cost: +10% of the total ship cost

Lucky*. This ship is legendary for its good luck. No one really knows why a particular vessel is favored by fortune; all that matters is that events usually work out for the best for the ship’s captain and crew. Maybe the sea gods smile upon the men, or the ship was unknowingly blessed by a passing mermaid. In any even, once per day, the player controlling the lucky ship may modify any ship- or sailing-related die roll by +1; the player need not announce its use before the roll is made, but may wait to see the outcome of the roll before using the bonus.

Skill: NA

Cost: +15% of ship cost

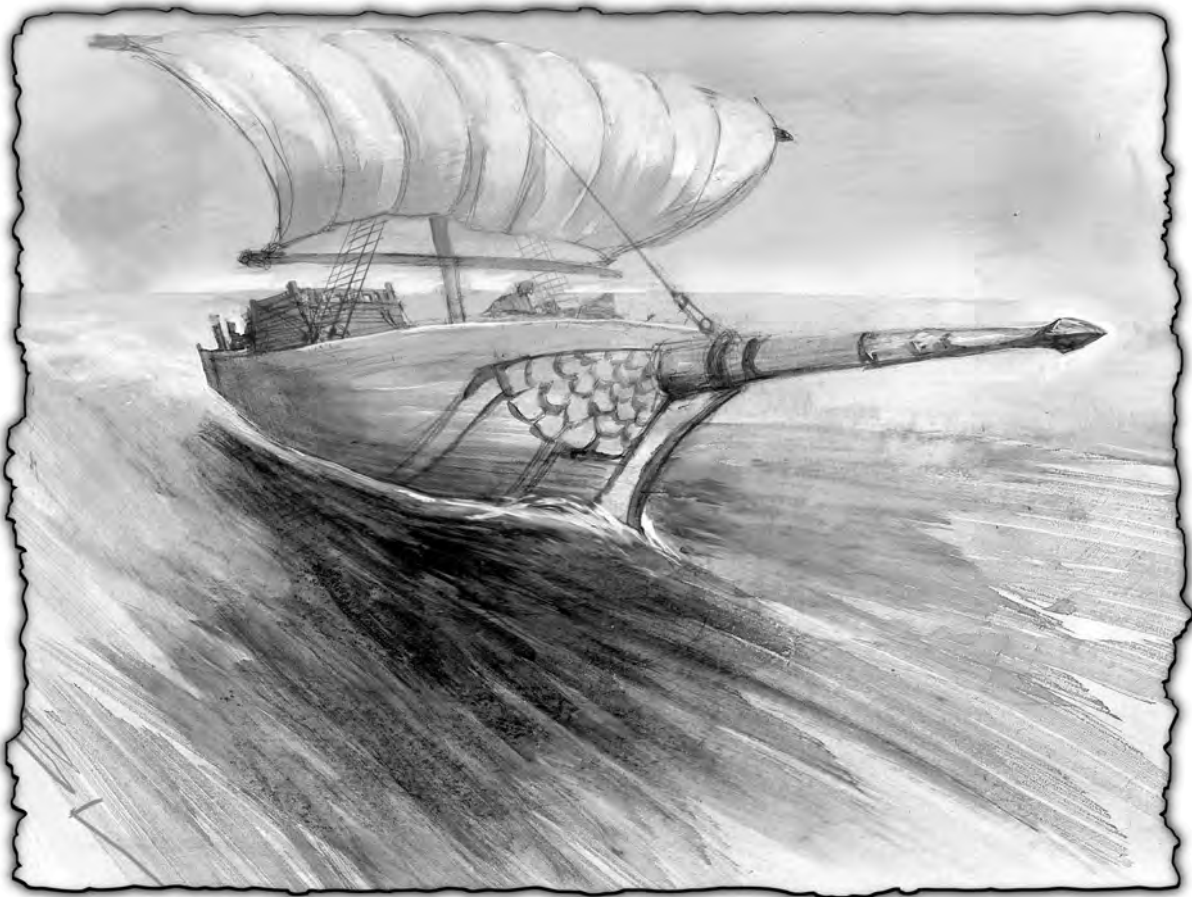
Ram. The ship bears a standard wooden ram mounted on its bow.

Skill: Craft (shipwright)

Cost: 10% of ship total cost

DC13

Hidden Towline. Primarily used to haul contraband past the eyes of suspicious dock wardens, a hidden towline consists of a bundle of nets dragged under the ship as she sails through crucial checkpoints. Illegal goods are stored in watertight containers and pulled along under the sea, so as not to be discovered if the ship proper is searched. A hidden towline holds 20 tons of cargo. However, the ship’s draft is 1 foot greater (deeper) per 5 tons of excess cargo.



Skill: Use Rope

Cost: 400 gp

Iron Ram. The ship must first sport a ram, as per above. Then the existing ram is encased in a thick iron sheath, adding to its potency as a weapon. Any damage rolls in combat are increased by +1d6.

Skill: Craft (shipwright or blacksmith)

Cost: 1,000 gp

Reinforced Masts. The yardarms and masts of this ship have been improved structurally to help resist the effects of powerful winds. Reduce Break numbers on the Wind Speed Value table by -10.

Skill: Craft (shipwright)

Cost: 10% of ship total cost

DC16

Concealed Weapon Port. The belowdecks area undergoes major reconstruction in order to house light or medium ballistae, or even cannons, if they are in use in the campaign. A concealed weapon port can only be recognized on a successful DC 15 Spot check. Each concealed port requires 5 tons of “cargo room,” in addition to the space required by the weapon itself.

Skill: Craft (shipwright)

Cost: 500 gp per port (in addition to the cost of the weapons).

Silk Sails. Few ship modifications are as beautiful as the addition of silk sails. These sails can be designed in whatever color the player desires; they are often embroidered with striking images of the sea. Silk sails give the ship superior rates of movement, as they capture and displace the wind more efficiently. Such sails are usually imported from faraway lands. The ship’s Speed is improved by +1.

Skill: Craft (sail-maker)

Cost: 15% of ship total cost

Sturdy Hull*. The ship’s body has had additional layers of wood added to it, making it thicker and more resilient. The hull’s hardness is increased by +2. Making a sturdy hull uses up 10% of the ship’s cargo space.

Skill: Craft (shipwright)

Cost: 10% of ship total cost

Broad Rudder. A wide rudder makes a ship more nimble. Add +1 to any die roll made while maneuvering the ship.

Skill: Craft (shipwright)

Cost: 500 gp

DC19

Extended Keel*. The keel length of this ship is greater than usual for a vessel of its type. The ship’s measurements from bow to stern are 10% longer than normal, though cargo space is not appreciably affected. The ship

enjoys a +1 to all checks made to stay afloat, such as during storm conditions or collisions.

Skill: Craft (shipwright)

Cost: 10% of overall ship cost

Glass Bottom. The bottom of the ship is inset with wide windows, permitting those inside to gaze into the ocean. This has no effect on ship performance, other than making the ship's bottom only as strong as thick glass (Hardness 2; hit points 3; Break [DC 8]).

Skill: Craft (glass working)

Cost: 5% of overall ship cost

Smuggling Holds. The bulkheads have been modified so that gaps between them serve as hidden cargo storage areas. The ship's total cargo capacity is decreased accordingly. Only 10% of the total cargo space made be converted, otherwise sharp-eyed customs inspectors might notice that alterations have made. Anyone investigating a ship can discover a smuggling hold with a successful DC 18 Search or Craft (shipwright) check.

Skill: Craft (shipwright)

Cost: 10% of overall ship cost

DC22

Increased Cargo Space. An efficient remodeling of the layout means more room for the ship's stores. Cargo maximum is improved by 10%.

Skill: Craft (shipwright)

Cost: 15% of overall ship cost

Additional Crew Quarters. This translates into more space for sailors to sleep and eat. The ship may support 10% more passengers, but the cargo room is decreased by 10%

Skill: Craft (shipwright)

Cost: 20% of overall ship cost

Narrow Hull*. This ship has been intentionally designed with a more slender hull, enabling it to slip through smaller spaces. The beam is decreased by 20%, and cargo room is reduced by 10%. However, the ship gets +2 to any die roll made for maneuvering the vessel.

Skill: Craft (shipwright)

Cost: 5% of overall ship cost

DC25

Rapid-Deploy Sails. This ship's rigging undergoes a wholesale change as improvements in engineering enable the sails to be raised and lower much faster. The ship takes only half as long to make any sail adjustment and it enjoys +1 on any die roll for purposes of maneuvering.

Skill: Knowledge (engineering)

Cost: 10% of overall ship cost

Decreased Draft*. This ship requires less water to stay afloat. The draft is reduced by 2 feet, permitting the vessel to travel through more shallow waters.

Skill: Craft (shipwright)

Cost: 15% of overall ship cost

Wooden Plating. For protection during naval combat, this ship has received additional wooden planks nailed to its hull. The hull's hit points are increased by +10 and its hardness increased by +2 for every 1 inch of plating, up to a maximum of 3 inches. However, this reduces cargo space by 10% as extra room must be made inside for beams to support the reinforcements. Ship's speed is also reduced by -5.

Skill: Craft (shipwright or carpenter)

Cost: 20% of overall ship cost

DC28

Armor Plating. By attaching metal plates to the ship, the hull's hit points are increased by +20 and its hardness is increased by +4 per 1 inch of thickness, to a maximum of 3 inches. This reduces cargo space by 15% and speed by -10.

Skill: Craft (shipwright or blacksmith)

Cost: 30% of overall ship cost

Movable Deck. The features of the deck are designed to be moved in order to disguise the ship as an altogether different vessel. After pulling up dozens of kingpins, the crew can slide the sterncastle forward on hidden rails, rearrange the position of the masts, extend the gunwales, lower the poop deck, transfer the ship's wheel, and make other, merely cosmetic changes such as a new figurehead and different-colored sails. The secret pins, levers, and tracks can only be found if a knowledgeable observer (customs officer, naval inspector, et cetera) succeeds on a DC 22 Search check.

Skill: Craft (shipwright)

Cost: 40% of overall ship cost

Alternate Ships

Not satisfied with the vessels presented in the *PHB*? Following is a brief and generalized account of various ship types that have sailed throughout history, included game statistics. Substitute the standard "sailing ship" with these crafts to add a dash of color to your nautical campaign.

Barque

To be called a barque, a ship must have at least three masts, all of them square-rigged save the sternmost one, which is rigged both fore and aft. Barques are notoriously quick with a shallow draft. Historically the barque (or bark) was a favorite of the Caribbean pirates. Required crew is 50 sailors, cargo is 80 tons. Base speed of 30 feet/3 miles per hour.

Brigantine

A member of the schooner family, the brigantine has two masts. Her foremast is square-rigged while her

mainmast is rigged with both fore and aft mainsail, as well as square topsails. The name "brigantine" comes from the Italian word *brigantino*, or "brigand's ship." The brigantine is smaller than a frigate but more nimble in the water, thus it is a choice of pirates and freebooters. Required crew is 40 sailors, cargo is 100 tons. Base speed of 25 feet/2.5 miles per hour.

Caravel

The predecessor of the carrack, the caravel is a lumbering explorer. Though originally lateen-rigged, the Spanish and Portuguese later altered them to square-masted ships during the early years of colonization. Most caravels are between 70 and 90 feet long. Required crew is 40 sailors, cargo is 20 tons. Base speed of 20 feet/2 miles per hour.

Carrack

The last of the medieval ships, the carracks were the towering workhorses of the sea before the advent of the galleon. Spain and Portugal used these vessels extensively in their explorations of Southeast Asia and the Americas. Carracks are three-masted, square-rigged ships easily identified by their high aft and forecastles, these deck structures being built to often cumbersome heights as defenses against potential boarders. Unlike later designs, the carrack is built not with offensive firepower in mind, but rather to defend against attacks, much like a floating fortress. Required crew is 60 sailors, cargo is 140 tons. Base speed of 20 feet/2 miles per hour.

Cutter

Cutters differ from sloops in that they always have more than one jib (staysail) in front of the mast. Cutters have a single mast. They're notoriously light and quick. Required crew is 30 sailors, cargo is 70 tons. Base speed of 25 feet/2.5 miles per hour.

Frigate

Throughout history, various types of ships have been known as frigates. Taking its name from the Italian word *fregata*, the frigate started out as a small oared boat from Venice no more than 35 feet long. The English used the term "frigate" to describe a large warship second only to the man-o-war in fighting capabilities. For the purposes of this sourcebook, a frigate is a three-masted ship with two decks and superior battle prowess. A frigate is swifter than a man-o-war, but not quite so fully armed. If cannons are in use in the campaign, a frigate sports between 24 and 38 guns. Required crew is 50 sailors, cargo is 130 tons. Base speed of 20 feet/2 miles per hour.

Full-Rigged

Though her name might be confusing, any ship with three masts that are all square-rigged is properly called a

full-rigged ship, or simply a ship. Most such vessels also boast small gaff sails on their sternmost mast. Requiring a larger crew than the barque, the full-rigged ship is nonetheless a common cargo carrier. Her rigging is quite complicated, necessitating the need for experienced sailors. Square sails demand more work from all hands. Required crew is 70 sailors, cargo is 120 tons. Base speed of 20 feet/2 miles per hour.

Galleon

The galleon was the first ship of the Renaissance period, a vessel designed for both exploration and fire-power. The Spanish Armada was comprised of galleons, as were the treasure fleets of most nations plying the coasts of the Americas. Her main weapon batteries are in her broadsides. Though somewhat ungainly when compared to later vessels, the galleon is an integral part of navies the world over. Required crew is 60 sailors, cargo is 260 tons. Base speed of 25 feet/2.5 miles per hour.

Galley

The galley is one of the oldest and most historied of ships. They were used from the times of the ancient Greeks to as late as 1809 in the Russo-Swedish War. Generally speaking, galleys have a single deck and are moved by oar power. Galleys come in a variety of styles, some with up to three tiers of oarlocks. Some galleys complemented their oarlocks with sails. The most famous English galley was that of Captain Kidd, who commanded the notorious *Adventure Galley*. Required crew is 30 sailors, cargo is 60 tons. Base speed of 20 feet/2 miles per hour.

Junk

The most famous type of keelless boat is the junk. The Javanese word *djong* (ship) led to the Portuguese term *junco*, used to describe a ship with a flat bow, no keel, and a high stern. Because of a rudder which can be raised and lowered at any time, a junk has superior maneuverability. A junk has two or three masts made of bamboo or rattan and a mat-covered castle or living quarters. Junks are most often found in Oriental cultures. Required crew is 20 sailors, cargo is 90 tons. Base speed of 30 feet/3 miles per hour.

Ketch

One of the smaller ocean-going vessels, the ketch is identified by its two masts, the foremast always taller than the aft. The ship's wheel is always positioned behind the aft mast, otherwise the ship is a yawl. The ketch is favored for her shallow draft, her agility, and the fact that she can be manned by a relatively small crew. Required crew is 30 sailors, cargo is 70 tons. Base speed of 30 feet/3 miles per hour.

Man-o-War

Commonly known as “ships of the line,” these tremendous fighters are an advanced form of galleon laden with an average of 65 guns. A man-o-war is designed purely for offensive power rather than cargo transportation or exploration. They are so costly to construct and so expensive to outfit that only the wealthiest of countries can afford to maintain them. Historically, only England, France, and Spain could support such costly vessels. Required crew is 80 sailors, cargo is 130 tons. Base speed of 20 feet/2 miles per hour.

Pink

The name “pink” comes from both the Italian word *pinco* and the Dutch word *pincke*. A pink is usually square-rigged and used as a merchant hauler and warship. Required crew is 20 sailors, cargo is 90 tons. Base speed of 30 feet/3 miles per hour.

Schooner

A schooner is better defined as a class of vessel, rather than a single type of ship. Certain barques, brigantines and other ships are classified as schooners, characterized by their narrow hulls, dual masts, and light cargo capacity. The sail combination must be fore-and-aft rigged to be called a schooner, and the sails are usually hung from spars stretching from the mast’s top toward the stern. Schooners have a low draft and are quick enough to serve as able raiding vessels. Required crew is 30 sailors, cargo is 100 tons. Base speed of 30 feet/3 miles per hour.

Shebec

Also known as the xebec, this vessel was found in the hands of the Barbary pirates. A shebec has three lateen-rigged masts, as well as a large complement of oars. She is remarkable for her prominent overhanging bow and stern. Required crew is 30 sailors, cargo is 90 tons. Base speed of 25 feet/ 2.5 miles per hour.

Sloop

The sloop has only a single mast. The sail is always attached to a spar above, along the edge of the mast, and to a long boom below. As a narrow, lightweight vessel, the sloop is extremely quick in close quarters and is thus often employed by thieves of the sea. As she cannot boast heavy armament, she relies solely on speed. Required crew is 20 sailors, cargo is 50 tons. Base speed of 40 feet/ 4 miles per hour.

Tartan

From a historical standpoint, the tartan was used chiefly on the Mediterranean, rather than on the Atlantic. The tartan was made famous (or infamous) by the Barbary Corsairs. As a small, slender, and quick one-masted vessel, the tartan is another fine choice of pirates.

She carries fifteen oars per side. Required crew is 10 sailors, cargo is 20 tons. Base speed of 35 feet/3.5 miles per hour.

Underwater Adventuring

Many factors come into play when the PCs venture beneath the water’s surface. Following are several important elements to consider whenever the characters explore the undersea depths.

Swimming

Characters can swim in the ocean at half their normal speed on a successful Swim check (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). If not trying to cast a spell or fight, the swimmer can take 10 on this check. Monsters with a Swim speed have a +8 racial bonus on the check, and they may make Run and Charge actions while swimming, so long as they swim in a straight line.

Breathing

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

Vision

How far a PC can see underwater depends on the water’s clarity. As a guideline, creatures can see 4d8 10 feet if the water is clear, and 1d8 10 feet if it’s murky. Moving water is always murky, unless it’s in a particularly large, slow-moving river.

Listen and Move Silently checks function normally underwater. An invisible creature displaces water and leaves a visible, body-shaped “bubble” where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Pressure

Humanoid bodies can only withstand so much pressure before sustaining fatal damage. For every 33 feet a diver descends, the “weight” he feels pressing on him increases by 15 pounds per square inch. In other words, it doesn’t take long at all before the body is forced to withstand incredible force. This pressure affects everything, including the skin, the blood vessels, the lungs, internal organs, and the skeleton. Real-life divers have been unable to descend much beyond 1,000 ft. due to a variety of medical factors, not the least being the need to



depressurize, which requires that they remain submerged for periods as long as 12 hours—this means that they must be able to eat and drink while underwater!

In a fantasy game, however, magic can protect the body from such things as pressure damage and “the bends.” Two new spells included in **Chapter Seven**, *cure bends* and *protection from pressure*, are all a character needs to survive the depths—as long as he doesn’t forget his *water breathing* magic!

Consult the following table for pressure-related information.

Race	Max Safe Depth
Coralite*	1,000 ft.
Dwarf	700 ft.
Elf	300 ft.
Elf, sea	800 ft.
Gnome	400 ft.
Human/Half-elf	500 ft.
Half-orc	600 ft.
Thume*	2,000 ft.
Weedge*	1,000 ft.

*New race described in **Chapter Six**.

Beyond the limits described on the table, characters take damage unless they succeed on a Fortitude save. The base DC for this save is 15. Increase the DC by +1 for every increment of 50 ft. beyond the Max Safe Depth. In other words, if a human PC tries to swim down to a depth

of 526 feet, he must succeed on a DC 15 Fort save; attempting a depth of 658 feet increases the DC to 18. Failing any save means that the PC takes 1d6 points of damage per round, until he ascends to a level not beyond his Max Safe Depth.

If someone exceeds their Max Safe Depth and then swims back toward the surface, they risk the “bends.” The bends is another name for *aeroembolism*, a condition in which small bubbles form under the skin and cause paralysis, excruciating pain, and sometimes death. After the Max Safe Depth is passed, a diver must swim up very slowly on the return trip, giving his body time to depressurize. Specifically, he can ascend no quicker than 100 feet every 10 minutes. Failure to follow these guidelines results in the bends. Anyone afflicted with the bends suffers 1d6 points of damage per round; Fort save (DC 18) for half damage. Furthermore, he must succeed on a Constitution check (DC 15) or pass out from the wrenching pain. Anyone who fails either of these checks on the roll of a natural 1 dies instantly.

Combat

While moving through a water medium is at times difficult, fighting in water is nearly impossible. Refer to the accompanying table whenever a PC attempts to engage in underwater combat. Water affects a creature’s Armor Class, attack rolls, damage, and movement. In

some cases a creature's opponents may get a bonus on attacks. The effects are summarized on the table.

Ranged Attacks

Thrown weapons are ineffective underwater, even when launched from land. Attacks with other, non-thrown ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land

Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Land-bound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against

opponents on land unless those opponents have freedom of movement effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire

Non-magical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Combat Adjustments Underwater

Condition	Attack/Damage Slashing or Bludgeoning	Tail	Movement	Off Balance ⁴
Freedom of movement	normal/normal	normal/normal	normal	No
Has a swim speed	-2/half	Normal	normal	No
Successful Swim check	-2/half ¹	-2/half	quarter or half ²	No
Firm footing ³	-2/half	-2/half	half	No
None of the above	-2/half	-2/half	normal	Yes

- 1 A creature without a freedom of movement effects or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.
- 2 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.
- 3 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down — at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.
- 4 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

Chapter Three: Weather

The bulk of this chapter contains daily weather entries, small capsules that describe the weather for a particular day, including high and low temperatures, wind speed, and other events. Preceding this information, however, is a look at certain weather-related factors that impact the data in the daily weather entries.

Temperature

Temperature in the daily weather entries is listed in Fahrenheit and Celsius, with both highs and lows. For example, you might find this entry: Temp H 92/34 L 71/22. This means that the high temperature for that day will be 92 degrees Fahrenheit or 34 degrees Celsius, with lows of 71 and 22 degrees respectively.

Humidity and Wind Chill

Two factors that combine with temperature to cause misery to travelers are humidity and wind chill. Though it might actually be 85 degrees, a high humidity can make it feel like an unbearable 105, while a strong wind can drop that make it feel like a comfortable 72 degrees. High humidity prohibits the body from being able to cool itself

properly, thus the body perceives the temperature as being higher than it actually is. This perceived temperature is called the heat index. The daily weather entries show you the base high and low temperatures, but you may optionally alter these temperatures by adding the effects of humidity and wind chill. On warm days, roll on the **Random Humidity Table** to find the percentage of humidity. When humidity is 50% or higher, refer to the daily weather entry to find the day's high temperature, then use the **Heat Index Table** to see how hot a PC feels in such conditions. On days where the cold can be a problem, read the wind speed in the daily weather entry, then refer to the **Wind Chill Table**.

Temperature Effects

Extremely high and low temperatures have serious effects on PCs who are unprotected from the elements. Some of these effects are detailed in the daily weather entries. Other effects include the following:

Temperature Below 40° F. An unprotected character must succeed on a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal



1d20	Arctic	Tropical	Temperate	Equatorial
1-2	10%	50%	10%	60%
3-6	10%	60%	20%	70%
7-10	20%	70%	30%	80%
11-14	30%	80%	40%	80%
15-18	40%	80%	50%	90%
19	50%	90%	60%	90%
20	50%	90%	70%	90%

Temperature	Humidity				
	50%	60%	70%	80%	90%
80	80	81	82	84	85
85	86	90	92	96	101
90	94	99	105	113	121
95	105	113	122	133	142
100	118	129	142	161	178

Temperature (F)	Wind Speed (mph)											
	5	10	15	20	25	30	35	40	45	50	55	60
40	36	34	32	30	29	28	28	27	26	26	25	25
35	31	27	25	24	23	22	21	20	19	19	18	17
30	25	21	19	17	16	15	14	13	12	12	11	10
25	19	15	13	11	9	8	7	6	5	4	4	3
20	13	9	6	4	3	1	0	-1	-2	-3	-3	-4
15	7	3	0	-2	-4	-5	-7	-8	-9	-10	-11	-11
10	1	-4	-7	-9	-11	-12	-14	-15	-16	-17	-18	-19
5	-5	-10	-13	-15	-17	-19	-21	-22	-23	-24	-25	-26
0	-11	-16	-19	-22	-24	-26	-27	-29	-30	-31	-32	-33
-5	-16	-22	-26	-29	-31	-33	-34	-36	-37	-38	-39	-40
-10	-22	-28	-32	-35	-37	-39	-41	-43	-44	-45	-46	-48
-15	-28	-35	-39	-42	-44	-46	-48	-50	-51	-52	-54	-55
-20	-34	-41	-45	-48	-51	-53	-55	-57	-58	-60	-61	-62
-25	-40	-47	-51	-55	-58	-60	-62	-64	-65	-67	-68	-69
-30	-46	-53	-58	-61	-64	-67	-69	-71	-72	-74	-75	-76
-35	-52	-59	-61	-68	-71	-73	-76	-78	-79	-81	-82	-84
-40	-57	-66	-71	-74	-78	-80	-82	-84	-86	-88	-89	-91
-45	-63	-72	-77	-81	-84	-87	-89	-91	-93	-95	-97	-98

damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Temperature Below 0° F. In conditions of severe cold or exposure, an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

Temperature Below -20° F. Extreme cold deals 1d6 points of lethal damage per minute (no save). In addition, a character must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal spell.

Temperature Above 90° F. A character in very hot conditions must succeed on a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour). A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage she took from the heat.

Temperature Above 110° F. In severe heat, a character must succeed on a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

Temperature Above 140° F. Extreme heat deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must succeed on a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Wind

A typical entry for wind might look like this: Wind - 10-15 mph. This means that the wind is moving between 10 and 15 miles per hour. Note that this is the base wind speed. You may, at your discretion, roll 4d6 and add the result to the base wind speed. This is especially useful if you are using the advanced sailing rules in **Chapter Two** and wish to have higher wind speeds to propel a ship faster across the sea.

Wind Direction. A very important aspect to sailing a ship, as detailed in **Chapter Two**, is the direction from which the wind is blowing. There are 16 points on the compass diagram in **Chapter Two**. To determine the direction of the wind, consult the Wind Direction table.

Random Wind Direction			
Roll 1d4, then 1d8			
1-2		3-4	
1d8	Wind Direction	1d8	Wind Direction
1	NNE	1	SSW
2	NE	2	SW
3	ENE	3	WSW
4	E	4	W
5	ESE	5	WNW
6	SE	6	NW
7	SSE	7	NNW
8	S	8	N

Daily Weather

The remainder of this chapter is comprised of the daily weather entries. The information is broken into several parts. To determine daily weather, find the current season (Spring, Summer, Autumn, Winter). Then find the appropriate terrain type (Tropical, Equatorial, Temperate, or Arctic). At this point you can select from one of the following 4 options: Rain/Day, Rain/Night, Dry/Day, Dry/Night. It's up to you to decide whether it's day or night, but for purposes of rain, roll 1d20 and use the Precipitation at Sea table. Note that this table in no way represents realistic precipitation chances, but simply provides a ready means to determine random weather. Finally, roll 1d100 to find the exact weather entry for that day.

Precipitation at Sea		
	Dry	Rain/Snow
Arctic Sea	1-6	7-20
Desert Coast	1-18	19-20
Jungle Coast	1-4	5-20
Swamp Coast	1-9	10-20
Temperate Sea	1-12	13-20
Tropical Sea	1-7	8-20

Summer

Tropical

Heat stroke is a risk for any who travel the warm regions of the world. Those unprepared must succeed on a DC 10 Fortitude save. Another save is required each hour with a DC of 10 + 1 per hour of strenuous work. Resting in shaded areas for 10 minutes per hour negates the +1 to the DC for that hour. Spell components run a 10% chance of spoiling in humidity, if the DM determines they are subject to such damage. Characters with heat stroke may become fatigued, as per the **PHB**.

Rain/Day

- 01-20 A gentle breeze blows, adding a pleasant cooling to the warm rain falling. Large drops patter along the deck, occasional sunshine warms the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 92/34 L 71/22, Wind - 10-15 mph. Concentration -2 from humidity/heat.)
- 21-40 Steady rain pummels the ship and those on board, quickly soaking all equipment and people. The waves are sedated, rarely topping 5 feet seemingly held down with the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent hammered to submission by the heavy rain (Temp H 91/33 L 80/27, Wind - 0-5 mph. No impact to skills.)
- 41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls the sun attempts to burn away the moisture with blistering heat. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp H 89/32 L 71/22, Wind - 10-15 mph. Balance check required during each deluge of rain to avoid being swept along.)
- 61-80 A drizzle of rain, sometimes hard and sometimes light falls continuously throughout the day. All surfaces are thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. Waves are present but pose no real threat to the direction of the ship or her course. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 87/31 L 78/26, Wind - 15-20 mph. No impact to skills.)



81-00 Heavy rain from unseen clouds pummels the ship and those on deck. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 91/33 L 80/27, Wind – 50-55 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)

Rain/Night

01-20 The cool of the night is accompanied by the patter of rain upon the deck. The humidity keeps the coolness of the night from being comfortable. The moon makes itself known through the clouds, illuminating a portion of the night sky to milky white. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp H 33/90 L 22/71, Wind – 0-5 mph. No impact to skills)

21-40 Heavy rain from unseen clouds pummel the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The clouds press on the ship cloaking all details over 10 feet away. Wind crashes against the vessel and its sail, trying to tear it from its supports. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 33/91 L 27/80, Wind – 60-65 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)

41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Waves roll languidly topping 6

feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying mist from the still warm water, visible in the occasional moonlight. (Temp H 76/25 L 71/22, Wind – 5-10 mph. Vision is reduced to 1/2 from the mist and the darkness. Darkvision is unaffected. Balance check required during each deluge of rain to avoid being swept along.)

61-80 A drizzle of rain, varying in strength continuously throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. Waves are present but pose no real threat to the direction of the ship. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 80/27 L 78/26, Wind – 12-18 mph. No impact to skills.)

81-00 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 79/27 L 71/22, Wind – 5-10 mph. Vision is reduced to 1/2 due to heavy rain; meanwhile, Reflex and Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

Dry/Day

01-20 The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp H 90/33 L 75/24, Wind – 10-15 mph. No impact to skills.)

- 21-40 Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp H 89/32 L 77/26, Wind – 45-50 mph. Balance skill check -1, Climbing skill check -5, and Listen skill check 2.)
- 41-60 A crystal clear sky magnifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp H 92/34 L 87/31, Wind – 0-5 mph. No impact to skills.)
- 61-80 The thick clouds overhead threaten to release their burden but maintain their hold for now. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp H 89/32 L 82/29, Wind – 10-12 mph. No impact to skills.)
- 81-00 The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 79/27 L 77/26, Wind – 18-20 mph. No impact to skills.)

Dry/Night

- 01-20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 80/27 L 79/27, Wind – 15-25 mph. Balance -1 (moisture), Climbing -1 (moisture), Listen -1 (wind))
- 21-40 Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp H 78/26 L 75/24, Wind – 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Tropical day- rain chart in d4 hours for result.)
- 41-60 The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level it deadens the night sounds of creaking riggings and lapping waves. Lone trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp H 90/33 L 78/26, Wind 10-20 mph. No impact to skills.)

- 61-80 Moon and gray clouds do battle overhead for dominance, sometimes plunging the world into darkness or a dim twilight. Numerous waves about the size of a man run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional starlight. (Temp H 78/26 L 75/24, Wind 20-25 mph. Reflex saves at -1 for slick surfaces, climbing and rope use skill checks are at -1. Spot and Search both carry a -1 for spray from waves.)
- 81-00 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp H 79/27 L 75/24, Wind – 5-10 mph. No impact to skills.)

Temperate

Rain/Day

- 01-20 A gentle breeze blows, adding a slight chill to the damp air. Large drops patter along the deck, occasionally warmed by the occasional sun and quickly evaporating. Gray white clouds fill the sky from horizon to horizon predicting a constant rainfall. Waves are large in width but not in height, rocking the ship with their passage (Temp H 70/22 L 54/13, Wind – 5-10 mph. No Impact to skills.)
- 21-40 Intense rain from ebony clouds pummel the ship and those on unfortunate enough to be on deck. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large subterranean chamber. The sail struggles to remain attached to the mast as the wind tries to rip it from the rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 64/18 L 62/17, Wind – 70-75 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)
- 41-60 The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H 79/27 L 75/24, Wind 27-35 mph. Balance -2, Spot, Search -3, Listen -5, any skill requiring fine manipulation -5 (Open Lock, Disable Device, Spellcraft, Alchemy etc)
- 61-80 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 61/17 L 53/12 Wind – 5-10 mph. Vision is reduced to 1/2 due to heavy rain; meanwhile, Reflex and Climbing -1 for wet surfaces and Spot, Search skill checks -1.)
- 81-00 A simple rain falls creating a constant drone of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move on under currents. Clouds looking like an inverted mountain range press down upon the ship and crew. (Temp H 48/9 L 44/2, Wind 5-10 mph. No impact to skills)

Rain/Night

01-20 Lightning rippled clouds streak by overhead, waves lift like cliffs (6-15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a hammer blow. Rivers of water course around the deck from the rain and waves creating treacherous footing for all on board. The sails snap and crack as it fills with the wind, dropping deluges of collected rain to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp H 37/3 L 36/2, Wind 55-60 mph. Balance skills -5, Spot, Search and all fine manipulation skills -3, Spellcraft and Concentration -5)

21-40 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 42/6 L 39/5 Wind - 5-10 mph NE-E. Vision is reduced to 1/2 from heavy rain; meanwhile, Reflex & Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

41-60 Thick rolling clouds erupt constantly with thunder and rain beating upon the wooden planks. The percussion of the rain is accented with the occasional spray of mountainous waves carried on the wind. Gusts of wind blow across the ship attempting to pull everything along in its wake. Sight is reduced to feet, distance eliminated with the thick sheets of rain. (Temp H 59/16 L 48/10, Wind 15-20 mph. Balance and Reflex -5 for wind and rain, Vision related skills -3, fine manipulation skills -2 and concentration -1.)

61-80 Hurricane force rain and wind, the ship is tossed like a child's doll. Huge waves like mountains threaten to topple the vessel and launch the sailors into the unforgiving sea. Wind blows fiercely lifting all heavy objects not lashed down and propelling them around and off the ship. The sky and water are undistinguishable, erasing the horizon as both are steel gray. (Temp H 62/17 L 54/13, Wind 60-80 mph. Reflex, Balance and Tumble -10, Concentration, Spellcraft and fine manipulation skills -10).

81-00 A simple rain falls creating a constant drone of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move on under currents. Clouds looking like an inverted mountain range press down upon the ship and crew. Navigation can only be done through compass or landmarks. (Temp H 59/16 L 58/15 Wind 5-10 mph. No impact to skills)

Dry/Day

01-20 The large sun dominates the sky but a swift breeze keeps the temperature to a cooler level. Spray pulled up from the many waves, capped in white froth and thrown across the deck. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp H 48/10 L 35/2, Wind - 10-15 mph. No impact to skills.)

21-40 The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 70/22 L 54/13, Wind - 18-20 mph. No impact to skills.)

41-60 A crystal clear sky magnifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those warmer than usual day. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave traces of powdered salt. (Temp H 82/29 L 68/21, Wind - 5-10 mph. Sun stroke in 3d8 rounds unless properly attired for the sun. Sunburn in 15 minutes on exposed flesh. Concentration skill checks at -2 (heat) while Spot and Search skill checks -1 (suns glare)).

61-80 Sun and gray clouds do battle overhead for dominance, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along and coats all surfaces. This cooling spray makes the trip enjoyable for most on board, even in the shade. The rigging and sails flap in the breeze, occasionally dropping additional sprays to the deck, glinting like jewels in the periodic sun. (Temp H 75/25 L 61/17, Wind - 18-20 mph. No impact to skills.)

81-00 Gray the colour of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. (Temp H 64/18 L 51/11, Wind - 5-10 mph. Re-roll in 4 game hours on the wet-day chart for the approaching storm. No impact to skills).

Dry/Night

01-20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture (Temp H 39/5 L 37/3, Wind - 15-25 mph. Balance -1 (moisture), Climbing -1 (moisture), Listen -1 (wind))

21-40 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat; small white caps stand out stark against the black background of the water and night sky. (Temp H 64/18 L 62/17, Wind - 15-25 mph. No impact to skills)

41-60 An overcast sky blocks the view of all but the brightest stars and planets. Some navigation can still be done by experienced sailors. A breeze comes and goes, proving to be a fickle asset for the sails on the ship, waves playing tag rock the ship gently back and forth. (Temp H 79/27 L 75/24, Wind - 5-10 mph. No impact to skills)

61-80 Numerous stars turn the night sky into a twilight gray, offsetting the jet black of the calm water. A steady soft wind blows propelling the ship along on its way. The sound of the surf being cut by the hull is seemingly alone, periodically joined by the creak of the rigging and the soft voice of a sailor. (Temp H 61/17 L 53/12, Wind - 10-15 mph. Navigation +1, Concentration +1)

81-00 A severe wind blows threatening to rip the sail from the mast, propelling the vessel over the waves like a toy. Thick ribbons of cloud race overhead like gray gashes in the constellations. Many large waves run the length of vision, occasionally growing to such a large size (45 feet) they threaten to topple the ship like flotsam. (Temp H 48/9 L 44/2, Wind 60-65 mph. Climbing, Concentration and Spellcraft -1)

Arctic

Wind chill is a real concern when the temperature drops below 32 degrees Fahrenheit. Exposure to the wind risks frostbite for flesh. The time it takes for the cold to damage flesh can be found on the **Wind Chill Table**.

Rain/Day

01-20 White gray clouds span from horizon to horizon, periodic deluges of snow drop upon the water and the ship. The deck is quickly covered in a white blanket of snow making progress slow around the ship. Finding equipment is difficult for the inexperienced sailor, boxes and barrels becoming nondescript objects in the snow. The wind moves the snow in various directions as it descends, moving the sails to half full with their strongest force. (Temp H -10/-23 L -15/-26, Wind 10-15 mph. Movement reduced to a normal for deep snow, exposed flesh risk frost bite.)

21-40 Sleet drops like sheets of needles upon sailors in the open. The wind drives the sleet almost horizontally across the waves. Large mountains of water move across the area threatening to bash the vessel into submission. The steel gray sky rolls like the underside of a surf promising many hours of attack. The rigging creaks and sails moan ominously in the barrage of the storm. Movement along the deck is perilous at best; those in the upper reaches of the vessel cling for their lives. (Temp H -15/-27 L -25/-31, Wind 20-25 mph. Exposed flesh risks frost bite in d10 minutes. Balance -2, Listen -5, Spot & Search -5, Concentration -3, Spellcraft -2, fine manipulation skills -2, Climbing -2)

41-60 Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp H -15/-26 L -20/-29 Wind -0 -5 mph. Hypothermia and ice burn for exposed flesh in d20 minutes continuous exposure. Balance skill checks at -2, Spot, Search and Listen -2 from mist.)

61-80 Lightning rippled clouds streak by overhead, waves lift like cliffs (6-15 feet) around the vessel. Rain and sleet alternate from side to side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow and ice, chunks of collected ice dropping to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp H -20/-29 L -31/-35 Wind -25 -35 mph N. Reflex and Balance checks made at -2 while Listen, Spot and Search checks are -5. Hypothermia and frostbite on any exposed flesh in d8 minutes of continued exposure. 10% chance of course change required for ice formation in path of ship.)

81-00 The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 5-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H -20/-29 L -29/-34 Wind 27-35 mph. Hypothermia for ill prepared individuals on deck, frost bite and numb limbs within d8 minutes of continued exposure. Balance -5, Spot, Search -5, Listen -7, any skill requiring fine manipulation -10 (Open Lock, Disable Device, Spellcraft, Alchemy etc))

Rain/Night

01-20 Lightning rippled clouds streak by overhead, waves lift like cliffs (6-15 feet) around the vessel. Hail alternates from side to side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow and ice, dropping chunks of ice to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp H -20/-29 L -31/-35 Wind -45 -50 mph. Reflex and Balance checks made at -2 while Listen, Spot and Search checks are -5. Hypothermia and frostbite on any exposed flesh in d8 minutes of continued exposure. 10% chance of course change required for ice formation in path of ship.)

21-40 Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp H -15/-23 L -20/-29 Wind -0 -5 mph. Hypothermia and ice burn for exposed flesh in d20 minutes continuous exposure. Balance skill checks at -2, Spot, Search and Listen -2 from mist.)

41-60 The night sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H -20/-29 L -29/-34 Wind 27-35 mph. Hypothermia for ill prepared individuals on deck, frost bite and numb limbs within d8 minutes of continued exposure. Balance -5, Spot, Search -5, Listen -7, any skill requiring fine manipulation -10 (Open Lock, Disable Device, Spellcraft, Alchemy etc))

61-80 Constant icy drizzle settles on all surfaces, turning the dark night into a dark gray, reducing vision to nearly non-existent. Frigid temperatures freeze the moisture within minutes on every surface. Travel across deck is difficult but manageable to those familiar with surroundings. Sound is subdued with the ice pellets, adding a muffling effect to conversations. Waves are unseen but can be felt hitting the ship every few seconds, occasionally bathing the deck with its spray, a testament to its height of several feet. (Temp H -10/-23 L -15/-26 Wind 5-10 mph. Movement on deck reduced to 1/2 from ice. Those moving at full require a dexterity check to remain standing (15% chance of falling into the water). Listen -2, Sight related skills -2, Darkvision reduced to 20 feet.)

81-00 Large thick flakes drop around the ship, landing softly on the water before melting. Equipment and decking are quickly covered in a thick blanket of white snow. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying the flakes on the air currents, visible in the occasional moonlight. (Temp H 19/-7 L -2/-19 Wind - 5-10 mph. Vision is reduced to 1/2 from the snow and darkness. Darkvision is unaffected. Balance check required through deep snow and slippery deck beneath.)

Dry/Day

01-20 Clear blue sky overhead provides ample room for the bright sun to shine. Wind gusts from the North East flapping the sail and nettings. White capped waves, topping 7-8 feet high seem to be pushing large chunks of ice along in their grasp. (Temp H -21/-29 L -28/-33, Wind - 10-15 mph. Those working while facing the sun risk sun blindness 10% chance, 15% should their race normally dwell in the dark (duergar, drow, goblin, etc) 10% chance of course change required for ice flow in path of ship).

21-40 Sun and gray clouds do battle overhead for dominance, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along freezing it to any surface it covers. The rigging and sails labour under the extra weight of the ice, glinting like jewels in the periodic sun. (Temp H -25/-32 L -32/-36, Wind 20-25 mph. Reflex saves at -2 for ice coverage, Climbing and Rope Use skill checks are at -2. Spot and Search both carry a -1 for spray from waves. Exposed flesh risk frostbite in d10 minutes. 12% chance of course change required for ice flow in path of ship.)

41-60 Gray the colour of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. Ice bergs in the distance hold steady like islands. (Temp H -17/-27 L -20/-29, Wind - 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Arctic day- rain chart in d4 hours for result. 2% chance of course change for ice bergs in path of ship).

61-80 Streamers of billowy clouds race overhead in the wind. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Tacking into the wind seems impossible from its vicious force while tacking with the wind runs a risk of never getting control of the ship back. (Temp H -20/-29 L -27/-33 Wind 35-40 mph. Reflex saves and balance checks on wind blown side of ship is at -1).

81-00 The air burns with the wind chill crusting ice all over the ship, the sun adding no aid to the frigid temperature. Clouds are non-existent in the sky, collecting only on the horizons. While filling the sails, the wind steals the breath from those on deck freezing exposed flesh in minutes. (Temp H -18/-28 L -35/-37 Wind 45-50 mph. Fine manipulation skills -2 from cold, Balance -1 from ice buildup, Climbing -2 from frigid equipment and rigging.)

Dry/Night

01-20 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, ice bergs stand out stark white against the black background of the water and night sky. (Temp H -20/-29 L -25/-32, Wind - 5-10 mph. 10% chance of course changes required for ice flow in path of ship. No impact to skills).

21-40 Large clouds move overhead, blocking the stars and moon with their bulk. The ship rolls gently on the waves as it rides through the water. Occasionally larger waves provide a small drop for the vessel as it is carried over the lip of the wave. The strong wind takes the ship along with it, filling the sails and pulling at cloaks of those on board. (Temp H -22/-30 L -26/-32, Wind 10-15 mph. Balance checks at -1, Listen checks at -1 (wind noise))

41-60 Clouds block all stars and only hint at the location of the moon, adding a claustrophobic feel to the trip. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The ebony water ripples in the soft breeze, white caps standing out like glowing embers. (Temp H -19/-28 L -25/-32, Wind - 0-5 mph. No impact to skills. 2% chance of course change for ice bergs in path of ship).

61-80 Partial clouds covers sections of the sky, seemingly unmoving. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Travel during the night at full sail run double risk of collision with ice. (Temp H -25/-31 L -29/-33 Wind 25-35 mph. Reflex saves and Balance checks on wind blown side of ship is at -1. 15% chance of course change for ice).

81-00 Wisps of cloud move across the sky sometimes blocking the stars. The brightness of the visible stars and moon provides ample light to maneuver around the ship and perform most tasks. The ever-present wind provides enough force to keep the ship moving at optimum speed. The absence of spray from the calm waters allows for equipment to dry. (Temp H -29/-34 L -31/-35, Wind 20-25 mph. No impact to skills.)

Equatorial

Within the Equatorial region, humidity becomes an issue for temperature measurement. Reference to the **Humidity Table** will bring about a more realistic gauge for temperature; consequently, the effects of heat upon those traveling the waves should be watched closely.

Rain/Day

01-20 A heavy wind blows, adding a texture to the warm rain falling. Large drops patter along the deck, occasional sunshine warms the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 89/32 L 80/27, Wind - 30-35 mph. Concentration skill checks -2 from humidity/heat.)

21-40 Heavy rain pummels the ship and those on board, quickly soaking all equipment and people. The waves are sedated, rarely topping 5 feet seemingly held down with the impact of the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent hammered to submission by the heavy rain (Temp H 75/24 L 71/22, Wind – 0-5 mph. No impact to skills.)

41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls the sun attempts to burn away the moisture with blistering heat, never quite successful and so leaving all with a heaviness of moisture. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp H 79/27 L 71/22, Wind – 10-15 mph. Balance check required during each deluge of rain to avoid being swept along.)

61-80 A drizzle of rain, sometimes hard and sometimes light falls continuously throughout the day. All surfaces are thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. Waves are present but pose little threat to the navigation of the ship or to the course she wishes to take. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 87/31 L 78/26, Wind – 15-20 mph. No impact to skills.)

81-00 Heavy rain from unseen clouds pummels the ship and those on deck. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it free from the mast and rigging. All loose items are tossed around the decking creating hazards for those on deck. (Temp H 80/27 L 74/24, Wind – 50-55 mph. Balance skill checks at -2, Concentration skills check at -1 and Climbing skill checks are -3.)

Rain/Night

01-20 The humidity of the night is made comfortable by the patter of rain upon the deck. The coolness of the rain seems to steal some of the moisture from the air. The thin clouds mask the presence of the stars but leave a large halo where the moon tries to shine. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp H 27/80 L 22/71, Wind – 0-5 mph. No impact to skills)

21-40 Heavy rain from ebony clouds press down on the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 77/26 L 62/17, Wind – 20-25 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)

41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose materials. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying a humid mist from the still warm water, visible in the intermittent moonlight. (Temp H 76/25 L 71/22, Wind – 5-10 mph. Vision is reduced to 1/2 from the mist and the darkness. Balance check required during each deluge of rain to avoid being swept along.)

61-80 A drizzle of rain, sometime hard and sometimes light falls continuously throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. The waves are smaller than normal and works with the rain to stay weak enough to be inconsequential. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 80/27 L 78/26, Wind – 12-18 mph. No impact to skills.)

81-00 A thrashing rain accompanies hurricane force winds. In the distance amid lightning flashes water spouts can be seen reaching for the sky. Waves, the size of small mountains, rise above the vessel giving the ship a wide span of view when atop a wave, and a sense of claustrophobia when in a gully. (Temp H 79/27 L 71/22, Wind – 45-50 mph. Vision is reduced to 1/2 due to heavy rain; meanwhile, Reflex and Climbing -5 for wind and wet surfaces while Spot, Search skill checks -3.)

Dry/Day

01-20 The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. The humidity rises throughout the day adding a weight to the sun which saps the strength of those not acquainted with the Equatorial waters. (Temp H 81/28 L 75/24, Wind – 10-15 mph. No impact to skills.)

21-40 Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp H 77/26 L 74/24, Wind – 60-65 mph. Balance skill checks -1, while Climbing skill check 5 and Listen skill check 2.)

41-60 A crystal clear sky magnifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp H 77/26 L 74/23 Wind – 0-5 mph. No impact to skills.)

61-80 The thick clouds overhead threaten to release their burden, moisture released in the form of a thick palpable air. While no rain has fallen during the day all surfaces are beaded with sweat and spray from the moisture laced air. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp H 77/26 L 75/24, Wind – 10-12 mph. No impact to skills.)

81-00 The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 79/27 L 77/26, Wind -20-25 mph. No impact to skills.)

Dry/Night

01-20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the South West creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 75/25 L 61/17, Wind -15-25 mph. Balance -1 (moisture), Climbing -1 (moisture), Listen -1 (wind))

21-40 Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp H 76/ 25 L 75/24, Wind - 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Equatorial day- rain chart in d4 hours for result.)

41-60 The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level it deadens the night sounds of creaking riggings and lapping waves. Long trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp H 76/25 L 69/21, Wind 10-20 mph. No impact to skills.)

61-80 Periodic clouds block the moon and stars stealing their dim light and guidance. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, reflecting any light source. (Temp H 78/26 L 75/24, Wind 20-25 mph. Reflex saves at -1 for slick surfaces, Climbing and Rope Use skill checks are at -1. Spot and Search both carry a -1 for spray from waves.)

81-00 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp H 79/27 L 75/24, Wind - 5-10 mph. No impact to skills.)

Spring

Tropical

Heat stroke is a risk for any who travel the warm regions of the world. Those unprepared must make Fortitude save (DC 10). Another save is required each hour with a DC of 10 + 1 per hour of strenuous work. Resting in shaded areas for 10 minutes per hour negates the +1 to the DC for that hour. Spell components run a 10% chance of spoiling in humidity, if the DM determines they are subject to such damage. Characters with heat stroke may become fatigued, as per the *PHB*.

Rain/Day

01-20 A gentle breeze blows, adding a pleasant cooling to the warm rain falling. Large drops patter along the deck, occasional sunshine warming the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight sparkles off the water like numerous smaller suns, blinding those unprepared for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp: H 85/30 L 78/26, Wind - 5 - 10 mph. Concentration skill checks -2 from humidity/heat.)

21-40 Heavy rain beats the ship and those on board, quickly drenching all equipment and people. The waves are minimal, rarely topping 5 feet held down with the rain. The sun tries to penetrate the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent beaten to submission by the heavy rain (Temp: H 91/33 L 88/31, Wind - 0-5 mph. No impact to skills.)

41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls the sun attempts to burn away the moisture with blistering heat. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp: H 89/32 L 71/22, Wind - 10-15 mph. Balance check required during each deluge of rain to avoid being swept along.)

61-80 A drizzle of rain, alternating between light and hard falls continuously throughout the day. All surfaces are thoroughly waterlogged and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. Waves are present but pose no real threat to the direction of the ship or her course. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 86/30 L 75/24, Wind - 30-35 mph. No impact to skills.)

81-00 Grayish clouds dump heavy rains upon the ship and her riders. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp: H 90/33 L 80/27, Wind - 20-25 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5. 5% chance of a colossal sized wave hitting the ship (20% chance of capsizing if hit on the side, 10% if on the nose of the ship))

Rain/Night

01-20 The cool of the night is accompanied by the patter of rain upon the deck. The humidity keeps the coolness of the night from being comfortable. The moon makes itself known through the clouds, illuminating a portion of the night sky to milky white. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp: H 89/32 L 78/26, Wind – 0-5 mph. No impact to skills.)

21-40 Falling rain eliminates possible viewing of any distance greater than 50 feet. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. The strong wind tries to steal any small items from the ship through sheer determination and strength. (Temp: H 87/31 L 81/27, Wind – 45-50 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)

41-60 The waves rock the ship in cadence to the heavy rain, quickly soaking all surfaces and washing away loose items. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rolling motion. A light wind blows carrying mist from the still warm water, visible in the occasional moonlight. (Temp: H 85/30 L 78/26, Wind – 5-10 mph. Vision is reduced to 1/2 from the mist and the darkness. Balance check required during each deluge of rain to avoid being swept along.)

61-80 A thick misting of rain keeps all items and equipment saturated. The comfort of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. Waves are present but pose no real threat to the ship. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 83/28 L 72/22, Wind – 25-30 mph. No impact to skills.)

81-00 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp: H 89/32 L 85/30, Wind – 5-10 mph. Vision is reduced to 1/2 due to heavy rain; meanwhile, Reflex and Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

Dry/Day

01-20 The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp: H 91/33 L 79/26, Wind – 20-25 mph. No impact to skills.)

21-40 Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly howls as it tears across the water at the ship. The sail quivers trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp: H 86/30 L 79/26, Wind – 60-65 mph. Balance skill check -1, Climbing skill check -5, and Listen skill check -2.)

41-60 A crystal clear sky magnifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to quench the heat from the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp: H 85/30 L 73/23, Wind – 0-5 mph. No impact to skills.)

61-80 The thick clouds overhead threaten to release their burden but maintain their hold for now. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp: H 87/31 L 79/26, Wind – 20-25 mph. No impact to skills.)

81-00 The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp: H 84/29 L 72/22, Wind – 18-20 mph. No impact to skills.)

Dry/Night

01-20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp: H 86/30 L 75/24, Wind – 15-25 mph. Balance -1 (moisture), Climbing -1 (moisture), Listen -1 (wind))

21-40 Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp: H 78/26 L 73/23, Wind – 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Tropical day- rain chart in d4 hours for result.)

41-60 The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level it deadens the night sounds of creaking riggings and lapping waves. Long trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp: H 88/31 L 80/27, Wind 10-20 mph. No impact to skills.)

61-80 Moon and gray clouds do battle overhead for dominance, sometimes plunging the world into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional illumination. (Temp: H 78/26 L 75/24, Wind 20-25 mph. Reflex saves at -1 for slick surfaces, Climbing and Rope Use skill checks are at -1. Spot and Search both carry a -1 for spray from waves.)

81-00 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp: H 75/24 L 72/22, Wind -5-10 mph. No impact to skills.)

Temperate

Rain/Day

01-20 A gentle breeze blows, adding a slight chill to the damp air. Large drops patter along the deck, occasionally warmed by the occasional sun and quickly evaporating. Gray white clouds fill the sky from horizon to horizon predicting a constant rainfall. Waves are large in width but not in height, rocking the ship with their passage (Temp: H 39/5 L 37/3, Wind -5-10 mph. No Impact to skills.)

21-40 Heavy rain from ebony clouds pummel the ship and those on unfortunate enough to be on deck. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large subterranean chamber. Wind plunges against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp: H 45/7 L 36/3 Wind -35-45 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)

41-60 The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp: H 42/6 L 40/4, Wind 45-50 mph. Balance -2, Spot, Search -3, Listen -5, any skill requiring fine manipulation -5 (Open Lock, Disable Device, Spellcraft, Alchemy etc))

61-80 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp: H 42/6 L 35/2 Wind -5-10 mph. Vision is reduced to 1/2 due to heavy rain; meanwhile, Reflex and Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

81-00 The drone of the rain on the wooden deck becomes hypnotic after a time. The wind is not strong enough to alter the vertical direction of the rain letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move on under currents. Clouds looking like an inverted mountain range press down upon the ship and crew. (Temp: H 48/10 L 40/4, Wind 5-10 mph. No impact to skills)



Rain/Night

01-20 Lightning rippled clouds streak by overhead, waves lift like cliffs (12-20 feet) around the vessel. Large rain drops alternate from side to side and straight down with the force of a hammer blow. Rivers of water course around the deck from the rain and waves creating treacherous footing for all on board. The sails snap and crack as it fills with the wind, dropping deluges of collected rain to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp: H 36/3 L 26/-3, Wind 30-35 mph. Balance skills -5, Spot Search and all fine manipulation skills -3, Spellcraft and Concentration -5)

21-40 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp: H 43/6 L 31/0, Wind - 5-10 mph. Vision is reduced to 1/2 from heavy rain; meanwhile, Reflex & Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

41-60 Thick rolling clouds erupt constantly with thunder and rain beating upon the wooden planks. The percussion of the rain is accented with the occasional spray of mountainous waves carried on the wind. Gusts of wind blow across the ship attempting to pull everything along in its wake. Sight is reduced to feet, distance eliminated with the thick sheets of rain. (Temp: H 41/5 L 38/3, Wind 30-50 mph. Balance and Reflex -5 for wind and rain, Vision related skills -3, fine manipulation skills -2 and concentration -1.)

61-80 Hurricane force rain and wind, the ship is tossed like a child's doll. Huge waves like mountains threaten to topple the vessel and launch the sailors into the unforgiving sea. Wind blows fiercely lifting all heavy objects not lashed down and propelling them around and off the ship. The sky and water are undistinguishable, erasing the horizon as both are steel gray. (Temp: H 35/2 L 29/-2, Wind 80-90 mph. Movement is reduced to 1/3 normal; Reflex, Balance and Tumble -10, Concentration, Spellcraft and fine manipulation skills -10).

81-00 A simple rain falls creating a drumbeat of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move on under currents. Clouds looking like an inverted mountain range press down upon the ship and crew. Navigation can only be done through compass or landmarks. (Temp: H 37/3 L 28/-2 Wind 5-10 mph. No impact to skills)

Dry/Day

01-20 The large sun governs the sky but a swift breeze keeps the temperature to a cooler level. Spray pulled up from the many waves, capped in white froth and thrown across the deck. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp: H 47/8 L 39/4, Wind - 20-25 mph. No impact to skills.)

21-40 The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp: H 43/6 L 33/1, Wind - 18-20 mph. No impact to skills.)

41-60 A crystal clear sky amplifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those warmer than usual day. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave traces of powdered salt. (Temp: H 40/4 L 35/2, Wind - 5-10 mph. Sun stroke in 3d8 rounds unless properly attired for the sun. Sunburn in 15 minutes on exposed flesh. Concentration skill checks at -2 (heat) while Spot and Search skill checks -1 (suns glare)).

61-80 Sun and gray clouds do battle overhead for dominance, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along and coats all surfaces. This cooling spray makes the trip enjoyable for most on board, even in the shade. The rigging and sails labour flap in the breeze, occasionally dropping additional sprays to the deck, glinting like jewels in the periodic sun. (Temp: H 44/7 L 39/4, Wind - 18-20 mph. No impact to skills.)

81-00 Gray the colour of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. (Temp: H 37/3 L 32/0, Wind - 5-10 mph. Re-roll in 4 game hours on the wet-day chart for the approaching storm. No impact to skills).

Dry/Night

01-20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the East creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture (Temp: H 38/4 L 31/0, Wind - 15-25 mph. Balance -1 (moisture), Climbing -1 (moisture), Listen -1 (wind), Navigation +1)

21-40 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat; small white caps stand out stark against the black background of the water and night sky. (Temp: H 41/5 L 36/3, Wind - 15-25 mph. No impact to skills)

41-60 An overcast sky blocks the view of all but the brightest stars and planets. Some navigation can still be done by experienced sailors. A breeze comes and goes, proving to be a fickle asset for the sails on the ship, waves playing tag rock the ship gently back and forth. (Temp: H 42/6 L 29/-2, Wind - 5-10 mph. No impact to skills)

61-80 Numerous stars turn the night sky into a twilight gray, offsetting the jet black of the calm water. A steady soft wind blows propelling the ship along on its way. The sound of the surf being cut by the hull is seemingly alone, periodically joined by the creak of the rigging and the soft voice of a sailor. (Temp: H 45/7 L 39/4, Wind - 10-15 mph. Navigation +1, Concentration +1)

81-00 Gale force winds blow threatening to rip the sail from the mast, propelling the vessel over the waves like a toy. Thick ribbons of cloud race overhead like gray gashes in the constellations. Many large waves run the length of vision, occasionally growing to such a large size (45 feet) they threaten to topple the ship like flotsam. (Temp: H 37/3 L 26/-3, Wind 65-70 mph. Climbing, Concentration and Spellcraft -1)

Arctic

Wind chill is a real concern when the temperature drops below 32 degrees Fahrenheit. Exposure to the wind will risk frostbite for flesh. Times for damage to skin and flesh can be found on the **Wind Chill Table**.

Rain/Day

01-20 White gray clouds span from horizon to horizon, periodic deluges of snow drop upon the water and the ship. The deck is quickly covered in a white blanket of snow making progress slow around the ship. Finding equipment is difficult for the inexperienced sailor, boxes and barrels becoming nondescript objects in the snow. The wind moves the snow in various directions as it descends, moving the sails to half full with their strongest force. (Temp: H -11/-24 L -16/ -27, Wind 0-5 mph. Movement reduced to æ normal for deep snow, exposed flesh risk frost bite).

21-40 Frozen rain drops like sheets of needles upon sailors in the open. The wind drives the sleet almost horizontally across the waves. Large mountains of water move across the area threatening to bash the vessel into submission. The steel gray sky rolls like the underside of a surf promising many hours of attack. The rigging creaks and sails moan ominously in the barrage of the storm. Movement along the deck is perilous at best; those in the upper reaches of the vessel cling for their lives. (Temp: H -15/-27 L -25/ -31, Wind 20-25 mph. Exposed flesh risks frost bite in d10 minutes. Balance -2, Listen -5, Spot & Search -5, Concentration -3, Spellcraft -2, fine manipulation skills -2, Climbing -2)

41-60 Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp: H -12/-29 L -17/-28 Wind - 0 - 5 mph. Hypothermia and ice burn for exposed flesh in d20 minutes continuous exposure. Balance skill checks at -2, Spot, Search and Listen -2 from mist.)

61-80 Clouds pregnant with lightning streak by overhead, waves lift like cliffs (6-15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow and ice, dropping chunks of ice to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp: H -19/-29 L -22/-30 Wind - 35-40mph. Reflex and Balance checks made at -2 while Listen, Spot and Search checks are -5. Hypothermia and frostbite on any exposed flesh in d8 minutes of continued exposure. 10% chance of course change required for ice formation in path of ship.)

81-00 The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 5 - 30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp: H -16/-27 L -27/-33 Wind 27-35 mph. Balance -5, Spot, Search -5, Listen -7, any skill requiring fine manipulation -10 (Open Lock, Disable Device, Spellcraft, Alchemy etc)

Rain/Night

01-20 Clouds infused with lightning fill the sky around the ship while waves lift like cliffs (6-15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a slashing blade. Ice coats all exposed surfaces in minutes creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow and ice, dropping chunks of ice to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white, blue and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp: H -25/-30 L -30/-34 Wind - 50-55 mph. Reflex and Balance checks made at -2 while Listen, Spot and Search checks are -5. 10% chance of course change required for ice formation in path of ship).

21-40 Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp: H -12/-24 L -22/-30 Wind - 0 - 5 mph. Hypothermia and ice burn for exposed flesh in d20 minutes continuous exposure. Balance skill checks at -2, Spot, Search and Listen -2 from mist.)

41-60 The night sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp: H -17/-28 L -24/-30 Wind 27-35 mph. Hypothermia for ill prepared individuals on deck, frost bite and numb limbs within d8 minutes of continued exposure. Balance -5, Spot, Search -5, Listen -7, any skill requiring fine manipulation -10 (Open Lock, Disable Device, Spellcraft, Alchemy etc)

61-80 Constant icy drizzle settles on all surfaces, turning the dark night into a dark gray, reducing vision to nearly non-existent. Frigid temperatures freeze the moisture within minutes on every surface. Travel across deck is difficult but manageable to those familiar with surroundings. Sound is subdued with the ice pellets, adding a muffling effect to conversations. Waves are unseen but can be felt hitting the ship every few seconds, occasionally bathing the deck with its spray, a testament to its height of several feet. (Temp: H -16/-27 L -25/-31 Wind 5-10 mph. Movement on deck reduced to 1/2 from ice. Those moving at full require a dexterity check to remain standing (15% chance of falling into the water). Listen -2, Sight related skills -2.)

81-00 Large thick flakes drop around the ship, landing softly on the water before melting. Equipment and decking are quickly covered in a thick blanket of white snow. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying the flakes on the air currents, visible in the occasional moonlight. (Temp: H -20/-29 L -26/ -32, Wind - 5-10 mph. Vision is reduced to 1/2 from the snow and darkness. Balance check required through snow build up and icy deck beneath.)

Dry/Day

01-20 Clear blue sky overhead provides ample room for the bright sun to shine. Wind gusts from the North East flapping the sail and nettings. White capped waves, topping 7 -8 feet high seem to be pushing large chunks of ice along in their grasp. (Temp: H -19/-29 L -24/ -31, Wind - 20-25 mph. Those working while facing the sun risk sun blindness 10% chance, 15% should their race normally dwell in the dark (duergar, drow, goblin, etc) 10% chance of course change required for ice flow in path of ship).

21-40 Sun and gray clouds do battle overhead for dominance, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along freezing it to any surface it covers. The rigging and sails labour under the extra weight of the ice, glinting like jewels in the periodic sun. (Temp: H -21/-29 L -28/ -33, Wind 20-25 mph. Reflex saves at -2 for ice coverage, Climbing and Rope Use skill checks are at -2. Spot and Search both carry a -1 for spray from waves. 12% chance of course change required for ice flow in path of ship.)

41-60 Gray the colour of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. Ice bergs in the distance hold steady like islands. (Temp: H -18/ 28 L -25/ -31, Wind - 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Arctic day- rain chart in 4 hours for result. 2% chance of course change for ice bergs in path of ship).

61-80 Streamers of billowy clouds race overhead in the wind. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Tacking into the wind seems impossible from its vicious force while tacking with the wind runs a risk of never getting control of the ship back. (Temp: H -18/-28 L -30/ -34 Wind 50-55 mph. Reflex saves and Balance checks on wind blown side of ship is at -1).

81-00 The air burns with the wind chill crusting ice all over the ship, the sun adding no aid to the frigid temperature. Clouds are non-existent in the sky, collecting only on the horizons. While filling the sails, the wind steals the breath from those on deck freezing exposed flesh in minutes. (Temp: H -16/ -27 L -29/ -34 Wind 45-50 mph S, Fine manipulation skills -2 from cold, Balance -1 from ice buildup, Climbing -2 from frigid equipment and rigging.)

Dry/Night

01-20 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, ice bergs stand out stark white against the black background of the water and night sky. (Temp: H -20/-29 L -27/ -33, Wind - 5-10 mph. 10% chance of course changes required for ice flow in path of ship. No impact to skills).

21-40 Large clouds move overhead, blocking the stars and moon with their bulk. The ship rolls gently on the waves as it rides through the water. Occasionally larger waves provide a small drop for the vessel as it is carried over the lip of the wave. The strong wind takes the ship along with it, filling the sails and pulling at cloaks of those on board. (Temp: H -17/-28 L -25/ -31, Wind 40-45 mph. Balance checks at -1, Listen checks at -1 (wind noise))

41-60 Clouds block all stars and only hint at the location of the moon, adding a claustrophobic feel to the trip. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The ebony water ripples in the soft breeze, white caps standing out like glowing embers. (Temp: H -14/-26 L -28 /-33 Wind - 0-5 mph. No impact to skills. 2% chance of course change for ice bergs in path of ship).

61-80 Partial clouds cover sections of the sky, seemingly unmoving. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Travel during the night at full sail run double risk of collision with ice. (Temp: H -19/-29 L -25/-31 Wind 45-50 mph. Reflex saves and Balance checks on wind blown side of ship is at -1. 15% chance of course change for ice).

81-00 Wisps of cloud move across the sky sometimes blocking the stars. The brightness of the visible stars and moon provides ample light to maneuver around the ship and perform most tasks. The ever-present wind provides enough force to keep the ship moving at optimum speed. The absence of spray from the calm waters allows for the removal of ice. (Temp: H -25/ -31 L -35/ -37, Wind 10-15 mph. No impact to skills.)

Equatorial

Within the Equatorial region humidity will become an issue for temperature measurement. The effects of heat upon those traveling the waves should be watched closely.

Rain/Day

01-20 A heavy wind blows, adding a texture to the warm rain falling. Large drops patter along the deck, occasional sunshine warms the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp: H 75/24 L 58/15, Wind – 20-25 mph. Concentration skill checks – 2 from humidity/heat.)

21-40 Driving rain pummels the ship and those on board, quickly soaking all equipment and people. The waves are sedated, rarely topping 5 feet seemingly held down with the impact of the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent hammered to submission by the heavy rain (Temp: H 77/25 L 63/17, Wind – 0-5 mph. No impact to skills.)

41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls the sun attempts to burn away the moisture with blistering heat, never quite successful and so leaving all with a heaviness of moisture. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp: H 79/27 L 71/22, Wind – 10-15 mph. Balance check required during each deluge of rain to avoid being swept along.)

61-80 A drizzle of rain, sometimes hard and sometimes light falls continuously throughout the day. All surfaces are thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. Waves are present but pose no threat to the navigation of the ship or to the course she desires to take. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 76/25 L 66/19, Wind – 30-35 mph. No impact to skills.)

81-00 Rain drops like a swarm of arrows carried at a velocity that actually inflicts pain on exposed skin. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it free from the mast and rigging. All loose items are tossed around the decking creating hazards for those on deck. (Temp: H 73/22 L 62/17, Wind – 60-65 mph. Balance skill checks at -2, Concentration skills check at -1 and Climbing skill checks are -3.)

Rain/Night

01-20 The humidity of the night is made comfortable by the patter of rain upon the deck. The coolness of the rain seems to steal some of the weight of the air. The thin clouds mask the presence of the stars but leave a large halo where the moon tries to shine. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp: H 73/22 L 57/14, Wind – 0-5 mph. No impact to skills)

21-40 Heavy rain from ebony clouds press down on the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large gray bubble. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp: H 71/21 L 68/20, Wind – 50-60 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)

41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose materials. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying a humid mist from the still warm water, visible in the intermittent moonlight. (Temp: H 72/22 L 65/15, Wind – 5-10 mph. Vision is reduced to 1/2 from the mist and the darkness. Balance check required during each deluge of rain to avoid being swept along.)

61-80 A drizzle of rain, sometime hard and sometimes light falls continuously throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. The waves are smaller than normal and works with the rain to stay weak enough to be inconsequential. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 71/21 L 66/19, Wind – 20-25 mph. No impact to skills.)

81-00 A thrashing rain accompanies hurricane force winds. IN the distance amid lightning flashes water spouts can be seen reaching for the sky. Waves, the size of small mountains, rise above the vessel giving the ship a wide span of view when atop a wave, and a sense of claustrophobia when in a gully. (Temp: H 74/24 L 64/18, Wind – 70-75 mph. Vision is reduced to 1/2 due to heavy rain; meanwhile, Reflex and Climbing -5 for wind and wet surfaces; Spot, Search skill checks -3 and Listen -5.)

Dry/Day

01-20 The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. The humidity rises throughout the day adding a weight to the sun which saps the strength of those not acquainted with the Equatorial waters. (Temp: H 76/25 L 64/18, Wind – 30-35 mph. No impact to skills.)

21-40 Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp: H 77/26 L 74/24, Wind – 25-35 mph. Balance skill checks -1, while Climbing skill check -5 and Listen skill check -2.)

41-60 A crystal clear sky seems to enlarge the sun, directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp: H 77/26 L 70/21, Wind – 0-5 mph. No impact to skills.)

61-80 The thick clouds overhead threaten to release their burden, moisture released in the form of a thick palpable air. While no rain has fallen during the day all surfaces are beaded with sweat and spray from the moisture laced air. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp: H 71/21 L 58/15, Wind – 10-15 mph. No impact to skills.)

81-00 The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp: H 73/22 L 67/19, Wind – 25-30 mph. No impact to skills.)

Dry/Night

01-20 Clear expanse overhead provides a view of the numerous constellations and guiding stars. Wind gusts from the South creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp: H 75/25 L 64/18, Wind – 15-25 mph. Balance -1 (moisture), Climbing -1 (moisture), Listen -1 (wind))

21-40 Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp: H 77/25 L 58/15, Wind – 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Equatorial day- rain chart in d4 hours for result.)

41-60 The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level it deadens the night sounds of creaking riggings and lapping waves. Lone trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp: H 73/22 L 65/18, Wind 10-20 mph. No impact to skills.)



- 61-80 Stars and gray clouds do battle overhead for control, sometimes plunging the world into darkness or bright twilight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional moonlight. (Temp: H 74/24 L 56/14, Wind 20-25 mph. Reflex saves at -1 for slick surfaces, Climbing and Rope Use skill checks are at -1. Spot and Search both carry a -1 for spray from waves.)
- 81-00 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South South-East flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp: H 78/25 L 67/19, Wind – 5-10 mph. No impact to skills.)

Autumn

Tropical

Heat stroke is a risk for any who travel the warm regions of the world. Those unprepared must make a Fortitude save (DC 10). Another save is required each hour with a DC of 10 + 1 per hour of strenuous work. Resting in shaded areas for 10 minutes per hour negates the +1 to the DC for that hour. Spell components run a 10% chance of spoiling in humidity, if the DM determines they are subject to such damage. Characters with heat stroke may become fatigued, as per the *PHB*.

Rain/Day

- 01-20 A gentle breeze blows, adding a pleasant cooling to the warm rain falling. Large drops patter along the deck, occasional sunshine warms the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp: H 90/33 L 78/26, Wind – 10-15 mph. Concentration skill checks -2 from humidity/heat.)
- 21-40 Severe rain pummels the ship and those on board, quickly soaking all equipment and people. The waves are sedated, rarely topping 5 feet seemingly held down with the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent hammered to submission by the heavy rain (Temp: H 89/32 L 84/30, Wind – 0-5 mph. No impact to skills.)
- 41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in large amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls the sun attempts to burn away the moisture with searing heat. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp: H 88/32 L 74/24, Wind – 20-25 mph. Balance check required during each deluge of rain to avoid being swept along.)
- 61-80 A drizzle of rain, sometime hard and sometimes light falls continuously throughout the day. All surfaces are thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 86/31 L 79/27, Wind – 30-35 mph. No impact to skills.)
- 81-00 Rain from imposing clouds strike the ship and those on deck. Waves like great gray-green boulders smashing against the ship every minute or so. The overhead clouds have descended to a point where it seems the ship is alone in the world. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp: H 85/30 L 75/25, Wind – 45-50 mph. Concentration -2, Spot, Search and Listen -3, Balance -1 (small stature creatures -2), Climb -5.)

Rain/Night

- 01-20 The cool of the night is accompanied by the patter of rain upon the deck. The humidity keeps the coolness of the night from becoming entirely comfortable. The moon makes itself known through the clouds, illuminating a portion of the night sky to milky white. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp: H 84/30 L 74/ 24 Winds – 15-20 mph. Concentration -1)
- 21-40 Steady rainfall beats at the ship with determination normally reserved for the cursed. Waves can be seen in the dark like a herd of turquoise animals smashing against the ship every minute. Wind plunges against the vessel and its sail, trying to rip it from its bindings. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp: H 87/31 L 81/28, Wind – 60-65 mph. Concentration -2, Spot, Search and Listen -3, Balance -2, Climb -5.)
- 41-60 Sheets of rain drop upon the water and the unfortunate sea going vessel completely water logging the ship and her crew. Occasionally easing off in intensity the rain soon begins again, ramping up its strength. Waves roll languidly topping 12 feet in height, steep enough to make more a difference in any ships course should they attempt to climb its expanse. A light wind blows carrying mist from the still warm water, visible in the occasional moonlight. (Temp: H 83/29 L 79/27, Wind – 5-10 mph. Vision is reduced to 1/2 from the mist and the darkness. Darkvision is unaffected. Balance check required during each deluge of rain to avoid being swept along.)
- 61-80 A light drizzle of rain falls continuously throughout the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. Waves are present but pose no real threat to the direction of the ship or to the course taken. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 82/29 L 82/29, Wind – 15-20 mph. No impact to skills.)
- 81-00 A continual rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp: H 77/26 L 68/21, Wind – 15-20 mph. Vision is reduced to 1/2 due to heavy rain; meanwhile, Reflex and Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

Dry/Day

- 01-20 The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray is pulled up from the many waves, capped in white froth and tossed upon the ship and anything on deck. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp: H 88/32 L 75/24, Wind – 20-25 mph. No impact to skills.)
- 21-40 Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp: H 86/31 L 79/27, Wind – 25-35 mph. Balance skill check -1, Climbing skill check -5, and Listen skill check 2.)
- 41-60 A crystal clear sky magnifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp: H 90/33 L 84/30, Wind – 0-5 mph. No impact to skills.)
- 61-80 The thick clouds overhead threaten to release their burden but maintain their hold for now. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp: H 84/30 L 79/27, Wind – 15-20 mph. No impact to skills.)
- 81-00 The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp: H 79/27 L 77/26, Wind – 30-35 mph. No impact to skills.)

Dry/Night

- 01-20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp: H 80/27 L 79/27, Wind – 15-25 mph. Balance -1 (moisture), Climbing -1 (moisture), Listen -1 (wind))
- 21-40 Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp: H 81/28 L 77/26, Wind – 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Tropical day- rain chart in d4 hours for result.)

- 41-60 The cool of the night is easily identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level it deadens the night sounds of creaking riggings and lapping waves. Long trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp: H 85/30 L 83/29, Wind 10-20 mph. No impact to skills.)
- 61-80 Alternating cloud cover keeps the world in either the pitch dark or luminescent twilight. Numerous waves, about the size of a large horse (8 feet) run the length of the water as far as the eye can see, all topped with a cone of grayish white froth. The rigging and sails have rivulets of collected water which pools upon the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional moonlight. (Temp: H 78/26 L 75/24, Wind 20-25 mph. Reflex saves at -1 for slick surfaces, Climbing and Rope Use skill checks are at -1. Spot and Search both carry a -1 for spray from waves.)
- 81-00 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp: H 82/29 L 80/28, Wind – 5-10 mph. No impact to skills.)

Temperate

Rain/Day

- 01-20 A placid breeze blows, adding a slight chill to the damp air. Large drops patter along the deck, occasionally warmed by the periodic sun and quickly evaporating. Gray white clouds fill the sky from horizon to horizon predicting a constant rainfall. Waves are large in width but not in height, rocking the ship with their passage (Temp: H 75/25 L 63/18, Wind – 5-10 mph. No Impact to skills.)
- 21-40 Heavy rain from ebony clouds attack the ship and those on unfortunate enough to be on deck. Waves like great grayish green hammers smashing against the ship every minute. The overhead clouds have descended to a point where they encase the ship in a world of twilight. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp: H 82/29 L 69/21 Wind – 50-60 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)
- 41-60 The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feethigh assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp: H 79/27 L 75/24, Wind 45-50 mph. Balance -2, Spot, Search -3, Listen -5, any skill requiring fine manipulation -5 (Open Lock, Disable Device, Spellcraft, Alchemy etc)

61-80 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly afraid to let its fury loose. Waves remain small and inconsequential providing no hindrance to navigation or speed. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp: H 76/25 L 65/19 Wind - 5-10 mph. Vision is reduced to 1/2 due to heavy rain; meanwhile, Reflex and Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

81-00 A simple rain falls creating a constant drone of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move by on unseen currents. Clouds looking like an inverted mountain range press down upon the ship and crew. (Temp: H 82/29 L 63/18, Wind 5-10 mph. No impact to skills)

Rain/Night

01-20 Lightning rippled clouds streak by overhead, waves lift like cliffs (6-15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a hammer blow. Rivers of water course around the deck from the rain and waves creating treacherous footing for all on board. The sails snap and crack as it fills with the wind, dropping deluges of collected rain to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp: H 75/25 L 74/24, Wind 20-25 mph. Balance skills -5, spot search and all fine manipulation skills -3, Spellcraft and Concentration -5)

21-40 Rain constantly falls from gray clouds overhead keeping all caught within thoroughly soaked. The wind propels the ship slowly, seemingly held in check by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like fine iron bars for as far as the eye can see, peppering the water. (Temp: H 78/26 L 69/21 Wind - 5-10 mph. Vision is reduced to 1/2 from heavy rain; meanwhile, Reflex & Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

41-60 Thick rolling clouds erupt continuously with thunder and rain beating upon the wooden planks. The percussion of the rain is accented with the occasional spray of enormous waves carried on the wind. Gusts of wind blow across the ship attempting to pull everything along in its wake. Sight is reduced to feet while seeing into the distance is eliminated with the thick sheets of rain. (Temp: H 76/25 L 63/18, Wind 35-45 mph. Balance and Reflex -5 for wind and rain, Vision related skills -3, fine manipulation skills -2 and Concentration -1.)

61-80 Hurricane force rain and winds, consequently, the ship is tossed like a doll during a child's tantrum. Huge waves like mountains threaten to topple the vessel and launch the sailors into the unforgiving sea. Wind blows fiercely lifting all heavy objects or small creatures not lashed down; propelling them around and off the ship. The steel gray sky and water are undistinguishable, erasing the horizon and any gauge for distance. (Temp: H 69/21 L 61/17 Wind 55-60 mph. Movement onboard is reduced to 1/3 normal; Reflex, Balance and Tumble -10, Concentration, Spellcraft and fine manipulation skills -10).



81-00 A simple rain falls creating a constant drumming of rain on the wooden deck. The wind is not strong enough to alter the direction of the rain, letting the sail hang like a soaked rag from the mast. The waves rock the ship almost lovingly as they move past, propelled by unseen currents. Clouds looking like an inverted mountain range press down upon the ship and crew. Navigation can only be done through compass, arcane means or landmarks. (Temp: H 74/24 L 68/21 Wind 5-10 mph. No impact to skills)

Dry/Day

01-20 The enormous sun dominates the sky but a swift breeze keeps the temperature to a cooler level. Spray pulled up from the many waves, capped in white froth and thrown across the deck. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp: H 78/26 L 70/22, Wind – 30-35 mph. No impact to skills.)

21-40 The sky is clear, dotted with numerous small unimposing puffs of cloud. A solid wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp: H 76/25 L 69/21 Wind – 25-30 mph. No impact to skills.)

41-60 A crystal clear sky magnifies the sun, directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those caught in the suns angry glare. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave traces of powdered salt. (Temp: H 82/29 L 74/24, Wind – 5-10 mph. Sun stroke in 3d8 rounds unless properly attired for the sun. Sunburn in 15 minutes on exposed flesh. Concentration skill checks at -2 (heat) while Spot and Search skill checks -1 (suns glare)).

61-80 Sun and gray clouds do battle overhead for supremacy, sometimes plunging the ship into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of greenish-white froth. The wind picks this froth from each and carries it along, coating all surfaces. This cooling spray makes the trip enjoyable for most on board, even in the shade. The rigging and sails labour flap in the breeze, occasionally dropping additional sprays to the deck, glinting like jewels in the periodic sun. (Temp: H 75/25 L 67/20, Wind – 18-20 mph. No impact to skills.)

81-00 The sky resembles a great slab of granite from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang lifeless, like robes on a wizard. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. (Temp: H 71/22 L 66/19, Wind – 5-10 mph. Re-roll in 4 game hours on the wet-day chart for the approaching storm. No impact to skills).

Dry/Night

01-20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the West to create a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 15 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture (Temp: H 78/26 L 63/18, Wind – 15-25 mph. Balance -1 (moisture), Climbing -1(moisture), Listen -1(wind))

21-40 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat; small white caps stand out stark against the black background of the water and night sky. (Temp: H 80/28 L 66/19, Wind – 15-25 mph. No impact to skills)

41-60 An overcast sky blocks the view of all but the brightest stars and planets. Some navigation can still be done by experienced sailors. A breeze comes and goes, proving to be a fickle asset for the sails on the ship, waves playing tag rock the ship gently back and forth. (Temp: H 79/27 L 75/24, Wind – 5-10 mph. No impact to skills)

61-80 Numerous stars turn the onyx sky into a twilight gray, offsetting the jet black of the calm water. A steady soft wind blows propelling the ship along on its way. The sound of the surf being cut by the hull is seemingly alone, periodically joined by the creak of the rigging and the soft voice of a sailor. (Temp: H 70/22 L 66/19, Wind – 10-15 mph. Navigation +1, Concentration +1)

81-00 A severe wind blows threatening to rip the sail from the mast, propelling the vessel over the waves like a plaything. Thick ribbons of cloud race overhead like gray gashes in the constellations. Many large waves run the length of vision, occasionally growing to such a large size (45 feet) they threaten to topple the ship like flotsam. (Temp: H 69/21 L 61/17, Wind 15-25 mph. Climbing, Concentration and Spellcraft -1)

Arctic

Wind chill is a real concern when the temperature drops below 32 degrees Farenheit. Exposure to the wind will risk frostbite for flesh. The time it takes for the cold to damage flesh can be found on the **Wind Chill Table**.

Rain/Day

01-20 White gray clouds span from horizon to horizon, periodic deluges of snow drop upon the water and the ship. The deck is quickly covered in a blanket of white snow making progress slow around the ship. Finding equipment is difficult for the inexperienced sailor, boxes and barrels becoming nondescript objects in the snow. The wind moves the snow in various directions as it descends, moving the sails to half full with their strongest force. (Temp: H 29/-2 L 21/-6, Wind 10-15 mph. Movement reduced to æ normal for deep snow, Fine manipulation skills -2 unless properly attired for the cold).

- 21-40 Sleet drops like sheets of needles upon sailors in the open. The wind drives the sleet almost horizontally across the waves. Large mountains of water move across the area threatening to bash the vessel into submission. The steel gray sky rolls like the underside of a surf promising many hours of attack. The rigging creaks and sails moan ominously in the barrage of the storm. Movement along the deck is perilous at best; those in the upper reaches of the vessel cling for their lives. (Temp: H 23/-5 L 20/-4, Wind 35-40 mph. Exposed flesh risks frost bite in d10 minutes. Balance -2, Listen -5, Spot & Search -5, Concentration -3, Spellcraft -2, fine manipulation skills -2, Climbing -2)
- 41-60 Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp: H 28/-3 L 21/-6 Wind -0 -5 mph. Ice burn for exposed flesh in d20 minutes continuous exposure. Balance skill checks at -2, Spot, Search and Listen -2 from mist.)
- 61-80 Crimson lightning tears through the clouds streaking by overhead, waves lift like cliffs (6-15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow and ice, dropping chunks of ice to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp: H 31/0 L 24/-4 Wind -50-55 mph. Reflex and Balance checks made at -2 while Listen, Spot and Search checks are -5. 10% chance of course change required for ice formation in path of ship.)
- 81-00 The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Hail is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp: H 33/1 L 27/-2 Wind 35-40 mph. Balance -5, Spot, Search -5, Listen -7, any skill requiring fine manipulation -10 (Open Lock, Disable Device, Spellcraft, alchemy etc)

Rain/Night

- 01-20 Lightning rippled clouds streak by overhead, waves lift like cliffs (6-15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a hammer blow. Ice coats all exposed surfaces quickly creating treacherous areas on the ship and rigging. The sails, resounding with snaps and cracks as it fills with the wind, snow and ice, drop chunks of ice to the deck below. Periodically the sky lights up with a violet or crimson lightning blast nearby painting everything with in shades of white and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp: H 28/-2 L 21/-6 Wind -25-35 mph. Reflex and Balance checks made at -2 while Listen, Spot and Search checks are -5. 10% chance of course change required for ice formation in path of ship).

- 21-40 Icy mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship like predators at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp: H 30/-1 L 23/-5 Wind -0 -5 mph. Balance skill checks at -2, Spot, Search and Listen -2 from mist.)
- 41-60 The night sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp: H 33/1 L 23/-5 Wind 27-35, mph. Balance -5, Spot, Search -5, Listen -7, skills requiring fine manipulation -10 (Open Lock, Disable Device, Spellcraft, Alchemy etc)
- 61-80 Constant sub-zero drizzle settles on all surfaces, turning the dark night into a dark gray, reducing vision to nearly non-existent. Frigid temperatures freeze the moisture within minutes on every surface. Travel across deck is difficult but manageable to those familiar with surroundings. Sound is subdued with the ice pellets, adding a muffling effect to conversations. Waves are unseen but can be felt hitting the ship every few seconds, occasionally bathing the deck with its spray, a testament to its height of several feet. (Temp: H 28/-2 L 21/-6 Wind 5-10 mph. Movement on deck reduced to 1/2 from ice. Those moving at full require a Dexterity check to remain standing (15% chance of falling into the water). Listen -2, Sight related skills -2, Darkvision reduced to 20 feet.)
- 81-00 Large thick flakes drop around the ship, landing softly on the water before melting. Equipment and decking are quickly covered in a thick blanket of white snow. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying the flakes on the air currents, visible in the occasional moonlight. (Temp: H 33/1 L 26/-3, Wind -5-10 mph. Vision is reduced to 1/2 from the snow and darkness. Balance check required through deep snow and slippery deck beneath.)

Dry/Day

- 01-20 Clear blue sky overhead provides ample room for the bright sun to shine. Wind gusts from the North East flapping the sail and nettings. White capped waves, topping 7 - 8 feet high seem to be pushing large chunks of ice along in their grasp. (Temp: H 30/-1 L 26/-3, Wind -10-15 mph. Those working while facing the sun risk sun blindness 10% chance, 15% should their race normally dwell in the dark (duergar, drow, goblin, etc) 10% chance of course change required for ice flow in path of ship).
- 21-40 Sun and gray clouds do battle overhead for authority, sometimes plunging the day into a gray twilight and other times bright light of a noonday sky. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of blue-white froth. The wind picks this froth from each and carries it along freezing it to any surface it covers. The rigging and sails labour under the extra weight of the ice, glinting like jewels in the periodic sun. (Temp: H 29/-2 L 21/-6, Wind 20-25 mph. Reflex saves at -2 for ice coverage, Climbing and Rope Use skill checks are at -2. Spot and Search both carry a -1 for spray from waves. 12% chance of course change required for ice flow in path of ship.)



41-60 A wide bank of clouds have blotted out the sun; consequently, the diluted light colours the world in tints of dull twilight gray. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. Ice bergs in the distance hold steady like islands. (Temp: H 32/ 0 L 28/-2, Wind 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Arctic day- rain chart in d4 hours for result. 2% chance of course change for ice bergs in path of ship).

61-80 Streamers of billowy clouds race overhead in the wind. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Tacking into the wind seems impossible from its vicious force while tacking with the wind runs a risk of never getting control of the ship back. (Temp: H 23/-5 L 18/-8 Wind 25-35 mph. Reflex saves and Balance checks on wind blown side of ship is at -1).

81-00 The air burns with the wind chill crusting ice all over the ship, the sun adding no aid to the frigid temperature. Clouds are non-existent in the sky, collecting only on the horizons. While filling the sails, the wind steals the breath from those on deck freezing exposed flesh in minutes. (Temp: H 22/-5 L 15/-10 Wind 35-40 mph. Fine manipulation skills -2 from cold, Balance -1 from ice buildup, Climbing -2 from frigid equipment and rigging.)

Dry/Night

01-20 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, ice bergs stand out stark white against the black background of the water and night sky. (Temp: H 32/0 L 25/-4, Wind - 5-10 mph. 2% chance of course changes required for ice flow in path of ship. No change to skills).

21-40 Large clouds move overhead, blocking the stars and moon with their bulk. The ship rolls gently on the waves as it rides through the water. Occasionally larger waves provide a small drop for the vessel as it is carried over the lip of the wave. The strong wind takes the ship along with it, filling the sails and pulling at cloaks of those on board. (Temp: H 29/-2 L 24/-4, Wind 10-15 mph. Balance checks at -1, Listen checks at -1 (wind noise))

41-60 Clouds block all stars and only hint at the location of the moon, adding a claustrophobic feel to the trip. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The ebony water ripples in the soft breeze, white caps standing out like glowing embers. (Temp: H 31/0 L 26/-3, Wind - 0-5 mph. No impact to skills. 2% chance of course change for ice bergs)

61-80 Partial clouds covers sections of the sky, seemingly unmoving. Large waves buffet the ship attempting to bear it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Travel during the night at full sail runs a double risk of collision with ice. (Temp: H 30/-1 L 22/-5 Wind 25-35 mph. Reflex saves and Balance checks on wind blown side of ship is at -1. 15% chance of course change for ice).

- 81-00 Wisps of cloud move across the sky sometimes blocking the stars. The brightness of the visible stars and moon provides ample light to maneuver around the ship and perform most tasks. The ever-present wind provides enough force to keep the ship moving at optimum speed. The absence of spray from the calm waters allows for equipment to remain cold but dry. (Temp: H 30/-1 L 26/-3, Wind 10-15 mph. No impact to skills.)

Equatorial

Within the Equatorial region humidity will become an issue for temperature measurement. Reference to the **Humidity Table** will bring about a more realistic gauge for temperature; consequently, the effects of heat upon those traveling the waves should be watched closely.

Rain/Day

- 01-20 A strong wind blows, adding a texture to the warm rain falling. The occasional rain mists on the warm deck, adding more humidity to the air. A sticky aspect of the air grows throughout the day as the humidity rises. Bright sun reflects off all wet and shiny surfaces, creating a glare from all directions. Waves are large in width but not in height, rocking the ship with their passage. (Temp: H 79/27 L 65/19, Wind – 10-15 mph. Concentration -2 from humidity and heat.)
- 21-40 Heavy rain pummels the ship and those on board, quickly drenching all equipment and passengers. The waves are sedated, rarely topping 8 feet seemingly held down with the impact of the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent hammered to submission by the heavy rain (Temp: H 75/24 L 71/22, Wind – 0-5 mph. No impact to skills.)
- 41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls the sun attempts to burn away the moisture with blistering heat, never quite successful and so leaving all with a heaviness of moisture. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp: H 79/27 L 71/22, Wind – 20-25 mph. Balance check required during each deluge of rain to avoid being swept along.)
- 61-80 A drizzle of rain, sporadically hard and light falls throughout the day. All surfaces are thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 81/28 L 77/26, Wind – 25-30 mph. No impact to skills.)
- 81-00 Heavy rain from unseen clouds pummels the ship and those on deck. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it free from the mast and rigging. All loose items are tossed around the decking creating hazards for those on deck. (Temp: H 80/27 L 74/24, Wind – 25-30 mph. Balance skill checks at -2, Concentration skills check at -1 and Climbing skill checks are -3.)

Rain/Night

- 01-20 The humidity of the night is made comfortable by the patter of rain upon the deck. The coolness of the rain seems to steal some of the thickness in the air. The thin clouds mask the presence of the stars but leave a large halo where the moon tries to shine. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp: H 80/27 L 70/22, Wind – 0-5 mph. No impact to skills)
- 21-40 Heavy rain from ebony clouds press down on the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp: H 77/26 L 62/17, Wind – 20-25 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)
- 41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose materials. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying a humid mist from the still warm water, visible in the intermittent moonlight. (Temp: H 76/25 L 71/22, Wind – 5-10 mph. Vision is reduced to 1/2 from the mist and the darkness. Darkvision is unaffected. Balance check required during each deluge of rain to avoid being swept along.)
- 61-80 A drizzle of rain, sometime hard and sometimes light falls continuously throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. The waves are smaller than normal and works with the rain to stay weak enough to be inconsequential. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 80/27 L 78/26, Wind – 12-18 mph. No impact to skills.)
- 81-00 A thrashing rain accompanies hurricane force winds. In the distance amid lightning flashes water spouts can be seen reaching for the sky. Waves, the size of small mountains, rise above the vessel giving the ship a wide span of view when atop a wave, and a sense of claustrophobia when in a gully. (Temp: H 79/27 L 71/22, Wind – 80-85 mph NE-E. Vision is reduced to 1/8 due to heavy rain; meanwhile, Reflex -3 and Climbing -10 for wind and wet surfaces while Spot, Search skill checks -5.)

Dry/Day

- 01-20 The incessant sun is offset by a breeze, keeping the temperature to a seemingly moderate level. Spray flies in the wind fed by the many white capped waves sprinting past the ship. The horizon is marked with a large range of gray clouds promising rain in the next day or two. The humidity rises throughout the day adding a weight to the sun which saps the strength of those not acquainted with the Equatorial waters. (Temp: H 81/28 L 75/24, Wind – 20-25 mph. No impact to skills.)

21-40 Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly grows as it tears across the water at the ship. The sail quivers trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp: H 77/26 L 69/21, Wind – 25-35 mph. Balance skills check -1, while Climbing skill check -5 and Listen skill check 2.)

41-60 A crystal clear sky magnifies the sun aiming its heat against the ship and her crew. The wind puffs slowly, not enough to cool the flesh of those in the open or ruffle the sails. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp: H 77/26 L 65/19, Wind – 0-5 mph. Concentration -1 (heat) and Strength checks -2 (heat).)

61-80 The thick clouds overhead threaten to release their load, moisture currently released in the form of a thick palpable air. While no rain has fallen during the day all surfaces are beaded with sweat and spray from the humidity laced air. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp: H 77/26 L 70/22, Wind – 25-30 mph. No impact to skills.)

81-00 The sky is clear, dotted only with the occasional cloud. A steady wind blows determined to cart items away in its embrace. The weak sun cannot raise the temperature regardless of its steady glare. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp: H 75/25 L 64/18, Wind – 35-40 mph. No impact to skills.)

Dry/Night

01-20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp: H 75/25 L 61/17, Wind – 15-25 mph. Balance -1, Climbing -1, Listen -1)

21-40 Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp: H 76/25 L 63/18, Wind – 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Equatorial day- rain chart in d4 hours for result.)

41-60 The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level it deadens the night sounds of creaking riggings and lapping waves. Lone trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp: H 74/24 L 69/21, Wind 10-20 mph. No impact to skills.)

61-80 Lines of clouds run the length of the night sky. The bright moon hides behind this occasional cover, sometimes plunging the world into a dark twilight or bright moonlight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a small cone of greenish white froth. The rigging and sails have rivulets of collected water which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional moonlight. (Temp: H 78/26 L 75/24, Wind 20-25 mph. Reflex saves at -1 for slick surfaces. Climbing and Rope Use skill checks are at -1. Spot and Search both carry a -1 for spray from waves.)

81-00 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp: H 79/27 L 67/20, Wind – 5-10 mph. No impact to skills.)

Winter

Tropical

Rain/Day

01-20 A gentle breeze blows, adding a pleasant cooling to the warm rain falling. Large drops patter along the deck, occasional sunshine warms the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp: H 88/32 L 75/25, Wind – 10-15 mph. Concentration skill checks are -2 from the humidity and heat.)

21-40 Steady rainfall descends upon the ship and those on board, quickly soaking all equipment and people. The waves are sedated, rarely topping 5 feet seemingly held down with the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent hammered to submission by the heavy rain (Temp H 83/29 L 78/26, Wind – 0-5 mph. No impact to skills.)

41-60 Waves brush against the ship in counter point to the periodic rain, falling in vast amounts, quickly water logging everything. Between rainfalls the sun attempts to burn away the moisture with blistering heat. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp: H 89/23 L 76/25, Wind – 20-25 mph. Balance check required during each deluge of rain to avoid being swept along.)

61-80 Rain falls continuously through the day varying between hard and soft keeping all items and surfaces heavy with moisture. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 83/29 L 70/22, Wind – 25-30 mph. No impact to skills.)

81-00 Blankets of water fall from the sky creating a deluge which threatens to wash away all on deck. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. (Temp: H 87/32 L 74/24, Wind – 20-25 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)

Rain/Night

01-20 While cool, the night remains uncomfortable due to the humidity carried on the air. The moon makes itself known through the clouds, illuminating a portion of the night sky to milky white. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp: H 86/31 L 79/27, Wind – 0-5 mph. Concentration -1)

21-40 Heavy rain from substantial clouds pummel the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items and small creatures on deck vie for attention from the crashing waves or the blustery wind. (Temp: H 85/30 L 79/27, Wind – 50-55 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)

41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying mist from the still warm water, visible in the occasional moonlight. (Temp: H 87/31 L 77/26, Wind – 5-10 mph. Vision is reduced to 1/2 from the mist and the darkness. Balance check required during complex movement (climbing, tumbling etc).)

61-80 A drizzle of rain falls endlessly throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. Waves are present but pose no real threat to the direction of the ship or her course. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 83/29 L 77/26, Wind – 12-18 mph. No impact to skills.)

81-00 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp: H 79/27 L 71/22, Wind – 5-10 mph. Vision is reduced to 1/2 due to heavy rain; meanwhile, Reflex and Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

Dry/Day

01-20 The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp: H 85/30 L 72/23, Wind – 20-25 mph. No impact to skills.)

21-40 Clouds run riot along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp: H 86/31 L 75/25, Wind – 25-35 mph. Balance skill check -1, Climbing skill check -5, and Listen skill check 2.)

41-60 A crystal clear sky magnifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp: H 84/29 L 77/26, Wind – 0-5 mph. No impact to skills.)

61-80 The thick clouds overhead threaten to release their burden but maintain their hold for now. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp: H 89/32 L 82/29, Wind – 25-30 mph. No impact to skills.)

81-00 The sky is clear, dotted with numerous small mediocre puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp: H 88/32 L 80/28, Wind – 20-25 mph. No impact to skills.)

Dry/Night

01-20 Clear sky provides a view of the innumerable constellations and guiding stars. Wind gusts from the South creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 10 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp: H 87/31 L 81/28, Wind – 30-35 mph. Balance -1 (moisture), Climbing -1 (moisture), Listen -1 (wind))

21-40 Clouds of dull steel run from horizon to horizon, extinguishing the stars and moon from view. The lack of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, tranquil for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp: H 86/31 L 80/28, Wind – 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Tropical day- rain chart in d4 hours for result.)

41-60 The cool of the night is acknowledged by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level it deadens the night sounds of creaking riggings and lapping waves. Troughs of water roll the ship as it moves through them like long strides of a great beast. Occasional clouds steal the minimal light, allowing the moon and stars to peer through again in a few moments. (Temp: H 90/33 L 84/29, Wind 10-20 mph. No impact to skills.)



61-80 The clouds battle with the moon overhead for supremacy, plunging the world into pitch dark or muted twilight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional moonlight. (Temp: H 83/29 L 74/24, Wind 20-25 mph. Reflex saves at -1 for slick surfaces, Climbing and Rope Use skill checks are at -1. Spot and Search both carry a -1 for spray from waves.)

81-00 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp: H 83/29 L 78/26, Wind - 10-15 mph. No impact to skills.)

Temperate

Rain/Day

01-20 A gentle breeze blows, adding a slight chill to the damp air. Large drops patter along the deck, occasionally warmed by the periodic sun and quickly evaporated. Gray white clouds fill the sky from horizon to horizon predicting a constant rainfall. Waves are large in width but not in height, rocking the ship with their passage (Temp: H 46/9 L 35/2, Wind - 5-10 mph. No Impact to skills.)

21-40 Rain from onyx clouds thrash the ship and those on unfortunate enough to be on deck. Waves like great gray-green behemoths smashing against the ship every few minutes. The overhead clouds have descended gathering the ship in its embrace. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. The clouds of mist streak by carried on the fierce wind presenting the illusion of even greater speed. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp: H 54/ 13 L 42/ 6 Wind - 55-60 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)

41-60 The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles, reducing vision to mere feet around each person. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feethigh assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp: H 44/ 8 L 37/ 3, Wind 40-45 mph NE, Balance -2, Spot, Search -3, Listen -5, any skill requiring fine manipulation -5 (Open Lock, Disable Device, Spellcraft, Alchemy etc)

61-80 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp: H 50/11 L 40/5 Wind – 5-10 mph NE, Vision is reduced to 1/2 due to heavy rain; meanwhile, Reflex and Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

81-00 A simple rain falls creating a constant drone of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move by on unseen currents. Clouds looking like an inverted mountain range press down upon the ship and crew. (Temp: H 44/8 L 33/1, Wind 10-15 mph. No impact to skills)

Rain/Night

01-20 Clouds brimming with lightning streak by overhead as waves lift like cliffs (6-15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a hammer blow. Rivers of water course around the deck from the rain and waves creating treacherous footing for all on board. The sails snap and crack as it fills with the wind, dropping deluges of collected rain to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white, blue and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp: H 47/9 L 41/6, Wind 20-25 mph. Balance skills - 5, Spot, Search and all fine manipulation skills -3, Spellcraft and Concentration -5)

21-40 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp: H 45/8 L 38/4 Wind – 5-10 mph. Vision is reduced to 1/2 from heavy rain; meanwhile, Reflex & Climbing -1 for wet surfaces and Spot, Search skill checks -1.)

41-60 Thick rolling clouds erupt constantly with thunder and rain beating upon the wooden planks. The percussion of the rain is accented with the occasional spray of mountainous waves carried on the wind. Gusts of wind blow across the ship attempting to pull everything along in its wake. Sight is reduced to feet, distance eliminated with the thick sheets of rain. (Temp: H 50/11 L 43/7, Wind 15-20 mph. Balance and Reflex -5 for wind and rain, Vision related skills -3, fine manipulation skills -2 and concentration -1.)

61-80 Hurricane force rain and wind, the ship is tossed like a child's doll. Huge waves like mountains threaten to topple the vessel and launch the sailors into the unforgiving sea. Wind blows fiercely lifting all heavy objects not lashed down and propelling them around and off the ship. The sky and water are undistinguishable, erasing the horizon as both are steel gray. (Temp: H 39/4 L 31/0, Wind 75-80 mph NNW, Movement is reduced to 1/3 normal; Reflex, Balance and Tumble -10, Concentration, Spellcraft and fine manipulation skills -10).

81-00 A simple rain falls creating a constant drone of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain letting the sail hang like a soaked rag from the mast. The faint waves rock the ship almost indiscernibly as they move on underwater currents. Clouds looking like an inverted mountain range press down upon the ship and crew. Navigation can only be done through compass or landmarks. (Temp: H 60/16 L 52/12 Wind 5-10 mph E, No impact to skills)

Dry/Day

01-20 The large sun governs the sky but a swift breeze keeps the temperature to a cooler level. Spray pulled up from the many waves, capped in white froth and thrown across the deck. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp: H 56/14 L 44/8, Wind – 20-25 mph. No impact to skills.)

21-40 The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp: H 58/15 L 49/10, Wind – 15-20 mph. No impact to skills.)

41-60 A crystal clear sky magnifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those warmer than usual day. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave traces of powdered salt. (Temp: H 60/16 L 52/12, Wind – 5-10 mph. Sun stroke in 3d8 rounds unless properly attired for the sun. Sunburn in 15 minutes on exposed flesh. Concentration skill checks at -2 (heat) while Spot and Search skill checks -1 (suns glare)).

61-80 Sun and gray clouds do battle overhead for dominance, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along and coats all surfaces. This cooling spray makes the trip enjoyable for most on board, even in the shade. The rigging and sails labour flap in the breeze, occasionally dropping additional sprays to the deck, glinting like jewels in the periodic sun. (Temp: H 45/8 L 36/3, Wind – 18-20 mph N, No impact to skills.)

81-00 Gray the colour of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. (Temp: H 55/13 L 46/9, Wind – 5-10 mph. Re-roll in 4 game hours on the wet-day chart for the approaching storm. No impact to skills).

Dry/Night

- 01-20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the West creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture (Temp: H 39/5 L 32/0, Wind - 15-25 mph. Balance -1(moisture), Climbing -1(moisture), Listen -1(wind))
- 21-40 Clear jet black night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat; small white caps stand out stark against the black background of the water and night sky. (Temp: H 58/15 L 44/8, Wind - 15-25 mph. No impact to skills)
- 41-60 An overcast sky blocks the view of all but the brightest stars and planets. Some navigation can still be done by experienced sailors. A breeze comes and goes, proving to be a fickle asset for the sails on the ship, waves playing tag rock the ship gently back and forth. (Temp: H 49/10 L 43/7, Wind - 15-20 mph. No impact to skills)
- 61-80 Numerous stars turn the night sky into a twilight gray, offsetting the onyx of the calm water. A steady soft wind blows propelling the ship along on its way. The sound of the surf being cut by the hull is seemingly alone, periodically joined by the creak of the rigging and the soft voice of a sailor. (Temp: H 55/13 L 44/8, Wind - 20-25 mph. Navigation +1, Concentration +1)
- 81-00 A severe wind blows threatening to rip the sail from the mast, propelling the vessel over the waves like a toy. Thick ribbons of cloud race overhead like gray gashes in the constellations. Many large waves run the length of vision, occasionally growing to such a large size (45 feet) they threaten to topple the ship like flotsam. (Temp: H 52/12 L 45/8, Wind 15-25 mph. Climbing, Concentration and Spellcraft -1)

Arctic

Wind chill is a real concern when the temperature drops below 32 degrees Fahrenheit. Exposure to the wind will risk frostbite for flesh. The time it takes for the cold to damage flesh can be found on the **Wind Chill Table**.

Rain/Day

- 01-20 White gray clouds span from horizon to horizon, periodic deluges of snow drop upon the water and the ship. The deck is quickly covered in a white blanket of snow making progress slow around the ship. Finding equipment is difficult for the inexperienced sailor, boxes and barrels becoming nondescript objects in the snow. The wind moves the snow in various directions as it descends, moving the sails to half full with their strongest force. (Temp: H -15/ -26 L -20/ -29, Wind 15-20 mph. Movement reduced to a normal for deep snow, exposed flesh risk frost bite).
- 21-40 Sleet drops like sheets of needles upon sailors in the open. The wind drives the sleet almost horizontally across the waves. Large mountains of water move across the area threatening to bash the vessel into submission. The steel gray sky rolls like the underside of a surf promising many hours of attack. The rigging creaks and sails moan ominously in the barrage of the storm. Movement along the deck is perilous at best; those in the upper reaches of the vessel cling for their lives. (Temp: H -12/ -25 L -23/ -30, Wind 20-25 mph. Exposed flesh risks frost bite in d10 minutes. Balance -2, Listen -5, Spot & Search -5, Concentration -3, Spellcraft -2, fine manipulation skills -2, Climbing -2)

- 41-60 Freezing mist falls, landing like a blanket upon the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions with no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp: H -14/ -26 L -19/ -28 Wind - 0 - 5 mph. Hypothermia and ice burn for exposed flesh in d20 minutes continuous exposure. Balance skill checks at -2, Spot, Search and Listen -2 from mist.)
- 61-80 Clouds explode with lightning and thunder as waves lift like cliffs (6-15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow and ice, dropping chunks of ice to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white and black, all other times the charcoal sky and water bestow a sense of isolation. (Temp: H -16/ -27 L -25/ -31 Wind - 25-35 mph. Reflex and Balance checks made at -2 while Listen, Spot and Search checks are -5. 10% chances of course change required for ice formation in path of ship.)
- 81-00 The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp: H -20/ -29 L -25/ -31 Wind 40-45 mph. Hypothermia for ill prepared individuals on deck, frost bite and numb limbs within d8 minutes of continued exposure. Balance -5, Spot, Search -5, Listen -7, any skill requiring fine manipulation -10 (Open Lock, Disable Device, Spellcraft, Alchemy etc)

Rain/Night

- 01-20 Bulbous clouds promise a tremendous storm front. Waves lift like cliffs (20-30 feet) around the vessel as rain attacks side to side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow and ice, dropping chunks of ice to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white, all other times the charcoal sky and water bestow a sense of isolation. (Temp: H -17/ -27 L -24/ -31 Wind - 25-35 mph. Reflex and Balance checks made at -2 while Listen, Spot and Search checks are -5. 10% chance of course change required for ice formation in path of ship).
- 21-40 Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp: H -18/ -28 L -22/ -30 Wind - 0 - 5 mph. Hypothermia and ice burn for exposed flesh in d20 minutes continuous exposure. Balance skill checks at -2, Spot, Search and Listen -2 from mist.)

- 41-60 The night sky carries a shade darker than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces making passage dangerous on deck and in the lines above. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp: H -16/ -27 L -18/ -28 Wind 40-45 mph. Balance -5, Spot, Search -5, Listen -7, any skill requiring fine manipulation -10 (Open Lock, Disable Device, Spellcraft, Alchemy etc))
- 61-80 Constant icy drizzle settles on all surfaces, turning the dark night into a dark gray, reducing vision to nearly non-existent. Frigid temperatures freeze the moisture within minutes on every surface. Travel across deck is difficult but manageable to those familiar with surroundings. Sound is subdued with the ice pellets, adding a muffling effect to conversations. Waves are unseen but can be felt hitting the ship every few seconds, occasionally bathing the deck with its spray, a testament to its height of several feet. (Temp: H -15/ -26 L -20/ -29 Wind 5-10 mph. Movement on deck reduced to 1/2 from ice. Those moving at full speed require a Dexterity check to remain standing (15% chance of falling into the water where appropriate). Listen -2, Sight related skills -2, Darkvision reduced to 20 feet.)
- 81-00 Large thick flakes drop around the ship, landing softly on the water before melting. Equipment and decking are quickly covered in a thick blanket of white snow. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying the flakes on the air currents, visible in the occasional moonlight. (Temp: H -11/ -24 L -19/ -28, Wind - 5-10 mph. Vision is reduced to 1/2 from the snow and darkness. Balance check required through deep snow and slippery deck beneath.)
- Dry/Day**
- 01-20 Clear blue sky overhead provides ample room for the bright sun to shine. Wind gusts from the West flapping the sail and nettings. White capped waves, topping 7-8 feet high seem to be pushing large chunks of ice along in their grasp. (Temp: H -12/ -25 L -17/ -27, Wind - 10-15 mph. Those working while facing the sun risk sun blindness 10% chance, 15% should their race normally dwell in the dark (duergar, drow, goblin, etc) 10% chance of course change required for ice flow in path of ship).
- 21-40 Sun and gray clouds do battle overhead for power, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along freezing it to any surface it covers. The rigging and sails labour under the extra weight of the ice, glinting like jewels in the periodic sun. (Temp: H -16/ -27 L -22/ -30, Wind 20-25 mph. Reflex saves at -2 for ice coverage, Climbing and Rope Use skill checks are at -2. Spot and Search both carry a -1 for spray from waves. 12% chance of course change required for ice flow in path of ship.)
- 41-60 Gray the colour of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. Ice bergs in the distance hold steady like islands. (Temp: H -17/ -27 L -26/ -32, Wind - 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Arctic day- rain chart in d4 hours for result. 2% chance of course change for ice bergs in path of ship).
- 61-80 Streamers of billowy clouds race overhead in the wind. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Tacking into the wind seems impossible from its vicious force while tacking with the wind runs a risk of never getting control of the ship back. (Temp: H -19/ -28 L -25/ -31 Wind 30-35 mph. Reflex saves and Balance checks on wind blown side of ship is at -1).
- 81-00 The air burns with the wind chill crusting ice all over the ship, the sun adding no aid to the frigid temperature. Clouds are non-existent in the sky, collecting only on the horizons. While filling the sails, the wind steals the breath from those on deck freezing exposed flesh in minutes. (Temp: H -18/ -28 L -23/ -30, Wind 25-30 mph. Fine manipulation skills -2 from cold, Balance -1 from ice buildup, Climbing -2 from frigid equipment and rigging.)
- Dry/Night**
- 01-20 Untouched sky overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, ice bergs stand out stark white against the black background of the water and night sky. (Temp: H -20/ -29 L -25/ -32, Wind - 5-10 mph. 10% chance of course changes required for ice flow in path of ship. No change to skills).
- 21-40 Large clouds move overhead, blocking the stars and moon with their bulk. The ship rolls gently on the waves as it rides through the water. Occasionally larger waves provide a small drop for the vessel as it is carried over the lip of the wave. The strong wind takes the ship along with it, filling the sails and pulling at cloaks of those on board. (Temp: H -13/ -21 L -21/ -30, Wind 45-50 mph. Balance checks at -1, Listen checks at -1 (wind noise))
- 41-60 Clouds block all stars and only hint at the location of the moon, adding a claustrophobic feel to the trip. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The ebony water ripples in the soft breeze, white caps standing out like glowing embers. (Temp: H -19/ -28 L -25/ -32, Wind - 0-5 mph. No impact to skills. 2% chance of course change for ice bergs in path of ship).
- 61-80 Partial clouds covers sections of the sky, seemingly unmoving. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Travel during the night at full sail run double risk of collision with ice. (Temp: H -23/ -30 L -29/ -33 Wind 55-60 mph. Reflex saves and Balance checks on wind blown side of ship is at -1. 15% chance of course change for ice).

81-00 Wisps of cloud move across the sky sometimes blocking the stars. The brightness of the visible stars and moon provides ample light to maneuver around the ship and perform most tasks. The ever-present wind provides enough force to keep the ship moving at optimum speed. The absence of spray from the calm waters allows for equipment to dry. (Temp: H -19/ -28 L -21/ -29, Wind 30-35 mph. No impact to skills.)

Equatorial

Within the Equatorial region humidity will become an issue for temperature measurement. Reference to the **Humidity Table** will bring about a more realistic gauge for temperature; consequently, the effects of heat upon those traveling the waves should be watched closely.

Rain/Day

01-20 A fierce wind blows, adding a texture to the warm rain falling. Large drops patter along the deck, occasional sunshine warms the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp: H 73/22 L 65/18, Wind - 35-40 mph. Concentration skill checks -2 from humidity/heat.)

21-40 Heavy rain pummels the ship and those on board, quickly soaking everything on deck. The waves are sedated, rarely topping 5 feet seemingly held down with the impact of the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent hammered to submission by the heavy rain (Temp: H 70/21 L 62/17, Wind - 0-5 mph. No impact to skills.)

41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all on board and washing away loose items. Between rain falls the sun attempts to burn away the moisture with blistering heat, never quite successful and so leaving all with a heaviness of moisture. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp: H 67/19 L 58/15, Wind - 10-15 mph. Balance check required during each deluge of rain to avoid being swept along.)

61-80 A drizzle of rain, sometimes hard and sometimes light falls throughout the day. All equipment is thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. Waves rise from the water to knock the ship with thundering impacts every few minutes. (Temp: H 73/22 L 66/19, Wind - 20-25 mph. No impact to skills.)

81-00 Thick rains from gargantuan clouds clobber the ship and those on deck. Waves like great green battering rams smashing against the ship every few minutes. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it free from the mast and rigging. All loose items are tossed around the decking creating hazards for those on deck. (Temp: H 67/19 L 59/15, Wind - 50-55 mph. Balance skill checks at -2, Concentration skills check at -1 and Climbing skill checks are -3.)

Rain/Night

01-20 The humidity of the night is made comfortable by the patter of rain upon the deck, the coolness of the rain stealing some of the heat. The thin clouds mask the presence of the stars but leave a large halo where the moon tries to shine. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp: H 74/24 L 64/18, Wind - 0-5 mph. No impact to skills)

21-40 A deluge of rain from ebony clouds press down on the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items and small creatures on deck vie for attention from the crashing waves or the blustery wind. (Temp: H 71/21 L 62/17, Wind - 45-50 mph. Concentration -2, Spot, Search and Listen -3, Balance -1, Climb -5.)

41-60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose materials. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying a humid mist from the still warm water, visible in the intermittent moonlight. (Temp: H 75/24 L 66/19, Wind - 15-20 mph. Vision is reduced to 1/2 from the mist and the darkness. Balance check required during each deluge of rain to avoid being swept along.)

61-80 A drizzle of rain, flip-flopping between hard and light falls continuously throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. The waves are smaller than normal and works with the rain to stay weak enough to be inconsequential. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp: H 78/25 L 71/21, Wind - 30-35 mph. No impact to skills.)

81-00 A thrashing rain accompanies hurricane force winds. In the distance amid lightning flashes water spouts can be seen reaching for the sky. Waves, the size of small mountains, rise above the vessel giving the ship a wide span of view when atop a wave, and a sense of claustrophobia when in a gully. (Temp: H 72/22 L 68/20, Wind - 75-85 mph. Vision is reduced to 1/8 due to heavy rain; meanwhile, Reflex, Listen and Climbing -10 for wind and wet surfaces while Spot, Search skill checks -5.)

Dry/Day

01-20 The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. The humidity rises throughout the day adding a weight to the sun which saps the strength of those not acquainted with the Equatorial waters. (Temp: H 79/26 L 72/22, Wind - 10-15 mph. No impact to skills.)

21-40 Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp: H 75/24 L 65/15, Wind - 45-50 mph. Balance skill checks -1, Climbing skill check -5 and Listen skill check 2.)

- 41-60 A crystal clear sky allows the sun to direct its heat against the ship and her crew. The wind breathes slowly, not enough to extinguish a candle let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp: H 74/24 L 69/20 Wind – 0-5 mph. No impact to skills.)
- 61-80 The turbulent clouds overhead threaten to release their load, allowing the moisture to be released in the form of a thick palpable air. While no rain has fallen during the day all surfaces are beaded with sweat and spray from the moisture laced air. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp: H 68/20 L 60/10 Wind – 20-25 mph. No impact to skills.)
- 81-00 The sky is clear, dotted with numerous small unimposing collections of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp: H 75/24 L 71/21, Wind – 20-25 mph. No impact to skills.)
- Dry/Night**
- 01-20 An open sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp: H 74/24 L 67/19, Wind – 20-35 mph. Balance -1 (moisture), Climbing -1(moisture), Listen -1(wind))
- 21-40 Clouds, reminiscent of the underside of gray crashing surf, run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is like glass, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp: H 70/21 L 61/16, Wind – 0-5 mph. Experienced sailors (5+ ranks) know a storm is coming. No impact to skills. Reroll on Equatorial day- rain chart in d4 hours for result.)
- 41-60 The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level it deadens the night sounds of creaking riggings and lapping waves. Lone trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the world into darkness, allowing the moon and stars to peer through again in a few moments. (Temp: H 76/25 L 69/21, Wind 10-20 mph. No impact to skills.)
- 61-80 Thin clouds attempt to block the bright moonlight, only muting the brilliance periodically. Rain falls lightly from unseen sources slowly drenching the ship and equipment. Numerous waves, about 10 feet tall run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional sunlight. (Temp: H 62/17 58/15, Wind 20-25 mph. Reflex saves at -1 for slick surfaces, Climbing and Rope Use skill checks are at -1. Spot and Search both carry a -1 for spray from waves.)
- 81-00 A clear night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp: H 67/19 L 61/16, Wind – 5-10 mph. No impact to skills.)

Chapter Four: Feats and Prestige Classes

To supplement your nautical campaign, this chapter provides you with several new feats and prestige classes centered around an ocean-going campaign.

New Synergy Bonus

A character with 5 or more ranks in Profession (sailor) has a +2 synergy bonus to Use Rope checks.

New Skills

Navigation (Int)

You are able to plot sea courses and aid a ship's helmsman in navigation. A successful Navigation check plots an 8 hour course along a coastline or a 24 hour course in open sea. Navigation is a class skill for clerics with the Travel or Water domains, sea-witches (a new druid variant), and rogues.

Check: The DCs for plotting a sea course are found on the table below.

Navigation DC	Task
15	Plot a course through known coastal waters.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Navigation check result exceeds 15, you can predict the weather for one additional day in advance.
20	Plot a course through open sea.
20	Plot a course through known coastal waters without navigational tools.
20	Plot a safe course through unknown coastal waters.
25	Plot a course through open sea without navigational tools.
25	Plot a safe course through unknown coastal waters without navigational tools.

Action: Plotting a course takes about 1 hour, plus a number of minutes equal to twice the DC. This time entails taking the appropriate readings, consulting charts (where applicable), and making observations of landmarks or celestial bodies.

Try Again: Varies.

You are allowed to try again on a failed check to plot a basic sea course through known coastal waters, but only

when it becomes apparent (by missed landmarks or unfamiliar coasts) that you are not on course — usually after 1d8 hours. The consequence of a failed check can be disastrous; see the **Failed Navigation Check** sidebar. You may take 10 on a Navigation check to plot a course through known coastal waters.

On unknown coastal waters, you are not allowed to try again on a failed check to plot a course; the landmarks and coasts are unknown to you. You cannot take 10 on a Navigation check through unknown coastal waters.

On the open sea, you are allowed to try again on a failed check to plot a course, but only when it becomes apparent (by the position of the sun and stars) that you are not on course — usually after 24 hours. You may take 10 on a Navigation check to plot a course through open sea.

Special: If you have 5 or more ranks in Navigation, you can automatically determine where true north lies in relation to yourself.

Certain sea charts made by navigators (see the navigator prestige class) provide bonuses to Navigation checks to avoid getting lost at sea.

A normal Navigation check assumes that the navigator is making use of a sextant, compass, sea charts, star charts, or other such applicable tools. Plotting a course without tools requires the navigator to rely only on the position of celestial bodies such as the sun and stars. The base DC for such a Navigation check increase by +5.

Synergy: If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Navigation checks.

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Navigation checks made in coastal waters.

Using Navigation

For the purposes of this skill, there are two general aquatic environments: Coastal Waters and Open Sea. Most sea travel in the medieval era was done within sight of land, for not only is it a comfort to sailors to see land and know that they are not at the mercy of the winds, but the risk of becoming lost in open seas is very high.

Coastal Waters: As long as a vessel remains within sight of land, it is considered to be traveling in coastal waters. It is impossible to become lost by following a coastline, so Navigation checks in this environment are made to avoid natural hazards such as shallows and reefs.

Whether or not a ship is sailing in coastal waters depends on how far out to sea it is, and how far

Optional Rule: Failed Navigation Checks

On a failed Navigation check, the navigator has plotted a potentially disastrous course. The consequences of failure vary depending on the nature of the course.

Coastal Waters: The ship has neared a coastal hazard. Roll 1d8 to determine how many hours into the course the hazard was encountered, and 1d20 once on the table below to determine the hazard.

Special: A captain and crew can see a hazard in time to avoid it with a successful DC 15 Spot check. The crew is allowed one Spot check for each lookout on duty, one roll for the captain, and one roll for each PC in a position to see the hazard (DM's discretion). The DM can also choose to make a single Spot check for the remainder of the NPC crew with a skill equal to that of the best Spot skill among them.

Once warned of the hazard, the ship's helmsman can avoid it with a successful Profession (sailor) check; the DC is equal to 15 + the amount by which the navigator failed his check.

Roll	Result
1-2	Rocks! The ship scrapes bottom on a submerged rock and takes 3d6 points of damage. If this damage exceeds twice the hardness of the ship's hull, it is taking on water and must be repaired. The ship sinks in 2d6 hours if the damage is not repaired. Repairing the ship requires 1 man hour per point of damage and a successful DC 15 Craft (carpentry) check. (<i>Note:</i> Most ships, being made of wood, have a hardness of 5).
3-6	Sandbar! The ship moves into shallow waters and scrapes a sandbar; it takes 2d6 points of damage. If this damage exceeds twice the hardness of the ship's hull, it is taking on water and must be repaired. The ship sinks in 3d6 hours if the damage is not repaired. Repairing the ship requires 1 man hour per point of damage and a successful DC 15 Craft (carpentry) check. Roll 1d6; on a roll of 1-2, the ship is also beached on the sandbar (see below).
7-12	Run Aground! The ship moves into shallow waters and runs aground on a sandbar. It is undamaged, but it is beached and must somehow be towed free. Unfortunately for the crew, the only way to do this is with elbow grease. They must lower the lifeboats and rig up ropes to physically tow the ship off the sandbar. This process takes 12 + 2d6 hours to complete.
13-20	The ship continues on its course, but luckily avoids all hazards.

Open sea: A failed Navigation check through open sea means that the navigator has lost his bearings and the ship is off course. The navigator cannot try again to notice that the ship is off course for 24 hours (see the description of the Knowledge [navigation] skill above). After that time has passed, the DC to regain the course is equal to the DC of the initial Navigation check to plot the course. For each 24 hour period that passes, the DC increases by +2. After three failed checks, the ship is hopelessly lost and the navigator cannot regain the course. The ship and its crew are at the mercy of the winds, tides, and the DM.

above sea level the coastland rises. In general, the crew of a ship can see land within 5 miles of the coastline; further if there are significant hills or mountains near the coast. Because of this, navigators prefer to plot coastal courses that are no greater than 2 miles from shore. It is easier to keep sight of land at that distance, and there is less risk of drifting into open seas. There is a drawback, however, for the closer one gets to shore the greater chance there is of encountering hazards such as reefs, rocks, and shallows. The rules presented here assume that a navigator is plotting a course within 2 miles of a coastline.

Known Coastal Waters: Known coastal waters are charted regions that are frequently traveled by mariners. These coasts have been thoroughly mapped by past navigators, and known hazards such as reefs,

rocks, and shallows are clearly marked on sea charts and are easily avoided.

Unknown Coastal Waters: Unknown coastal waters are regions of coastline that are either infrequently traveled or are uncharted. In this environment, a navigator must be ever on his guard. He watches for changes in currents that might indicate sandbars or reefs, and he takes frequent depth measurements to be on the lookout for shallows.

Open Seas: Open seas include any aquatic environment from which land cannot be sighted, whether in saltwater or fresh. (This includes underwater, if the DM allows for submarine exploration). Unlike coastal environments, in open seas a navigator has no coastline or landmarks to guide him. Navigation in this environment requires frequent compass readings as well as careful

observation of the sun and stars. Open sea courses are more difficult to plot, and have the added risk of becoming lost at sea.

New Feats

You can allow your players and NPCs access to these new feats to broaden the scope of any seaborne adventure.

Boarding Action [General]

You are trained to coordinate with your fellows to bring down your enemies.

Benefit: If an ally with this feat is flanking your opponent, you are considered to be flanking that opponent also, and get all the normal benefits of flanking. This feat can only be used with melee weapons, and cannot be combined with a sneak attack.

Normal: You must be one of the attackers that cause the target to become flanked to receive a flanking bonus.

Deep Dive [General]

You can withstand greater-than-normal pressures when exploring the ocean depths.

Benefit: You can exceed your maximum diving depth by 50%. See **Chapter Two** for details on pressure and the limits of deep-diving.

Fast Swim [General]

You can swim with amazing speed.

Benefit: When performing the run maneuver while swimming underwater, you can move five times your normal speed instead of four.

Hold Breath [General]

You can hold your breath longer than normal.

Benefit: Those who dive into the black ocean depths find it beneficial to spend hours training their bodies to last longer on a single gulp of air. You can hold your breath for a number of rounds equal to three times your Constitution.

Normal: You can hold your breath for a number of rounds equal to twice your Constitution.

Night Owl [General]

A benefit to any sailor standing watch on deck, this feat permits you to need only a minimal amount of sleep to stay active and alert.

Benefit: You only need 3/4 the usual amount of sleep or trance (based on your race) to awaken fully refreshed and recovered from fatigue penalties.

Normal: Without this feat you require 8 hours of sleep (4 hours of trance if an elf) to awaken refreshed.

Special: This ability does not affect rest for the purposes of regaining spells, only sleep. You still need 8 hours of restful calm in order to prepare spells even if you have a lesser sleep or trance requirement to stay refreshed.

Pidgin [General]

You can hold simple conversations in almost any language native to your home plane.

Benefit: Sailors visit many lands and interact with merchants from around the world. Because you've picked up a smattering of tongues, you can make yourself understood by almost anyone. This lets you communicate basic things, like a need for supplies, even if you have no language in common with those to whom you are speaking. Pick a number of additional languages equal to your Intelligence bonus. When you encounter someone who speaks one of those languages, you are allowed to make a DC 20 Intelligence check to make yourself understood to them, or to understand them in kind. You may use no more than two or three words in a sentence and two syllables in each word when roleplaying the speaking of pidgin, and you can only communicate the most basic of ideas. Full conversation is not possible.

Notes: You can only communicate with creatures who can speak some kind of language. A purely telepathic creature, or one communicating through scents but not words, is unintelligible to you.

Sailor Talk [General]

You are a crusty old salt, and can use vulgar language as a weapon.

Prerequisite: Bluff or Intimidate 4 ranks

Benefit: As a move action, you hurl a fusillade of shockingly coarse expletives and vile insults at a single opponent. If your opponent fails a Will save DC 15, he is so offended or enraged that he has a -1 penalty to attacks and skill checks for 1 round. In order to be affected by this ability, your opponent must be within 30 feet of you, and must be able to hear you and understand your language. Opponents with an Intelligence score of 3 or lower are immune to this ability.

Sailor's Pockets [General]

You tend to find things you don't remember having

Benefit: Sailors collect odd possessions from the countless ports they visit. There is a slim chance that you may have any small (2 lbs. or less) non-magical,

Alternate Core Classes

Certain character classes are better suited to designing nautical characters than others, namely the rogue core class and the expert NPC class. The rogue class is perfectly suited for a pirate character, and the open skill selection of the expert NPC class allows you to easily design common seagoing folk.

Below are guidelines for alternate seagoing druid and fighter core classes. The changes aren't drastic enough to qualify them as new core classes, but are just enough to make them more suitable for use in an ocean-based campaign.

Alternate Druid: The Sea Witch (Sea)

The core druid class is specifically designed with a land-based campaign in mind. The sea witch alternate druid class replaces a few of the core druid class abilities with ones more useful on (and under) the sea. Although the sea witch class is most appropriate for aquatic races such as merfolk and aquatic elves, air-breathing races can make use of it as well. A sea witch's animal companion can be selected from the list of aquatic animals provided for the druid core class in the *PHB*. Because sea witch is an alternate class and not a true core class, multiclassing as a druid/sea witch is not allowed.

Replace the 2nd level Woodland Stride ability with Underwater Freedom, and replace the 3rd level Trackless Step ability with Aquanaut.

Underwater Freedom: Starting at 2nd level, a sea witch may act underwater as if under the effects of a *freedom of movement* spell. This is an extraordinary ability.

Aquanaut: At 3rd level, the sea witch gains a Swim speed equal to her ground speed. She also has a +8 racial bonus on Swim checks to perform some special action or avoid a haz-

ard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line. If the sea witch already has this ability, she gains Fast Swim (see above) as a bonus feat.

Alternate Fighter: The Sailor (Str)

The sailor is an alternate core fighter or as an NPC warrior. This class can be used for grizzled marines, naval officers, or combative old salts. A sailor has little use for skills such as Handle Animal or Ride, so the only difference between the sailor and the standard fighter or warrior class lies in the selection of class skills. The number of skills on the class skills list remains the same to help ensure that skill points aren't spread too thin over too many skills. The new class skills reflect the sailor's nautical training. The fighter and warrior class abilities — hit dice, base saving throws, bonus feats, and armor and weapon proficiencies — remain the same.

The sailor skills reflect specialized training that is unrelated to training given to land-based fighters. Any skill on the sailor skill list that is not on the core fighter skill list is a cross-class skill for a core fighter. Because sailor is an alternate class and not a true core class, multiclassing as a fighter/sailor is not allowed.

Sailor (Str) Class Skills

The sailor's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Navigate (Int), Profession (Sailor), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

standard item on your person or in your pack. The chance to find such an item is an Intelligence check (DC 15 + the sp cost of the item). All items are considered to cost a maximum of 1 gp (10 sp) for the purpose of this feat, and the item found must be small enough to fit into a pouch, pocket, or pack. This feat can only be attempted once for any item sought until after you have put into port for supplies.

Notes: This feat cannot be used to find extra money or salable items. You must have a pack, pouch, or bag on your person when you use this feat. You can only find one of any item in this fashion (until you have a chance to restock in town). It is simply your tendency absentmindedly to stick small things here and there without paying attention. DMs should further limit this selection down to just those items (of 2 lbs. or less) considered common in the campaign.

Diver (Div)

The lifeblood of a diver are the pearls they liberate from the blue waters of the Moonsilver Sea, as well as treasure and materials they salvage from wrecks in relatively shallow water. Divers live on the beach and bask in the glory of the sun. They are rich one day and impoverished the next, as they spend their precious finds on evenings of rich food, rambunctious dancing, and other, less mentionable pleasures. Divers tend to be slightly superstitious, wary of sea legends, wives' tales, and rumors of weird trade winds and freakish undertows. They laugh easily. They respect the sanctity of the ocean. They live by their own mysterious code, paying homage to no man but curiously devoted to one another and certainly to the sea.

Divers comprise a distinct cultural subset in Hawkmoon. Though they work for a living, they are also sportsmen and athletes, priding themselves in the grace of their endeavors. They take part in a variety of watersports, and many folk view them as irresponsible; to some, divers just seem to have too much leisure time. As a rule, divers are notoriously liberal in their thinking, and are open to all manner of experimentation and exploration. Thus they make good additions to a sea-going adventuring party. Their knowledge of the ocean and its tendencies also proves invaluable to those who wish to travel the sea.

Hit Dice: d8

Requirements

To qualify to become a diver, a character must fulfill all the following criteria.

Swim: 5 ranks

Feat: Endurance

Feat: Hold Breath

Class Skills

The diver's class skills (an the key ability for each skill) are Appraise (Int), Escape Artist (Dex), Search (Int), Spot (Wis), Swim (Str), Survival (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points: 2 + Int mod

Class Features

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

Weapon and Armor Proficiency: Divers are proficient in the net, trident, spear, knife, dagger and short sword.

Brotherhood: As divers form their own unique subculture, with its own strange rules, rumors, and taboos, they are universally accepted as brothers by any other divers they meet and are well-respected in the maritime community. A diver has a +2 bonus on any Charisma check or Charisma-based

The Diver					
Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+0	Brotherhood
2	+1	+0	+3	+0	Low Light Vision
3	+2	+1	+3	+1	Deep Diving
4	+3	+1	+4	+1	Slow Respiration
5	+3	+1	+4	+1	Underwater Combat

skill check against any ocean-going NPC (including all of the prestige classes in this book). When used against other divers, the bonus increases to +4.

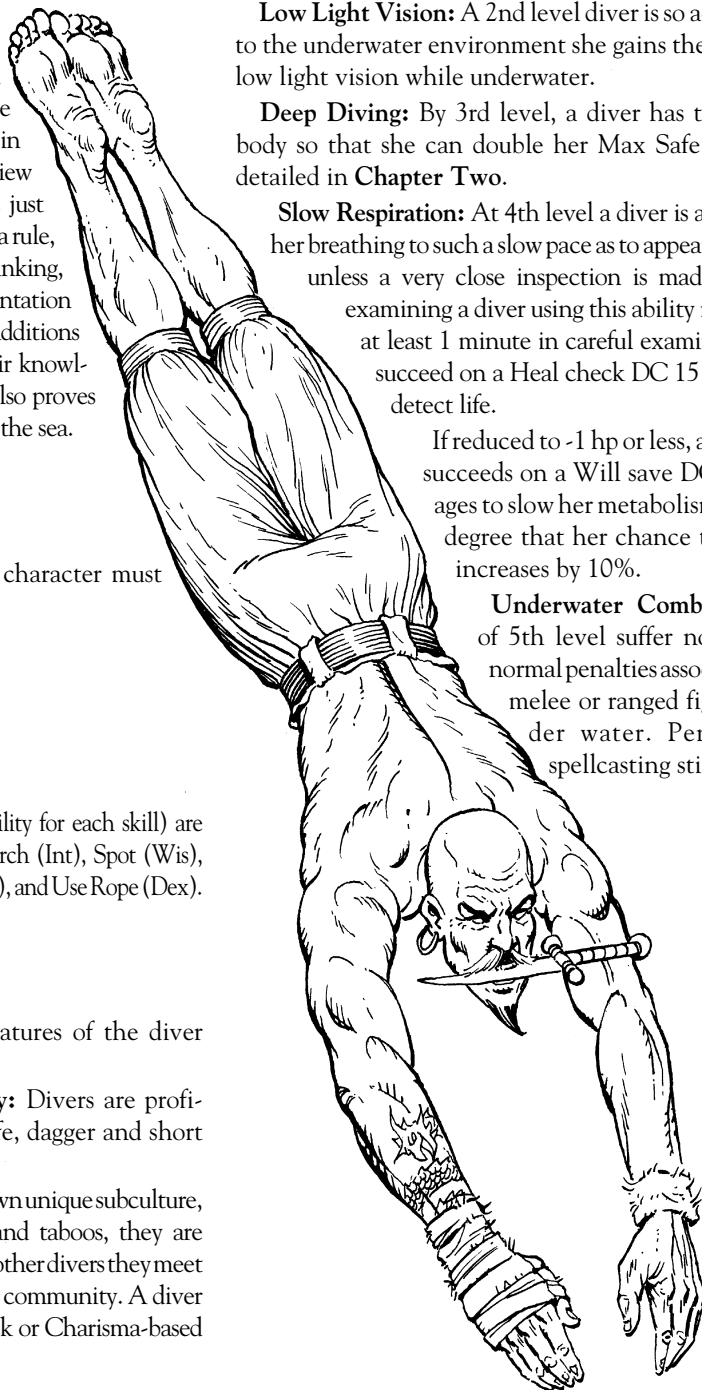
Low Light Vision: A 2nd level diver is so accustomed to the underwater environment she gains the benefit of low light vision while underwater.

Deep Diving: By 3rd level, a diver has trained her body so that she can double her Max Safe Depth, as detailed in Chapter Two.

Slow Respiration: At 4th level a diver is able to slow her breathing to such a slow pace as to appear to be dead unless a very close inspection is made. Anyone examining a diver using this ability must spend at least 1 minute in careful examination and succeed on a Heal check DC 15 in order to detect life.

If reduced to -1 hp or less, a diver that succeeds on a Will save DC 15 manages to slow her metabolism to such a degree that her chance to stabilize increases by 10%.

Underwater Combat: Divers of 5th level suffer none of the normal penalties associated with melee or ranged fighting underwater. Penalties to spellcasting still apply.



Mariner (Mar)

The mariner spends most of his life a'sea. The mariner is adept at commanding a crew and is familiar with fighting on the rolling deck of a ship.

Mariners go by many names and hail from many professions—naval officers, buccaneers, sea dogs, pirates, whalers, marines, privateers, fishermen, freebooters, sailors, merchant seamen, wharf rats, and explorers, to name a few. One way to differentiate between many of these types is by applying an old sea proverb to any sailor you meet: “A pirate hunts all colors, a buccaneer all but his own, and a privateer only those he is told.” But not all mariners are criminals. Equally famous are the proud and heroic officers of the navy, be that navy one of Hawkmoon or some distant country. Whalers and fishermen are also highly respected. In whatever form it takes, the naval tradition is an ancient one. The world of a mariner is socially and politically complex; becoming an experienced sailor requires decades spent upon the sea.

Mariners bring a mix of specialized skills to an adventuring party. At times they are the difference between a mission's success and failure. Though prone to superstition and notoriously wary of outsiders, mariners are at heart an amicable and companionable lot.

Hit Die: d10

Requirements

To qualify to become a mariner, a character must fulfill all the following criteria.

Profession (sailor): 6 ranks.

Swim: 6 ranks

Use Rope: 3 ranks

Special: Mariners have a deep love of the sea and shipboard life. Taken away from his beloved briny blue, a mariner suffers from a deep longing. A mariner must spend one in every four days at sea, including no more than a month continuously ashore. If a mariner stays a month on land, he feels less and less himself the entire time. He becomes grumpy and prone to outbursts to voice his frustration. A mariner forced to remain on land beyond this time suffers 1d6 points of Charisma damage. Once restored to his life at sea, the mariner regains 2 points of Charisma per day until his Charisma restored.

Class Skills

The mariner's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Jump (Str), Navigate (Int),

Profession (sailor) (Wis), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex).

Skill Points: 2 + Int modifier

Class Features

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

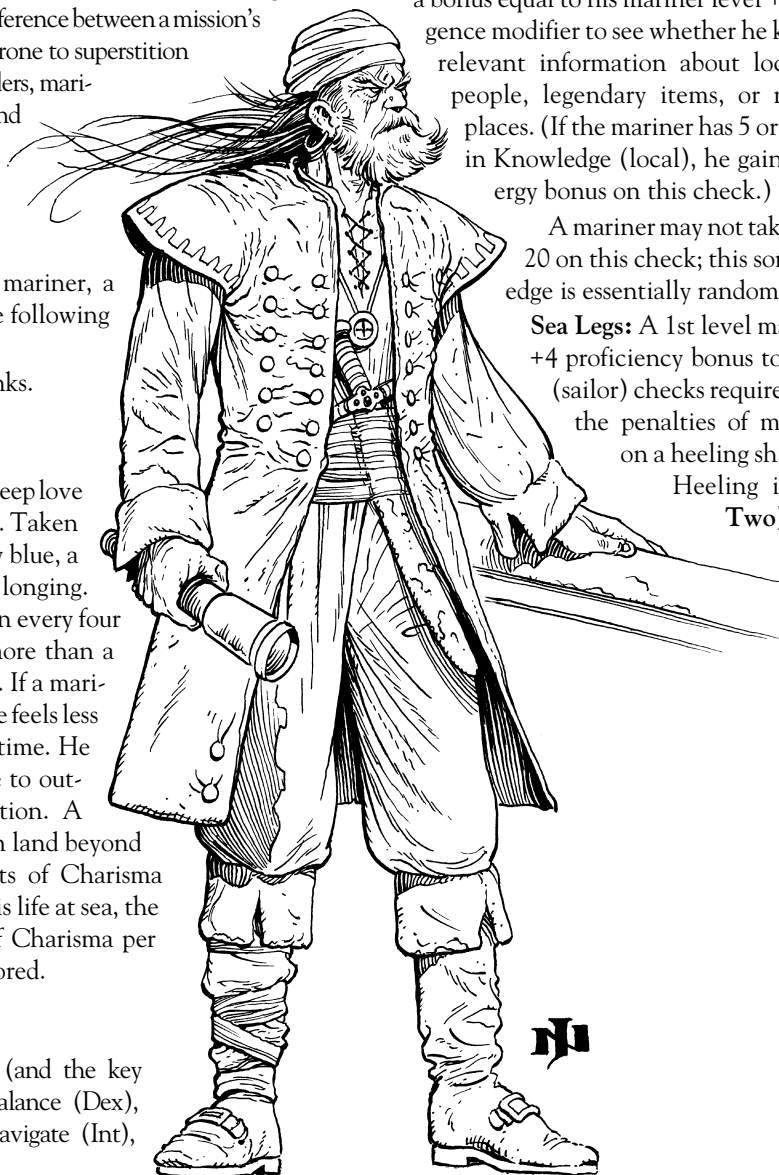
Weapon and Armor Proficiency: Mariners are proficient in the use of light and medium armor types and all simple and martial weapons.

Sailor's Lore: At 1st level, a mariner has sailed the sea enough that he knows every detail: the timing of the tides, the prevailing currents, the location of islands, even the habits and customs of fellow ocean-goers who sail there. This ability functions similarly to the bardic knowledge class ability, but only applies to specific knowledge about the sea.

A mariner may make a special sailor's lore check with a bonus equal to his mariner level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the mariner has 5 or more ranks in Knowledge (local), he gains a +2 synergy bonus on this check.)

A mariner may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Sea Legs: A 1st level mariner has a +4 proficiency bonus to Profession (sailor) checks required to negate the penalties of maneuvering on a heeling ship. (See the Heeling in Chapter Two).



Leadership and Ship Crews

Leadership as it applies to a ship's crew functions on a slightly different scale than normal applications of the feat. In the confines of a sailing ship, a character has fewer options available to him than a similar character with perhaps an entire kingdom worth of NPCs to attract. The only time a nautical character really sees new faces in while he is in port. Consequently, any followers gained via the Leadership feat must come from the ranks of the crew. Followers on a ship are a rare commodity indeed!

When more than one of a ship's officers has the Leadership feat, there may not be enough crewmen to fill out the number of followers for each officer. In this case, followers amongst the crew go to the officer with the highest Leadership score first. Any remaining crewmen are allotted to the other officers as followers in order of Leadership score (highest to lowest). If two officers have the same Leadership score, the followers first go to the one with the highest actual rank. Note that it is possible for a junior officer to have more loyal followers than the ship's captain – although this rarely matters except during mutinies.

Bonus Language: Mariners travel the world over, immersing themselves for a time in many different cultures. Eventually, this culture rubs off on the mariner and he is able to converse in another language. A mariner gains a new bonus language at 1st, 4th, 7th, and 10th level.

Bonus Feat: A mariner gains broad experience in his travels on the bounding main. Starting at 3rd level and every three levels after that (3rd, 6th, and 9th) a mariner gains a bonus general feat.

Shipboard Life: At 2nd level, a mariner is exceptionally skilled at all of the routine maneuvers required for a life at sea. A mariner has a +2 competence bonus to checks involving all of the following skills: Balance, Climb checks involving ropes, Jump, and Swim.

Lieutenancy: At 4th level a mariner has become adept at leading a crew, and has a working knowledge of all positions on a sailing ship. Under the direct leadership of the mariner, the ship's crew has a +1 bonus on any skill checks made during the routine operation of their vessel. While solely in command of a ship, a mariner with this ability may add +5 to his ship's final speed rating. If more than one mariner with this ability is present on a vessel the benefits do not stack.

The manner in which the crew is so inspired depends on the personality of the mariner; a pirate captain rules through fear and intimidation, a merchant through promises of wealth, and a naval officer maintains order through military discipline.

Note that having the Lieutenancy, Captaincy, or Admiralty class abilities does *not* automatically grant the character the equivalent rank among a ship's officers; it simply means that the character *could* function competently in that rank. Actual rank is something that must be earned and cannot be doled out by class abilities alone.

Leadership: A 4th level mariner gains Leadership as a bonus feat if he doesn't already have it. Whether Leadership is gained as a normal feat or through this class ability, it functions for the mariner as a means to gain competent officers and loyal crewmen.

Should the mariner decide to captain his own ship, a cohort gained by the Leadership feat represents the level of his first mate. A PC mariner can, of course, select his own first mate rather than an accepting an NPC. In this case, the mariner can choose which position his cohort fills among the ship's officers.

Followers gained through Leadership are the number and quality of crewmen that are truly loyal to the mariner. If a vessel requires more crewmen than the mariner has followers, the remainder of the crew are only as loyal as the mariner's gold can make them. The crew of a country's military vessels are loyal to their country, but not necessarily loyal to the mariner.

Captaincy: As Lieutenancy above, but the crew's bonus is +2. The captain of a vessel with this ability may add +10 to his ship's final speed rating.

The Mariner

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Sailor's Lore, Sea Legs, Bonus Language
2	+2	+3	+0	+0	Shipboard Life
3	+3	+3	+1	+1	Bonus Feat
4	+4	+4	+1	+1	Lieutenancy, Bonus Language
5	+5	+4	+1	+1	Leadership
6	+6/+1	+5	+2	+2	Bonus Feat, Captaincy
7	+7/+2	+5	+2	+2	Bonus Language
8	+8/+3	+6	+2	+2	Admiralty
9	+9/+4	+6	+3	+3	Bonus Feat
10	+10/+5	+7	+3	+3	Bonus Language, Lord of the Sea

Admiralty: An 8th-level mariner is such an inspiring (or terrifying) captain that he can extend his control over multiple ships. Depending on the mariner, these ships could be a military armada, a pirate fleet, or a merchant convoy. This ability operates as Lieutenancy above, but the mariner can extend the +1 crew's bonus

and +5 ship speed increase to a number of ships under his command equal to half his character level. On his own ship the bonuses are +2 for the crew and +10 for ship speed, as per Captaincy.

Master of the Sea: As Admiralty, above, except the mariner can provide a +2 crew bonus and a ship speed bonus of +10 to any ship under his direct command.

Navigator (Nav)

Many sailors aspire one day to aid their captains in the guidance of the ship. These men and women are known as navigators. But there is also an elite group of such folk who belong to the Sextant Society. These navigators are much more skilled than their common brethren.

The navigators are usually ship captains, though rarely they are only owners of the vessel. These men and women are notorious vagabonds, restless hearts who call no port home. They live only for adventure and discovery beyond the horizon. Their souls are sold to seeking undiscovered lands, trolling far waters, and parleying with island chieftains rather than civilized princes. Some are financed by wealthy nobles; some are adventurers who have purchased ships solely for exploration, some scramble from voyage to voyage selling trinkets and treasure purloined among the way. All navigators are viewed with a wary respect, brave madmen who may or may not come back from their next journey.

Hit Dice: d6

Requirements

To qualify to become a navigator, a character must fulfill all the following criteria.

Knowledge (geography): 5 ranks

Navigation: 5 ranks

Profession (sailor): 5 ranks

Class Skills

The navigator's class skills (and the key ability for each skill) are Balance (Dex), Decipher Script (Int), Gather Information (Cha), Knowledge (geography) (Int), Navigation (Int),

Profession (sailor) (Wis), Speak Language, Swim (Str), Use Rope (Dex).

Skill Points: 4 + Int modifier

Class Features

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

Weapon and Armor Proficiency: Navigators are proficient in the use of light armor types and simple weapons as well as the cutlass, rapier, harpoon and club.

Cartography: Many people make maps, but the cartography skill of the navigator is a far more complex ritual. The navigator is able to create intricate and accurate maps of any lands they encounter, limited of course to that part that they actually see. They are also capable of charting unknown waters, a task far more difficult due to the decided lack of "land" marks. Finally, the best aid to their charting ability is their knowledge and use of the stars. Navigators are able to map the new and strange stars they encounter in the night sky so that future ships can use them for guidance.

Starting at 1st level, a navigator can create standard sea charts. At 3rd level, the charts drawn by the navigator are so accurate that they provide a +1 competency bonus (+2 at 5th level) on any Survival checks to avoid getting lost at sea (see the Survival for Navigation sidebar). To create



The Navigator

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+3	+3	Bonus Language, Cartography +0, Ocean Lore
2	+1	+1	+3	+3	Sea Sense
3	+2	+1	+4	+4	Bonus Language, Cartography +1
4	+3	+1	+4	+4	
5	+3	+2	+5	+5	Land Ho!, Bonus Language, Cartography +2

such a sea chart, a navigator must spend at least 8 hours on the deck of a ship observing tides, coastal features, currents, and the position of the sun or stars. Then, the navigator must spend at least 24 hours drawing the sea chart. These hours do not need to be consecutive — the navigator can take a break and return to the chart at a later time.

A navigator can sell his sea charts in ports; the market price for a sea chart is 50 gp per point of bonus provided.

Bonus Languages: Occasionally navigators spend enough time with one people to learn to speak their language. These languages are in addition to the normal number allotted, but are always newly discovered, previously unknown languages.

Ocean Lore: The navigator has picked up countless trivial stories and legends about the sea and the lands nearby. This functions as the bardic knowledge ability though it is limited to knowledge related to the ocean itself.

A navigator may make a special ocean lore check with a bonus equal to twice her navigator level + her Intelligence modifier to see whether she knows some relevant information about academic knowledge such as sea life, tides and currents, underwater cultures, and the like. (If the navigator has 5 or more ranks in Knowledge (nature), she gains a +2 synergy bonus on this check.)

A navigator may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Sea Sense: A 2nd level navigator is so attuned to the sea that he can feel minute changes in winds and currents. Once per day, an oceanographer may make a DC 15 Wisdom check. On a success, the navigator has an intimation of coming weather changes 2 days in advance. To reflect this, the DM rolls 4 times on the Random Weather Effects table in **Chapter Three** (once for each day and night) and reveals the results to the navigator's player.

Armed with this knowledge, a ship's captain and crew can prepare for the weather that lies ahead. The captain and crew receive a +2 competence bonus to all skill checks and a +2 bonus to Fortitude saves required to resist the effects of bad weather for the next 2 days.

Land Ho!: A 5th level navigator can find land just by observing minute changes in tides and currents, as well as by noting the presence of shore birds overhead and coastal plants floating among the waves.

If the ship upon which he is sailing comes within 100 miles of an uncharted landmass (as determined by the DM), a navigator that succeeds on a DC 20 level check knows the general direction and distance of the land. The navigator may add his Wisdom bonus to the check. No bonus from sea charts or maps of any kind can assist in this check, since it only applies to uncharted land.

The Sextant Society

The navigators of the Moonsilver Sea share a mix of competitive spirit and respect with one another and have formed a loose association similar to a guild. This organization is called the Sextant Society. Membership is limited to those navigators who have obtained official writs of navigation from the city of Swordport.

In port cities along the coast, Society guildhalls can be found waiting for the return of a navigator, offering a comfortable place to sleep, eat, bathe and prepare for the next voyage. Navigators use these places to recover from the hardships of the sea and as a base to solicit funds and bulk goods for the next journey. Sometimes navigators cross paths at these halls and spend days swapping stories and carousing through local taverns. Each hall is maintained by a lone attendant who keeps the larder stocked, the linens fresh, and a light in the window. Each navigator is expected to give 5% of their treasure, or initial stake in the case of a chartered voyage, to the local hall for its continued support.

Songchangers

In the bright towers of Coralis, few pursue martial studies, preferring more benign fields like history, language, religion, the arts, and magic. Music and magic have long been combined in the practice of the Coralites, and eventually the mixture became so specialized a new talent emerged, similar to the magical abilities of the bard, but far more powerful and manifested in different ways. The songchangers were born shortly after the Coralites colonized the islands of their reef. Soon they left the islands behind as the songchangers began to create abodes of sweeping beauty and strange design, being forged from the coral itself. It seems the songchangers learned to control the elements by weaving together magic and music. At first they could only shape wood and other vegetation but soon they could control the soil and eventually minerals. The most powerful are able to manipulate all the elements including fire, water and air.

The songchangers are both powerful spellcasters and talented musicians. Many of the effects they are able to achieve seem to be evoked by the music itself. Some use only their voices, but most prefer an instrument of some sort. It is thought that more complex instruments can produce a wider variety of notes, thus proving more powerful in constructing the magic but most Coralite scholars agree it is in the harmony, melody and other aspects of the composition where the power is found.

Hit Dice: d4

Requirements

To qualify to become a songchanger, a character must fulfill all the following criteria.

Arcane Magic: Must be able to cast arcane spells of 3rd level.

Skills: Must have 8 ranks in either Perform (song) or Perform (musical instrument—any type).

Special: Must have the bardic music class feature.

Class Skills

The class skills of a songchanger (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points: 4 + Int modifier

Class Features

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

Weapon and Armor Proficiency: Songchangers gain no proficiency in either armor or weapons.

Spells: At indicated levels, songchangers gain +1 effective level to an arcane spellcasting class. If the character has more than one possible arcane spellcasting class, they may choose which class to apply it to. The increase in level applies only to caster level and spells available, not to other class abilities such as bonus feats or familiar improvement.

Create Songbook: The first level songchanger crafts a songbook for himself which contains notes for the various musical compositions he performs. Much



like a wizard, he must maintain this songbook, and have access to it whenever using a song of change.

Bardic Music (Su): Songchanger levels stack with those of other classes for the purpose of the overall access they have to bardic music abilities.

Lesser Song of Change (Su): At 1st level, the songchanger can fabricate objects from raw materials through the power of his song and/or musical instrument performance. This functions as the fabricate spell, with the following exceptions. First, the crafted object has a maximum duration of one hour before it reverts to its original components. Second, a maximum of one ten-foot cube of material may be affected, and it must be in discrete masses—not part of a larger mass. Thus, a mound of sand could be shaped, but solid rock that extends past the range of the effect could not. Third, all raw materials must be within auditory range of the performance—changes cannot be made if blocked by silence, extremely loud noise, or other barriers that prevent the passage of sound.

Simply moving materials about, stacking them, and forming them into simple shapes requires a successful Perform check (DC 20). Crafting items of greater beauty or functionality requires an appropriate Craft check as well.

At 4th level, the songchanger can alter items to last for one day instead of one hour. This increases the performance difficulty to DC 30.

At 7th level, the songchanger can shape items and have them hold their pattern for an entire year. This has a base performance difficulty of DC 40.

Craft Instrument: At 2nd level, the songchanger may create his own instrument for use with his songs of change. The songchanger must have a minimum of 8 ranks in Craft (musical instrument) to create this instrument, and must devote a full week to its construction. Once created, a songchanger with at least 8 ranks in Perform with the instrument in question may add his Songchanger class level to the roll as an enhancement bonus when producing song of change effects.

Join Choir (Su): At 2nd level, the songchanger may participate in a choir which must be led by a songchanger of at least 5th level. When joined in a choir, the lesser songchangers provide a +1 bonus to the lead performer's skill check per choir member, to a maximum bonus equal to the lead performer's songchanger class level. Thus an 8th-level songchanger leading a choir of ten second level songchangers would gain a +8 to his Perform skill check to succeed. This bonus stacks with the bonus derived from the use of his specially crafted instrument, if any.

Change Element (Su): At 3rd level, and then again at sixth, ninth, and tenth level, the songchanger selects one element: air, earth, fire, or water. He can then use his song of change ability to alter these elements, as listed below. Altering a single element has a Perform DC of +3; altering two elements has a Perform DC of +6, altering

three has a perform DC of +9, and altering all four has perform DC of +10.

The save DC for effects created by this means is 10 + songchanger level + songchanger Charisma bonus. Physical area damage effects grant a Reflex save for half; other effects allow a Fortitude save to negate.

It is possible to duplicate various spell effects to some degrees as a songchanger masters various elements, as indicated in each listing. There are a number of factors distinguishing these effects from the spells they emulate, however:

- The effect generated is a supernatural effect, not spell-like.
- The effect's time to create and total duration is determined by the song of change type used (lesser, standard, or greater).
- Effects require the songchanger to be at a certain class level to produce, as indicated below; this class level minimum is added to the Perform DC instead of the modifiers listed above for non-spell-emulating effects.
- Save DCs for all effects are always 10 + Songchanger class level + Songchanger Charisma modifier.
- Damage and other variable effects not covered above are based only on the Songchanger's prestige class level.

Air: Can create pockets of air, move vapors around, or destroy fog and cloud effects. Can create the spell effects *air walk* (Son5), *call lightning* (Son5), *control winds* (Son6), *gust of wind* (Son3), *shocking grasp* (Son1), *whirlwind* (Son10), *whispering wind* (Son1), and *wind wall* (Son2).

Earth: Can shape native stone with his singing (not unlike a stone shape spell), break stone into gravel or sand, or condense sand into stone. Can create the spell effects *earthquake* (Son9), *meld into stone* (Son3), *move earth* (Son6), *repel metal or stone* (Son8), *soften earth and stone* (Son3), *spike stones* (Son4), *stone shape* (Son3), *stoneskin* (Son6), *wall of stone* (Son4), and *wall of iron* (Son8).

Fire: Move flames about, intensify them, or extinguish them. Can create the spell effects *chill metal* (Son2), *freezing sphere* (Son6), *fire seeds* (Son6), *flame blade* (Son2), *flaming sphere* (Son2), *heat metal* (Son2), *produce flame* (Son2),

Water: Can purify or salinate water, raise or lower it, or shape it. Can produce the spell effects *control water* (Son4), *neutralize poison* (Son4), *purify food and water* (Son1), and *water walk* (Son3).

As he advances in level, the songchanger can produce further effects by combining known elemental abilities, as follows:

Air + Earth: Can alter the pH of soil to make plant life grow more or less easily (+4 to agriculture-related skill checks). Can create the spell effect *passwall* (Son6).

The Songchanger						
Level	BAB	Fort	Ref	Will	Special	Spellcasting
1	+0	+0	+0	+2	Create Songbook, lesser song of change, bardic song	
2	+1	+0	+0	+3	Craft instrument, join choir	+1 to arcane class
3	+1	+1	+1	+4	Change Element 1	
4	+2	+1	+1	+4	Song of change	+1 to arcane class
5	+2	+1	+1	+4	Lead choir	
6	+3	+2	+2	+5	Change Element 2	+1 to arcane class
7	+3	+2	+2	+5	Greater song of change	
8	+4	+2	+2	+6		+1 to arcane class
9	+4	+3	+3	+6	Change Element 3	
10	+5	+3	+3	+7	Change Element 4	+1 to arcane class

Air + Fire: Can raise or lower temperatures in an area to a set amount, or even produce areas that are continually burning or freezing; all creatures exposed to this suffer 1d6 points of fire or cold damage, respectively, per songchanger level. Can create the spell effects fire storm (Son7), incendiary cloud (Son8), and wall of fire (Son4).

Air + Water: Can create a field of water that is breathable by air creatures; can also create fog or mist that returns if burned away within 1 minute. Can create the spell effects create water (Son1), fog cloud (Son1) obscuring mist (Son1), and water breathing (Son3).

Earth + Fire: Can heat or cool earth and metal as per a *heat metal* spell. Using this in conjunction with craft feats involving forging metal or carving stone grants a +4 bonus to the Craft check.

Earth + Water: Can poison water with minerals, creating a caustic substance that deals 1d6 acid damage per songchanger level. Can create the spell effects transmute rock to mud (Son5) and transmute mud to rock (Son5).

Fire + Water: Can heat or chill water, inflicting either 1d6 fire or cold damage, respectively, per songchanger class level to all within the area. Can cause ice to freeze, or melt ice into water. Can produce the spell effect wall of ice (Son4).

Air + Earth + Fire: Can create the spell effect acid fog (Son6).

Air + Earth + Water: Can create the spell effects solid fog (Son4) and stinking cloud (Son3).

Earth + Fire + Water: Can create an injection or ingestion poison that inflicts 1d8 points of ability damage (primary and secondary). If an inhalation or contact poison is created, there is an additional +2 added to the Perform DC to create this. Can create the spell effect call lightning storm (Son9) and sleet storm (Son3).

All elements: Can create the spell effect polymorph any object (Son10).

Adding additional spell effects: It is possible that additional spell effects could be produced, based on non-SRD spells. Keep the following pointers in mind when assigning such spells to the categories listed above:

- Effects with the [electricity] or [air] descriptor require air; those with the [earth] descriptor require earth; those with the [cold] or [fire] descriptors require fire, and those with the [water] descriptor require water.
- Poison-based effects are generated through a combination of earth and water.
- Acid-based effects are generated through a combination of fire and water.
- Clouds and fog banks are created through a combination of air and water.
- In general, the spells should require a songchanger class level roughly equivalent to the spell level.
- Avoid adding spells with instantaneous effects, such as *fireball* or *chain lightning*.

Chapter Five:

New Magic Items

Many new magical objects make their debut in this sourcebook. Some appear in the various adventures, while others represent an array of items for use in any campaign, sea-based or otherwise.

Anchor of Weighing

The *anchor of weighing* is an ornate, thick wooden anchor weighing 100 lb. Once cast into water, the *anchor* attains the weight of a conventional iron anchor. When the command word is uttered, the *anchor* of weighing regains its normal weight, allowing quick and easy hoisting.

Moderate transmutation; CL 11th; Craft Wondrous Item, *ironwood*; Price 18,000 gp; Weight: 100 lb.

Apparatus of the Crab, Advanced

This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. The interior is imbued with a *continual flame* spell, providing a constant source of light. Inside is a semi-circle array of 10 (unlabeled) levers with various functions:

Lever (1d10)	Lever Function
1	Uncover/cover forward and side portholes
2	Extend/retract legs and tail
3	Extend/retract pincers
4	Move forward/backward
5	Rise/sink in water
6	Turn left/right
7	Snap pincers
8	Extend/retract dual periscope
9	Turn magnet on/off
10	Open/close hatch

Operating the *apparatus* is an effort in experimentation until familiarity with the levers' functions is achieved. Activating a lever is a full-round action, and no lever may be used more than once per round. However, since two Medium characters can fit inside, the *apparatus* can move and attack in the same round.

Once fully activated, its outward appearance resembles a large, iron lobster, complete with two snapping pincers, four pairs of walking legs, and a fanned tail. A dual periscope with *farvision* extends from within the front of the apparatus, granting darkvision up to 90 ft. to those who look through the binocular sight inside.

The *apparatus'* clawed pincers serve multiple purposes. One-half of each pincer is slotted in a scooped

fashion so as to gather small objects of interest. The pincers become magnetized through means of the appropriate lever, attracting nearby small metallic objects. Such objects individually weighing less than 10 lb. and within 10 feet of the apparatus are attracted to the pincers. Creatures within 10 feet of the apparatus must succeed on a successful Strength check (DC 14) or lose hold of any held metallic item weighing less than 10 lb. Additionally, the strength of the pincers represent a threat to any enemy with their powerful snapping attack.

The *apparatus* can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). The device has the following characteristics: hp 200; hardness 15; Spd 20 ft., swim 20 ft.; AC 20 (-1 size, +11 natural); Atk +12 melee (2d8, 2 pincers).

Strong evocation and transmutation; CL 19th; Craft Wondrous Item, *lodestone*, *animate objects*, *continual flame*, *farvision*, 8 ranks in Knowledge (architecture and engineering); Price 90,500 gp; Weight: 500 lb.



Aquascope of the Kuah-Lij

One problem faced by would-be ocean explorers is the inability to examine the depths while one is on the water's surface. Someone in a canoe could pass directly over a sunken treasure ship and never know it was there. The only way to see the ocean floor is usually to dive down and take a first-hand account. To this end, the Kuah-Lij fashioned many diving aids and devices. But they also manufactured the *aquascope* to aid those who wish to view the depths from a distance.

The *aquascope of the Kuah-Lij* consists of two lantern-like devices joined by a thin silken rope. Depending on the particular *aquascope*, the connecting rope can be anywhere from 100 ft. to 500 ft. long. To use the *aquascope*, one of the lanterns is lowered into the water. It may sink as deep as the user desires, up to the length of the rope. This lantern behaves as if imbued with a permanent *arcane eye*. The images the lantern "sees" appear in the glass of the lantern that remains topside. In other words, a user in a canoe may look into the topside lantern and view the ocean depths as per the spell *arcane eye*. The *aquascope* has darkvision to a range of 100 feet in order to penetrate the darkness of the depths, and otherwise behaves precisely as *arcane eye*, with a 360-degree field of view and a range equal to the length of the rope.

The connecting rope is an essential part of the *aquascope*. If it is severed, the item is ruined. The rope is very durable, with a hardness of 10 and 50 hit points (Break [DC 30]). If the viewing lantern is sent down into cramped confines, such as ship wreckage or a coral reef, there is a 25% chance per use that it becomes entangled. An entangled *aquascope* can only be freed by someone who actually dives down and attends to the problem. This chance increases to 50% if the *aquascope* is moved horizontally (i.e., a user in a canoe paddles forward and moves the *aquascope* without first reeling it back up). Note that immersion in water is necessary to initiate the viewing lantern's *arcane eye*, so the *aquascope* cannot be used outside of water.

Moderate divination; CL 9th; Craft Wondrous Item, *arcane eye*; Price 20,000 gp; Weight: 6 lb. plus 10 lb. per 100 ft. of connecting rope.

Ballasts of Buoyancy

Reefs and shallow coves have been the demise of many great and infamous seafarers. Smaller vessels that pull less draft can easily evade or sink larger warships if they navigate through the razor-like coral reefs that surround many islands. This fact was all too well known to Captain Hector Suaza of His Majesty's Royal Navy. He and his crew found themselves marooned for a fortnight on a small tropical island after severely damaging the hull of his ship trying to pursue pirates through an uncharted coral reef.

Upon returning to port he petitioned the council of wizards to devise a way to aid his pursuit of justice. After much deliberation the council presented him with their answer: the *ballasts of buoyancy*. These *ballasts*, which were originally four kegs filled with rocks and lead

shavings to give the ship stability in rough waters, were made to become lighter than air upon command. When the *ballasts of buoyancy* are activated, any ship rises in the water, reducing its draft by 50%. This allows heavy warships to sail waters that would normally spell their destruction. All four kegs must be used to achieve the desired result. They always appear in sets of four.

These magical ballasts were kept in but a few ships and their existence was never spoken of. However, as years passed a few sets of ballasts have changed hands in one way or the other and their secrets unraveled. Even today, those who know the secrets required to produce the ballasts of buoyancy hold them very close, because you know what they say about loose lips.

Moderate transmutation; CL 11th; Craft Wondrous Item, *telekinesis*; Price 15,000 gp; Weight: 40 lb. (10 lb. per keg).

Bamboo Skiff

Island-hopping in the city of Coral is a favorite pastime of the residents and necessary to meet with friends who might be spread as far as several miles along the reef. To facilitate transport, the Coralites tie bamboo poles together in the shape of small canoes and then enchant them to assure their integrity against the sea and provide an easy means of propulsion. The canoes can hold three Medium creatures. Whoever grasps the tiller can command the *skiff* to move at a speed up to 50 feet. The magic of the *bamboo skiffs* keeps them righted even if the occupants or the sea conspire to overturn them.

Moderate transmutation; CL 11th; Craft Wondrous Item, *telekinesis*; Price 15,000 gp; Weight: 10 lb.

Boots of the Waves

These nondescript, calf-high boots contain glyphs inside inscribed in the blood of a merman. The connection between the sea and blood magic has imbued the *boots of the waves* a mix of both benefits and detrimental side-effects. Once the *boots* are put on, they cannot be removed except through the casting of *remove curse*. Whoever wears the *boots* receives a +2 bonus to Dexterity and a +5 bonus to the Balance skill as long as he is on the sea or aboard a sailing vessel (increase these bonuses to +4 and +10 if worn by someone of a sea-related prestige class such as those featured in Chapter Four). When on land the bonuses change to -2 and -5 respectively. There is no way to counter these penalties, though entering an *anti-magic field* nullifies all effects while in the field. The *boots* are made for use upon the sea, to compensate for the rolling waves, making walking on land very tricky.

Faint necromancy and transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *bestow curse*; Price 15,000 gp; Weight: 2 lb.

Brooch of the Desert

This intricately designed piece resembles a rune common to the Sirrocan language, which is spoken by several nomadic tribes populating remote areas of Hawkmoon.

Normally, it is used to fasten a cloak or cape, but it may be worn as simple ornamentation. The *brooch* keeps the wearer as dry as the hottest summer day. The power of the *brooch* works flawlessly against normal water; even in a deluge or a raging storm at sea, the wearer remains comfortably dry. Additionally, there is a chance that any liquid-based attack has a diminished effect against the wearer. When a spell or magical ability involving liquid is directed at the wearer, roll d100. Any result over 50 indicates the wearer takes half damage; on a roll of 100, the spell has no effect. Ship travelers value this item highly, though it is universally scorned by sailors.

Faint abjuration; CL 5th; Craft Wondrous Item; Price 200 gp.

Brooch of the Dolphin

In the ancient past, long before the settling of what is today the Domain of Hawkmoon, there was a small kingdom known as Thiereia. Thiereia was an island nation that was so distant from any true continent that sea voyages from there to any other places took many months, sometimes nearly a year. As the kingdom was bereft of many items that those of other nations took for granted, the people of Thiereia learned to substitute things from the sea for these missing resources. These replacement items were aptly put to use and sufficed in their intended functions, but were more dangerous in most cases to obtain. The sea is a notoriously jealous and harsh mistress, giving up her treasures only by much effort and usually by virtue of blood in return. The tiny country of Thiereia was ill equipped for such extremes of retrieval, needing their highly prized sea-vessels and crews for the actual confirmed journeys to the mainland. They could not afford the loss of even one such ship in any risky speculative attempts at resource acquisition.

The rulers of the nation thus spent great effort at researching spells to provide another means for this type of endeavor. The search took many decades of study and required almost all the resources of the land's mages. The king of Thiereia, allowing them total privacy for the purpose of accomplishing their mission, sequestered these mages and provided for all their needs during this time. At nearly the end of his reign (and his existence) the mages succeeded and made items that not only achieved the goals set before them but exceeded the king's wildest dreams. The item they fashioned was a brooch

that granted its wearer fantastic capabilities when in the water.

This pendant is a very innocuous looking item of great ability. The pendant appears as a small dolphin with tiny gems for eyes. When worn by a land-bound creature it affords said being with not only the ability to breathe water like a fish but it gives them the swimming speed of a dolphin. This swimming ability is as normal for a dolphin in terms of rate of movement but also confers on the wearer the effects of a *freedom of movement* spell while in the water. The *brooch* is worn on the lapel normally and is not capable of being removed by others when it is worn, though the fabric it is on may tear or break normally and the *brooch* be lost in that fashion.

Moderate transmutation; CL 11th; Craft Wondrous Item, *water breathing*, *freedom of movement*; Price 15,000 gp; Weight: 1/2 lb.

Cannibal Hearts

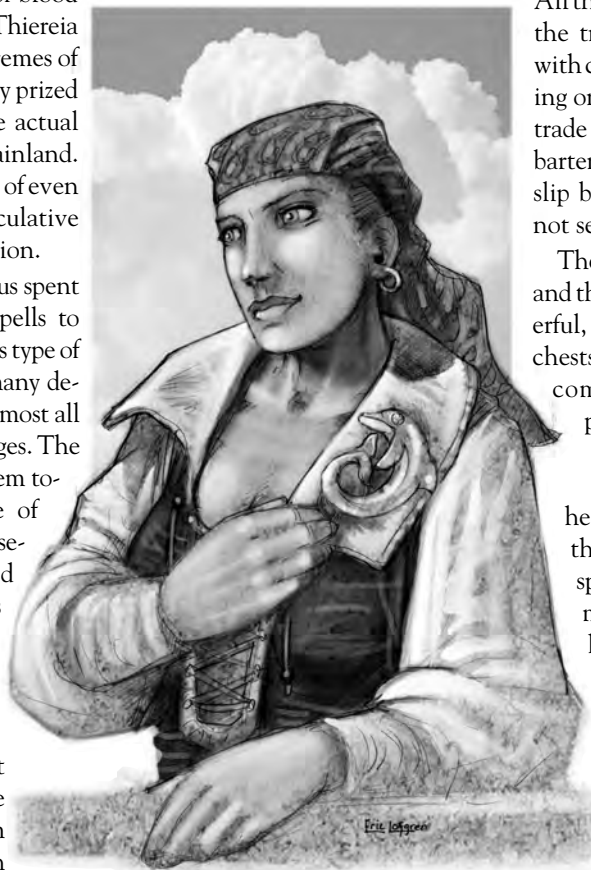
No one knows how these odd and grotesque items are created. In fact, they aren't even magic items at all, but rather the actual bodily organs from the people of a certain lost tribe.

Explorers refer to this tribe as the Anezi, a term meaning "ghoul-men." Though the natives are of course not undead, they are seen as ghoulish because of their societal practice of ritual sacrifice. The location of their tribe remains a mystery; it lies somewhere in the heart of a trackless jungle on the far side of the Moonsilver Sea.

All that is known for certain is that the tribesmen occasionally trade with courageous explorers, appearing on the shore and waiting for a trade ship to approach. After the bartering has concluded, the Anezi slip back into the jungle and are not seen again for months.

The Anezi are a magical society, and their rituals must truly be powerful, for the hearts torn from the chests of the sacrificial victims become imbued with mystical power. No sage has yet been able to explain the workings of the so-called cannibal hearts. The Anezi trade them to the explorers in exchange for spices and steel. The explorers make a profit by selling these hearts to those who crave their power.

To benefit from a cannibal heart, one must eat it. After consuming the entire heart, the recipient feels an unequalled rush of



magical energy. The exact effects depend upon the type of heart consumed, detailed below.

Strong transmutation; CL NA; Price 5,000 gp each; Weight: 1 lb.

Heart of the Shaman

It is the Anezi custom that a shaman takes two apprentices to train in the ways of the gods. The primary reason for this is that many of the paths that a shaman must travel can lead to the loss of one's mind or soul. Apprentices are made to take part in tests throughout their lives, failure of which leads ultimately to death. It is only on rare occasions that both apprentices live to see the final days of the shaman. During such time, the apprentices wage war on an astral battlefield. The victor of this battle becomes the new shaman. The loser is dismembered in an elaborate ritual and his body burned, save for his heart.

A *heart of the shaman* is a relic used primarily by other shamans, but can be used by anyone who eats the *heart*. At many points during their spiritual battles and journeys of the soul, they find that they no longer have the endurance to continue forth. Upon consuming a *heart of the shaman*, the eater is bestowed 6d6 additional hit points for 24 hours. Any damage the character sustains is subtracted first from these temporary hit points. After the 24 hours have passed, any remaining temporary hit points are lost.

Heart of the Shark-Hunter

The *heart of the shark-hunter* isn't taken from a sacrificial victim. It is taken only from a shark-hunter who has died of old age, because any shark-hunter who lives to be old is truly a god in mortal flesh.

Eating a *heart of the shark-hunter* doubles the character's maximum swim speed for a period up to 24 hours. Additionally, over the course of those 24 hours, they regenerate any limbs that have been severed or bitten off during their lifetime, regardless of how long ago these injuries occurred.

Heart of the Slave

It is said that in Anezi culture, slavery is widely practiced. Owners are usually fair and equitable with their slaves, but the slaves themselves have little chance of ever ascending from their lowly lot in life... with one exception. There is a law among the Anezi that says this: if any escaped slave can reach the central temple without being apprehended, he is granted his freedom forever.

Anyone who consumes a *heart of the slave* adds +20 feet to his maximum running speed for a period up to 24 hours.

Heart of the Vanquished

Sometimes the Anezi claim the hearts of their fallen foes. After they slay a particularly potent enemy in combat, the Anezi cut out the heart as a trophy.

Anyone eating a *heart of the vanquished* falls into a deep catatonic state, so utterly still as to appear to be dead. The

deathlike state is so realistic that no amount of physical examination can discover the truth. The state lasts for 24 hours. If someone casts *speak with dead* and attempts to converse with the character under the effects of the heart, the spell works nearly perfectly: the character's spirit appears, but the character does not need to answer any questions if he so desires; he can lie, or tell the truth, or simply not answer at all. This is possible because the character isn't really dead, but his spirit has been temporarily removed from his body by the magic of the *heart*.

Heart of the Warrior

It is said that once a year, the Anezi hold a festival, during which certain sacrifices are made to appease the gods. The main event of this festival is the challenge of the warrior. The warriors of the tribe are pitted against one another to determine who is the greatest. A celebration is then held for the victor, who is given his choice of the daughters of the tribe to be with for one night. The highest honor falls on the following evening when the warrior is sacrificed to the gods of combat, his seed instilled in his consort so that his line lives on after he is gone. The tribe feasts upon the warrior to gain his skill in combat. The heart, however, is taken by the elders and preserved as a sacred relic.

A *heart of the warrior* is an item of great power sought by many, natives and explorers alike. Consuming a *heart of the warrior* bestows great strength and courage. Upon the complete consumption of the *heart*, an individual is granted 1d6 temporary points of Strength for a period of 24 hours. Furthermore, he is immune to all types of fear.

Heart of the Witch Doctor

The witch doctor is the most feared member of his tribe. His powers are said to come from the infernal beings that creep about in the nether regions. Great is his magic, but his soul is bound to his infernal benefactor. As his worldly time comes to an end, the witch doctor gives his body to the tribe. They bind him to a large flat stone so the infernal ones can't steal his body prematurely. With a jagged knife of obsidian, they remove his heart from his chest before he dies. By removing his heart before he dies, the tribe assures that the beings of the nether regions cannot steal his essence.

A *heart of the witch doctor* contains the secrets of the infernal powers that be. This *heart* is very sacred because it allows any individual to tap into the netherworld. Consuming a *heart of the witch doctor* grants access to 2 random arcane spells of levels 1-6. The DM should randomly select 2 arcane spells from the *PHB*. These spells are considered memorized by the character, who can cast them exactly as a wizard of 12th level. The only difference is that these spells require no material component. Each spell can be used only once, but the character need not cast them immediately. He may keep them "memorized" for as long as he lives, but once he casts them, they're gone.

Heart of the Woman

Though it is almost always the men of the tribe who are victims of religious sacrifice, every so often, for a variety of vague and undefined reasons, a woman is brought to the killing slab and given as a gift to the immortal realm.

Eating a *heart of the woman* grants +4 to the character's Wisdom and Charisma scores. These bonuses last for 24 hours. The *heart* also grants the ability to cast one *charm person* spell as per a 16th-level wizard.

Heart of the Young

The boys of the Anezi tribe who have not yet come of age sometimes participate in a dangerous game involving a hard wooden ball and long, sharp poles. The outcome of these games are very important in Anezi society; the people hinge much of their augurs and predictions for the future on who wins the game, and the manner in which it was won. The highest honor goes to the best player on the winning team: he is sacrificed to the gods of victory and youth. His heart is then removed from his chest.

Anyone eating a *heart of the young* enjoys the effects of reverse aging, as his body becomes 2d6 years younger.

Captain's Horn

The *captain's horn* is a set of ten earrings that are generally worn by a captain and his crew. The earrings allow the wearers to communicate telepathically with one another, the master ring alone granting the power to send a message to all the others at once. The communication counts as a partial action as long as the wearers are familiar with one another; for new crewmates, activating the items is a full action. Since the communication is telepathic, it cannot be interfered with by any noise or by the *silence* spell, though the distance is limited to the area surrounding a single ship.

Moderate divination; CL 10th; Craft Wondrous Item, *Rarey's telepathic bond*; Price 40,000 gp; Weight: 0.1 lb.

Caster's Bones

Once per day the *caster's bones* may be thrown by a spellcaster (arcane or divine) while they prepare their daily spell allotment. The caster may call upon the power of these weird bones to increase the power of one of their prepared spells by a +2 caster level.

Faint transmutation; CL 5th; Craft Wondrous Item, Heighten Spell feat, Spellcraft 5 or more ranks; Price 3,000 gp.

Compass of Pelora

Many years ago, in the village of Leafon, there were two lovers who were forbidden to see each other. Donovan was an indentured servant working on a plantation for a wealthy lord. Donovan and the lord's daughter, Astina, fell in love. But she was to wed the son of a wealthy noble.

The lord found out about the lovers' midnight meetings and planned to kill Donovan. Astina learned that her father planned to have her lover murdered, so she pleaded with him to change his mind. She told him that if he acted severely against Donovan, she would kill herself. The lord loved his daughter and would not have been able to live with himself if any harm befell her. Thus he decided not to murder the young man, but to exile him.

Astina feared that she would never see her lover again, so she beseeched her father's court wizard to fashion for her a magical compass. This compass was to show her the way to Donovan unerringly. She planned to run away and use the compass to locate him, so that they could be together at last. She waited until Donovan had been gone for many months and her father had forgotten him, and then fled the castle, never to return.

The compass worked perfectly. It led Astina directly to her lover... or at least her lover's body. Donovan was dead when she found him, buried in a shallow grave several hundred miles from Leafon. It seemed that the lord's assassins had trailed the lad and slain him at the lord's command. Astina, overcome with grief, died only days later. After her death, the legend of her story grew, and the compass changed hands many times. It became known as the *compass of Pelora*, as Pelora is the Hawkmoon goddess of romance and tragedy.

The *compass* does not function as a standard compass. To use it properly, the owner attunes it to any one person he desires. This tuning is accomplished by touching the *compass* to the subject and uttering a command phrase. Thereafter, the *compass* always points in the direction of the subject to whom it has been attuned, regardless of the miles separating the two points. Note that the instrument gives no indication of the distance separating the owner from the subject, nor does it provide any special means of traveling over mountains, oceans, and other obstacles. It merely points the way to the subject; it's up to the owner to get there.

The *compass* may be attuned to a different individual at any time, using the same technique as above. It can never be attuned to more than one subject at a time.

Moderate divination; CL 10th; Craft Wondrous Item, *locate object*; Price 7,000 gp; Weight 1/2 lb.

Coral Armor

This creation of the songchangers is their most recent composition, only being necessary since the attack of the Kuah-Lij. It functions exactly as +1 *full plate*, though the magic of this item is more limited than most. Because of its hasty creation, the magic, and thus the integrity of the armor, lasts only for a fortnight. The wearer of coral armor is treated as unarmored for the purposes of Swim checks. Coral armor has Hardness 10, 50 hit points, an armor check penalty of -6, max Dex bonus of +1, an arcane spell failure chance of 30%, and weighs 20 pounds. It is considered heavy armor.

Moderate conjuration and transmutation; CL 8th; Craft Magic Arms and Armor, *mage armor*, *buoyancy**; Price 9,000 gp; Weight 20 lb.

* New spell detailed in Chapter Seven.

Coral Lung

The Coralites often craft items of coral because of its abundance and beauty. Some of these items are shaped by sculptors, while others are formed by the songchangers. The *coral lung* is a hollow tube of coral about 1 foot in length and 1 inch in diameter, with a mouthpiece at one end. When swimming underwater, the user simply holds the tube in his mouth and can breathe fresh air from the tube for a period of one hour. When the *coral lung* is brought to the surface, it recharges in one hour to its full capacity. The *coral lung* offers no protection from the dangers of extreme pressure.

Moderate transmutation; CL 7th; Craft Wondrous Item, *water breathing*; Price 3,000 gp.

Coral Sword

Metal is scarce in Coralis, though not out of reach for the songchangers as their great abilities allow them to call metal from the surrounding earth, a feat they have overdone in the area around the city. However, the living coral provides no end of material, and the magic of the songchangers cannot only shape it but also make it as strong as steel. What few swords they have and use for training are made of coral. They favor longswords. The enchantment is sufficient to make these gleaming white coral swords as effective as any masterwork sword.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *glassiron**; Price 9,000 gp; Weight 10 lb.

* New spell detailed in Chapter Seven.

Deep Suit of the Kuah-Lij

This item appears as a large, baggy suit of full leather armor. A thick leather bodysuit, gloves, a large bell helm, and heavy steel boots make up the entire *suit* of underwater gear. The suit is always worn-looking, as if it has seen much usage. The *suit*'s main purpose is for deep water exploration, and it has many powerful abilities.

The *deep suit* is very heavy and awkward on land, but the magically instilled buoyancy makes it quite easy to move in when submerged. The wearer may move on the bottom of the body of water at a rate of 20 ft., and the *suit* allows a 30-ft. swimming rate. Further, the suit offers a +2 AC bonus, with a +0 Dex adjustment.

The *deep suit* prevents damage from the pressure of deep waters (to 800 ft. depth); it grants the wearer both *darkvision* and *airsphere** (wearer only, no radius); it activates a *buoyancy** spell when the wearer desires to leave the ocean floor. The *suit* may be used for a maximum of 8 hours before it must be "recharged" by setting it in the sun's rays for 8 hours.

The Kuah-Lij were careful when they created the *suit*, and built it with options in mind. Several items can be added to the *suit*, including the following:

Pincher Arm: This additional arm covers an existing appendage of the wearer's choice (an arm). The claw end of the pincher arm does 1d8 points of melee damage, and has a grasping Strength of 24 for purposes of grappling/holding items. It cannot inflict subdual damage.

Light Crown: This large iron circlet fits upon the bell helm of the deep suit. The crown has 4 *light* spells (cast at 12th level) that can be activated by mental command of the wearer for up to 2 hours per day.

Bubble pack: This backpack straps onto the back of the *deep suit*, and is a defense mechanism. When the wearer of the *deep suit* pulls a cord attached to the pack, a huge cloud of bubbles comes flowing out of the pack, obscuring the area in a 30 ft. diameter directly behind the pack (treat as an *obscuring mist* cast by a 10th-level caster). The bubble pack can be used 3 times per day.

Armor Plates: Known as "crabskins," these pieces of giant crab plating add to the Armor Class of the *deep suit*, granting an additional +3 Armor bonus to the *suit*'s existing armor class.

Strong transmutation; CL 15th; Craft Wondrous Item, 8 ranks of Knowledge (Engineering), *darkvision*, *airsphere**, *buoyancy**; Price 70,000 gp; Weight 100 lb.

*New spells detailed in Chapter Seven.

Derelict's Waggoner

A waggoner is a large book of nautical charts, a collection of maps rendered by the men who sailed the waters, saw the sights, and made the notes. Accurate charts are highly prized by sailors, and comprehensive waggoners fetch rich prices. The *derelict's waggoner* is a magically strengthened chart book measuring 20 inches tall, 16 inches wide, and 4 inches thick.

When found, *derelict's waggoner* is usually crammed with a variety of charts, graphs, soundings, and other maritime lore. The owner can, at will, cause the contents to vanish, so that any or all of the pages are blank again and ready to be used anew. There are over 300 pages in all. If torn, the pages repair themselves as per the spell *mending*. The book is also entirely waterproof; the paper suffers no ill effects from being submerged, and the ink never runs. *Derelict's waggoner* enjoys a +1 bonus on all saving throws.

Strong abjuration and transmutation; CL 12th; Craft Wondrous Item, *mending*, *resistance*, *water breathing*; Price 15,000 gp; Weight 10 lb.

Dissention's Digit

Castagil was a great captain of the piratical sort. Aboard the mighty galleon *The Sea Wench*, he and his crew plundered the seas for nearly a decade. Castagil was a nautical genius as well as a practicing hydromancer, or

water elemental. His skills of captaining were only out-shined by his lust for gold.

Night had fallen on the 45th day of an unrelenting search for the gold of Captain Moritire Nightshade, famed pirate captain ages gone. The crew was weary, the provision barrels were empty, and the ship wasn't a league closer to the famed treasure. That night a storm brewed in the north and mutiny brewed in the barracks. The crew took Castagil in his sleep, beat him, and bound him in the cargo hold.

The next day the ship set anchor near a small uncharted island. The quartermaster and six others drug Castagil to shore, intending to maroon him with nothing more than a dirk. In the distance they heard a rumbling, and ash flitted through the air. They marched Castagil no more than a hundred yards into the jungle and came upon a trembling volcano. With their cutlasses they prodded their former captain up to the rim, and pushed him in. As he plummeted towards the lava, he summoned all of his magic into one curse. When he hit the lava the volcano erupted so violently that boulders the size of wagons crashed into the hull of the ship, sinking it. As the dust and ash settled, it was revealed that the entire island had been razed. The only thing that remained was a small glowing sphere.

This sphere, known as *dissention's digit* and forged from hate and fire, is 2 inches in diameter and glows volcanic red. Castagil's curse as well as his being were fused into this artifact as his body was incinerated. The sphere itself is resistant to all forms of fire, and anyone who possesses it is immune to fire damage. *Dissention's digit* also grants the owner the ability to cast *teleport* once a day.

However, this is a cursed item that seeks to sow dissent in the hearts and minds of those who see it. *Dissention's digit* causes all who look upon it to desire it so greatly that they undermine friends or even kill to possess it. Each day that an individual who has seen the sphere approaches within 100 yards of it, they must succeed on a DC 20 Wisdom check to resist the urge to take it from the current owner. From the depths of the sphere, Castagil whispers to the minds of those who have seen *dissention's digit*, urging them to claim it as their own. This mental seduction is so great and the force of Castagil's will so strong, that any individual who fails his Wisdom check



on a roll of 1 must have the sphere, and kills, if necessary, to have it. When an individual reaches this state, they give up every thing else in an attempt to possess the sphere, even if that means searching every plane of existence.

In the event that the sphere is cast away by the owner, or that *dissention's digit* is left ownerless due to the death of its would-be suitors, it teleports itself to another random location where it is sure to be found again.

A priest of a good faith can suspend the *curse* upon one individual for 24 hours by casting a successful *remove curse*. If the individual then casts the stone aside, the desire fades and he or she is free. However, if that indi-

vidual keeps *dissention's digit* in their possession, they must make another Wisdom check after the 24 hours has passed. Thus the cycle starts anew.

Strong necromancy and transmutation; Price 30,000 gp; Weight 3 lb.

Dolphin Suit of the Kuah-Lij

This item resembles a 10-foot long, segmented cannon with a large forward porthole and a tapered end. A secret catch (Search DC 20 to locate) releases a hatch that unhinges the mid-section of the apparatus, revealing a leather-padded pilot capsule suitable for a single Medium humanoid.

To operate the *dolphin suit*, the pilot crawls into the padded capsule, arms and legs extended. Two separate handlebars secured in a grooved track are operated with the hands, controlling the forward/backward and left/right movement of the apparatus. Two depressible pedals at the other end of the capsule are controlled with the feet, allowing the *dolphin suit* to dive upward or downward. Once in the water, a dorsal fin, jointed fluke, and two pectoral fins extend from the apparatus, corresponding to the operation of the capsule controls. The pilot navigates through the sea while peering through the forward porthole imbued with the *farsight* spell.

This device is an updated Kuah-Lij design with emphasis on speed and maneuverability. It functions flawlessly in water up to 500 ft, deep, and can perform jumps up to 20 feet high out of the water. To replenish its 2-hour air supply, the apparatus must breach the water's surface for 15 full minutes, collecting fresh air through its

filtered blowhole. The device has the following characteristics: hp 150; hardness 10; Swim 80 ft.; AC 19 (-1 size, +10 natural); Atk: Slam +8 melee (2d4).

The *dolphin suit* can beach itself upon land, but is incapable of self-propelled land movement. For this reason, it is often attached to a wheeled carriage for transport to and from bodies of water.

Strong transmutation; CL 19th; Craft Wondrous Item, *animate objects*, *farsight*, 10 ranks in Knowledge (architecture and engineering); Price 85,000 gp; Weight 250 lb.

Exile's Wood

Many years ago there lived a great Hawkmoon thief named Kolter. His dream had always been to steal the golden rose of the gods. After long years of practice, he fulfilled his dream of snatching the rose from the immortal beings. For years no one knew who had done the unthinkable. As vain as he was, Kolter couldn't live with the thought of no one knowing that he was the one who'd stolen the rose. One night, while drinking at the guild, he told some locals that he was in fact the one who'd become known as the Thief of the Rose. These men, hoping for a huge reward, went to the temples and shouted up at the gods, telling them what they'd overheard.

The proxies of the gods descended upon Hawkmoon. They found the thief and tortured him until he told them the truth. After confessing, he pleaded with them to have mercy on his soul when they killed him. The proxies argued. The proxy of Majium, god of magic and mercy, advocated sparing Kolter's life. Igvys, god of the south wind and decay, thought otherwise. The two of them made a pact: they would exile the thief to a small ship in the ocean, where he would spend the remainder of his days on the open sea, never to touch land again.

This was not good news for Kolter, as he was terrified of water and could not swim. So before he had to enter exile, he took all of his gems and went to the most talented wizard he could find. He had the wizard craft for him a special piece of wood, one that would be able to hold him afloat if he ever fell overboard.

Kolter spent the next 50 years at sea, and had many adventures. It is said that before he died he gave the piece of wood to his first mate. The first mate was a very good swimmer and had no need for the item, so he sold it the first chance he got. The wood has changed hands many times with most people not knowing its true value. The Thief of Rose knew it by its true name—*exile's wood*.

Exile's wood is a plank 3 feet long by 6 inches wide. Regardless of the condition of the sea, *exile's wood* does not sink, so long as it never has to support more than 1,000 lb. of weight.

Moderate evocation; CL 9th; Craft Wondrous Item, *Tensor's floating disc*; Price 5,000 gp; Weight 2 lb.

Guide Stone

A simple fragment of stone 3 inches in length and 2 inches wide, the *guide stone* holds an unbreakable attraction to the larger stone from which it was chipped. The larger, parent stone remains in port (or other home base) while the *guide stone* travels aboard ship, gently tugging toward the home stone, even to a distance of 250 miles. Up to 1d4 smaller stones can be extracted from the same parent stone. Looking dark gray, almost black, the oval parent stone is about the size of a wound bedroll and weighs 20 lb. Parent stones are usually kept in a guild headquarters or harbormaster's house, the *guide stones* then rented out to captains during storm season.

Moderate divination; CL 9th; Craft Wondrous Item, *locate object*; Price 25,000 gp; Weight 1 lb.

Hospitality's Hammock

Stringfellow Songsmith was a poet, minstrel, and thief of hearts, but he was positively not a sailor. Much to his dismay, a local lord commissioned him and his quill to produce a set of piratical poems, maritime muses, nautical nomenclature, and seafaring sonnets. For any other bard who could carry a tune in a bucket, this would have been a grand opportunity. However, the mere sight of the ocean caused Stringfellow to get seasick. Commissions like these don't come by every day, and he'd have been a fool not to accept it. But he'd be king of the fools if he could pull it off.

He had done considerable work for the local actors' guild, and as a token of their appreciation they presented him with a gift to aid him in his escapades. Tied in a neat bundle was a red silken hammock which was embroidered with gold filigree. They assured him that this hammock would make him feel right at home on the high seas.

Hospitality's hammock is a beauty to behold, but no self-respecting seaman would ever dare use it. Aside from its considerable looks, a single night's rest in it eliminates any sign of seasickness. Additionally, the *hammock* is so comfortable that those who sleep upon it for a full 8 hours regain 2 hit points from any they might have lost.

Stringfellow was able to sleep soundly on the vessels he boarded, avoiding seasickness, and eventually completing his commission. He owes his success to *hospitality's hammock*.

Moderate conjuration; CL 8th; Craft Wondrous Item, *cure disease*, *cure light wounds*; Price 5,000 gp; Weight 2 lb.

Lung Leaf

Down in the depths of the Moonsilver Sea, its roots fixed to the silt-covered sea floor, lives a magical tree. For all intents and purposes, the tree appears as a normal tree—or say so the reclusive thume, the only beings ever to lay eyes on it. (See Chapter Six for details on the thume, an ancient race of sea-dwellers.) According to

maritime myth, the leaves of this tree grant *water breathing* to anyone who holds a leaf in their mouth.

The *lung leaves* are very rare. Since no one but the thume know the tree's exact location, most of the *leaves* come to the surface when fish swim through the branches and shake the leaves loose. The *leaves* then float to the surface, where they can easily be recognized. They are 1 inch long and a deep, rich blue in color; the veins in each *leaf* are bright silver. The thume claim that no two *lung leaves* have quite the same arrangement of veins.

Holding a *leaf* in the mouth grants the user water breathing for a period of 1d4+1 hours. The user never knows exactly how much time the *lung leaf* is providing him; the roll is made in secret by the DM. After the air has expired, the *lung leaf* must be soaked in salt water for a period of 1d4 days. Only then may it be used again.

Moderate transmutation.

Mariner's Eyepatch

This pirate's eyepatch is heavily encrusted with jewels and arcane writing. Upon uttering a command word, the *eyepatch* allows the wearer to use the following abilities once per day as a 5th-level caster: *scorching ray*, *see invisibility*, *comprehend languages*.

Faint evocation and divination; CL 5th; Craft Wondrous Item, *scorching ray*, *see invisibility*, *comprehend languages*; Price 12,000 gp.

Mercy's Mandolin

The face of this balsa wood mandolin is inlaid with mother-of-pearl. The wood has been highly polished, the neck carved to resemble the jumping form of a porpoise. Even novice players can strum a pleasing melody upon *mercy's mandolin*. When someone with the Perform (strings) skill plays *mercy's mandolin* at the side of a wounded comrade or at the feet of a fallen friend, the wounded person regains 1d8 + 1 hit points. One can benefit from the *mandolin* only once a month.

Moderate conjuration; CL 9th; Craft Wondrous Item, *cure light wounds*; Price 15,000 gp; Weight 5 lb.

Moonsilver Orb (Major Artifact)

When the Yalts, now called the Coralites, first arrived at their current home, they found a quiet coral reef that was pounded by surf and often wracked by tropical storms. For many centuries the Coralites huddled together in island caves, watching their homes sweep away with the wind. With the advent of the songchangers, the creations of the Coralites became more and more sophisticated and increasingly infused with magic (refer to Chapter Four for a description of the songchangers). The *Moonsilver Orb* was conceived to bring the same peace to nature that the Coralites had achieved in society. Calm winds and placid seas were the result.

The *Moonsilver Orb* is composed of sand from the ocean floor, silver from the Elemental Plane of Earth, and

moonlight gathered on a moonless night. It appears as a glass sphere, 4 inches in diameter, silver in color with a swirling mist inside. It is the result of long hours composing and performing complex melodies and soothing harmonies. Unfortunately, one discordant note hides deep within its misty surface, the intrusion of a songchanger whose ideas of self-defense ran counter to the rest of the community. Because of this, when the final of the powers is invoked, the ultimate result is beyond the owner's control.

Whoever possesses the *Orb* has considerable power over the seas. First, while holding the *Orb*, the character is able travel the seas most efficiently. She can breathe underwater, has a swimming speed of 50 feet, and does not suffer from the effects of extreme pressure or the limits on combat imposed by being in a watery environment. She is able to summon and command 5d10 HD of sea creatures as transportation or defenders. She can also speak with any sea creature, and is fluent in Aquan.

The *Orb* itself influences tides, currents, and winds in a 1-mile radius. Whatever the prevailing weather pattern may be beyond this radius, within it the seas remain calm, with only the slightest of tidal flows and a hint of a breeze. A relaxing surf on the beaches and a cooling breeze, enough to propel a small sailing craft, are all the evidence remaining of the unpredictable sea.

The final power of the *Orb* is a terrible one. Once a week, on command, the possessor can call into being a massive whirlpool. The whirlpool has a radius of 100 yards, and anything within range of the center is inexorably drawn to the bottom of the funnel. Ships and sea life in the area of effect are completely lost as the bottom of the whirlpool opens into the Plane of Water, ejecting everything that is caught into that liquid realm, subjecting them to all of the unfriendly conditions of that place. The whirlpool last for 2d10 rounds or until it strikes land mass. The curse of this power lies in its chaotic nature. Control cannot be exerted over the whirlpool, as it moves 1d100 yards every round in a random direction, potentially capturing even the caster, if she is also on the sea.

Strong abjuration and transmutation; CL 20th; Weight 5 lb.

Ortho's Love

Hawkmoon is not only a land of robbers and footpads. Farmers also call this place their home. Thousands of small farms dot the countryside. On one such homestead lived a man named Ortho, who wanted nothing in this life but the love and devotion of his family. One day he was called to protect his land and country from an invasion by the mercenaries of a petty warlord. During the battle, Ortho was slain. They carried him back to his wife on his shield.

While en route to the afterlife, Ortho's spirit beseeched the celestial guardians to allow him to see his family one more time and to tell them that he was safe and going to a better place. The guardians were amazed

how much love and devotion he showed toward his family. So they gave him a gift to present to his wife and sent him back to the mortal realm for a short time, so that he might say goodbye.

The gift is a clear crystal bottle that contains magical cloudstuff. When the bottle, known as *Ortho's love*, is opened and shaken, a billowing white cloud rolls out and forms a platform 40 feet wide per side. The cloud is immobile but strong enough to support up to 300 lb. of weight, providing a padded place to walk, sit, or rest. The cloud is quite soft and offers a wonderful place to sleep.

Once the user is finished with the cloud, they can bottle it up for use at another date. To recapture the cloud, all the user must do is place the opening of the bottle against the cloud, at which point the cloud whistles back into the bottle. If not put back in the bottle, the cloud lasts indefinitely; it cannot be harmed by any weapon or dispersed by any wind. However, *Ortho's love* does not function unless there are clouds in the sky, even if the user is currently indoors.

The cloud can be used to span pits or chasms, so long as they aren't more than 40 feet across. Anyone walking across the cloud enjoys a +10 bonus to Move Silently.

Moderate conjuration; CL 8th; Craft Wondrous Item, *fog cloud*; Price 3,000 gp; Weight 1 lb.

Portrait of Self-Examination

This picture appears as a dark woman with penetrating eyes. If someone focuses his attention on the picture for more than 3 rounds, the image gradually begins to change, but only to the perspective of the viewer; to everyone else, it appears as it had originally. In fact, the painting becomes a portrait of whoever looks at it closely for more than 3 rounds. Once the transformation is complete, the viewer sees in the picture some deep truth about himself and is forced to assimilate this new information. How the person copes with it is based on a DC 18 Wisdom check. Success demonstrates his ability to live with whatever he has seen and understood about himself, and this knowledge and acceptance results in his Wisdom increasing by +1 permanently. Failure indicated the news is unbearable, thus shaking his confidence in himself and decreasing his Charisma by -1 permanently.

Strong transmutation; CL 15th; Craft Wondrous Item, 5 ranks in Craft

(painting), *eagle's splendor*, *owl's wisdom*, *suggestion*; Price 25,000 gp; Weight 20 lb.

Rod of Air and Water Mastery (minor artifact)

Affixed on each end of this 1-ft. long iron rod are two glass orbs; one filled with water and the other filled with murky, white air. When the elemental orbs of the *rod* are positioned at 12 o'clock and 6 o'clock and the command word is uttered, the element in the orb above obtains mastery, creating a sphere of the dominant element around the wielder.

For example, when the user positions the *rod* so that the water-filled orb is directly above the orb of air, the surrounding air turns to water, creating a 10-foot diameter sphere of water similar to the *water sphere* spell, focused directly around the wielder. Likewise, water turns to air when the *rod's* air-filled orb is extended above the orb of water, creating a 10-foot diameter air sphere around the user. The spheres remain focused around the wielder's position for up to 10 minutes before dissipating.

The origin of the *rod of air and water mastery* is steeped in mystery, but it has been suggested that an ancient marine race may have created it as a means to study the land located along the coast,

Moderate transmutation; CL 19th; Weight 5 lb.

Sahuagin's Dismay

This item appears as a tattered green flag, bearing the image of a red trident. Flying the *sahuagin's dismay* upon the mast grants protection from extreme weather to a ship and all on board. All wind speeds above 50 mph are reduced to 50 mph. Rain is never stronger than a steady mist. The banner keeps the ship from being swamped by even the largest waves, though strong currents still affect the ship. Refer to Chapter Two for details on wind effects on a ship's speed.

Moderate transmutation; CL 9th; Craft Wondrous Item, *control winds*. 12 sahuagin pelts; Price 45,000 gp; Weight 5 lb.

Sextant of Seeming

This device appears as a standard sextant used in ship navigation. However, the instrument is highly enchanted, capable of producing a powerful illusion sufficient to disguise any



single self-contained building or sailing vessel. The area affected must be delineated by specific walls or bulkheads, so that a house could be disguised, but an encampment of tents could not. The area can be quite large, up to 200 5-foot cubes in size. The *sextant* produces the spell *mirage arcana* and functions precisely as such. To activate the spell, the *sextant* must be calibrated in a certain way, much like other devices require a command word.

Moderate illusion; CL 9th; Craft Wondrous Item, *mirage arcana*, *permanency*; Price 30,000 gp; Weight 4 lb.

Shudderer's Cowl

The lands of Kung are said to be inhabited by dispirited folks, ruled over by angry warrior-kings. With few natural resources, a high orc population, and rampant disease, Kung attracts few visitors. Further dissuading the potential explorer are stories such as that of Count Yephon, a young nobleman who decided to alight on Kungish shores and seek his fortune in that black place.

The count came alone and in disguise, dragging his boat against the sands of a secluded lagoon. Primarily he'd come to spite his father, a man of great accomplishments, who lorded over his son and by his very presence diminished him. Count Yephon hoped to uncover his destiny in Kung, a land upon which his father's footsteps had never fallen. Excitement stirred the young man's blood; he dreamed of the strange people he would meet, of the dangers he would overcome, and certainly of the glory he would win. This expedition would help him escape his father's shadow.

Yet Kung has a way of twisting the dreams of the hopeful. Yephon fell prey to a horrible trap, an ambush set by marauders under the thrall of an infernal master. Stripping him of all but his woolen cape, the outlaws deposited Yephon into a subterranean labyrinth so that their master could feast upon his fear. They sealed the doors behind him, and darkness descended. Months passed. Yephon battled the maze's many denizens, finding each day a new lesson in self-preservation. Hope left him in small increments, but left him it did, so that one day he existed only to kill and run and survive. Fear was his only consort—but he also had fire. Yephon's makeshift torches were the only means of keeping hold of his sanity, and the maze's inhabitants took dire pleasure in snuffing out his lights.

The shadows were especially vicious. Often sweeping over him in sudden waves, the undead shadows whispered their chill breath upon his skin, draining his power, turning his skin to patches of ice. Yephon's only protection against their silent assault was his cape, in which he would wrap himself when the shadows came. Always they would surprise him, causing him to cry out and curl beneath the frail shelter of his cloak.

Yephon died in that position, wrapped in that garment. At last the shadows' touch became too cold, and Yephon's blood moved too sluggishly through his veins.

The chills quivered his body, and the final reserves of his strength were spent. His shudders ceased.

They say that Duke Yephon's spirit fled no further than his cape. Unable to escape the horrors of the master's maze, Yephon's soul became interwoven with the threads of the cloak, along with the essence of many of the shadows he destroyed before he was overcome. Eventually the garment resurfaced. Today it is known as the *shudderer's cowl*.

So long as light is being shed on the *cowl*, the wearer is completely immune to cold weather and all cold-based attacks. The intensity of the light must be at least that of a torch. A burning candle is insufficient, as is the supernatural light cast by many types of magical weapons. Without adequate light, the protection against cold fails. Furthermore, without a nearby light source, the wearer becomes especially susceptible to both cold and fear. The wearer makes all saving throws against cold and fear at -4; additionally, all cold attacks deal an additional point of damage per damage die. For example, if the wearer of the *shudderer's cowl* is targeted by a 12th-level wizard's *cone of cold*, he makes his Reflex save at -4 and suffers 12d6+12 points of damage. Finally, the spell *remove fear* has no effect on anyone wearing the *cowl* in insufficient light. Remember that these negative effects apply only if the wearer is without ample light.

Once donned, the *shudderer's cowl* can only be taken off if the wearer receives the benefit of a *remove curse* spell.

Faint abjuration and necromancy; CL 5th; Craft Wondrous Item, *protection from energy (cold)*, *scare*; Price 8,000 gp; Weight 2 lb.

Spectacles of the Sahuagin

These *spectacles* are made of carefully preserved sahuagin eyes fitted into moderately oversized spectacle frames. Wearers of these prized *spectacles* are granted some of the qualities of the keen-sensed sahuagin who can sense anything within 30 ft. while underwater. The magic of the spectacles includes the ability to spot any invisible, ethereal, or astral creature within 30 feet if it is moving, motionless creatures remain undetected. Additionally, these *spectacles* grant the wearer a +5 circumstance bonus to Spot checks.

Strong divination; CL 14th; Craft Wondrous Item, a set of preserved sahuagin eyes, *see invisibility*; Price 42,000 gp.

Unyielding Mast

Deep in a watery grave rests the *Storm Seeker*, a merchant ship of great renown. Legend has it that she could ride out any storm without a scratch. She made countless voyages upon the tide with cargo both mundane and extraordinary. Traders, kings, and vagabonds alike gladly paid pounds of gold to have their cargo rest in the capable hull of this ship of ships. *Storm Seeker*, although a modestly equipped caravel, was widely known

for passing easily through typhoons, hurricanes and the like. If, in days gone by, you wanted your shipment to arrive at its destination without fear of the weather, you chartered space on the *Storm Seeker*.

Some attributed her hearty running to the blessings of the gods, others to the fine crew, but most thought it was just plain old-fashioned luck. However, her luck ran afoul one day when she disturbed a rather cranky kraken. Her hull was shredded in the ensuing skirmish, and she sank to the bottom of the sea. After her demise, rumors began to surface of her whereabouts and her secret. Certain shipping logs may indicate the port of origin, destination, and the probable course she took on her final voyage. According to the whispers of drunken sea folk and loose-lipped wenches, she hid her secret in plain sight: her main mast.

The unyielding mast appears to be a standard oaken mast of little note. However, superior craftsmanship and considerable enchantments have rendered it nearly indestructible. The first area of note is that the mast is completely immune to all forms of fire. More importantly, however, the mast is indeed quite unbreakable. The mast has a hardness of 15 and 200 hit points (Break DC 50). Attacks against the ship proper do not affect the mast. Only those attacks directed specifically at the mast have a chance of inflicting damage upon it. Wind conditions that would splinter standard masts pose little threat to the unyielding mast. Finally, if it does indeed take damage, the mast regains 10 hit points every 24 hours.

If the wreck of the *Storm Seeker* is located, the mast may be removed and fitted onto any ship.

Strong conjuration; CL 13th; Craft Wondrous Item, *limited wish*, *wall of iron*; Price 25,000 gp; Weight 540 lb.

Wetskin of the Kuah-Lij

This creation of the water-loving Kuah-Lij is a boon to any aquatic humanoids who wish to venture onto dry land. The *wetskin* is made of a very thin leather-like material, although all attempts to find such material in its raw form have been fruitless. The material offers no AC protection. It does not hinder the wearer's abilities in any way. The suit is formed for a biped, although various sizes have been seen (larger, more rotund, short and squat, etc.). Nearly any size *wetskin* exists, between 3 ft. to 8 ft. in height, and nearly any body mass from 50 to 600 lb.

The *wetskin*'s main function is to hold water near the wearer's skin. Once the suit is donned and the proper command word is spoken, the *wetskin* fills with a small amount of water—just enough to cover the skin entirely in a thin wet film. In this fashion it keeps the wearer moist for 8 hours, after which time it must be completely submerged for 8 hours to “recharge” itself. The water is held in the spongy interior of the *wetskin*; the water cannot be removed, drunk, or used for any purposes other than keeping the wearer wet. The wearer can use fresh or salt water, or one then the other. A different command word is used for the two types of water. Once the 8 hours expire, or at any point when the wearer gives the command word, the water is expelled through tiny pores in the *wetskin*. It then must be soaked in water for 8 hours before it can be used again.

The *wetskin* does not offer any kind of air-breathing ability, nor does it allow the aquatic creature to converse with land-based creatures unless a common language is known.

Sea elves are common traders in *wetskins* of the Kuah-Lij, as it allows them to travel freely on dry land for extended periods of time. The sahuagin are always looking to steal these suits for their raids on shoreline communities. A sahuagin attacks a wearer of a *wetskin* on sight.

Moderate abjuration; CL 7th; Craft Wondrous Item, *endure elements*; Price 17,000 gp; Weight: 5 lb.

Wheel of Chaos

This ornately decorated ship's wheel is inlaid all about with symbols of chaos and destruction. When affixed to any sailing vessel, the *wheel of chaos* has the following effects as per a 13th-level druid: *call lightning storm* and *control winds*, both once per day. Furthermore, the wheel increases the ship's speed by an additional 25%. Finally, the ship and her crew are protected by a *magic circle against law*. This ability does not extend beyond the ship itself.

Curse of the Wheel: The wheel is thoroughly chaotic in nature, and calls chaotic beings to it. Possessors of the wheel of chaos suffer double the number of random encounters with chaotic beings.

Strong evocation and transmutation; CL 13th; Craft Wondrous Item, *call lightning*, *control winds*, *control weather*, *haste*; Price Unique; Weight: 25 lb.

Chapter Six: New Monsters

New and original creatures are presented here to enrich any campaign based on the sea. A random encounter table can be found for these monsters and more in the Appendix.

Blue-Finned Vant

Small Magical Beast (Aquatic)

Hit Dice:	1d10+1 (6 hp)
Initiative:	+3
Speed:	Swim 30 ft. (6 squares)
Armor Class:	14 (+1 size, +3 Dex); touch 14, flat-footed 11
Base Attack/Grapple:	+1/-4
Attack:	Bite +5 melee (1d4-1)
Full Attack:	Bite +5 melee (1d4-1)
Space/Reach:	5 ft./0 ft.
Special Attacks:	Pressure shifting
Special Qualities:	Darkvision 60 ft., low-light vision, pressure resistance 20
Saves:	Fort +3, Ref +5, Will +0
Abilities:	Str 8, Dex 17, Con 12, Int 1, Wis 11, Cha 6
Skills:	Listen +2, Hide +9, Swim +11
Feats:	Weapon Finesse
Environment:	Warm aquatic
Organization:	Solitary or school (2-20)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2-4 (Small); 5-8 (Medium)
Level Adjustment:	—

These fish are about 4 feet long, with a broad, thick-ribbed fin across their backs. They are glittery blue in color, with a white underbelly.

Blue-finned vants are tropical fish that can control the water pressure around them. They dwell in or near coral reefs, particularly near the edges of undersea trenches. They usually go their way alone or in small schools, nibbling on coral encrustations with their bony, beaklike mouths, but can sometimes be found hunting in deeper waters.

Combat

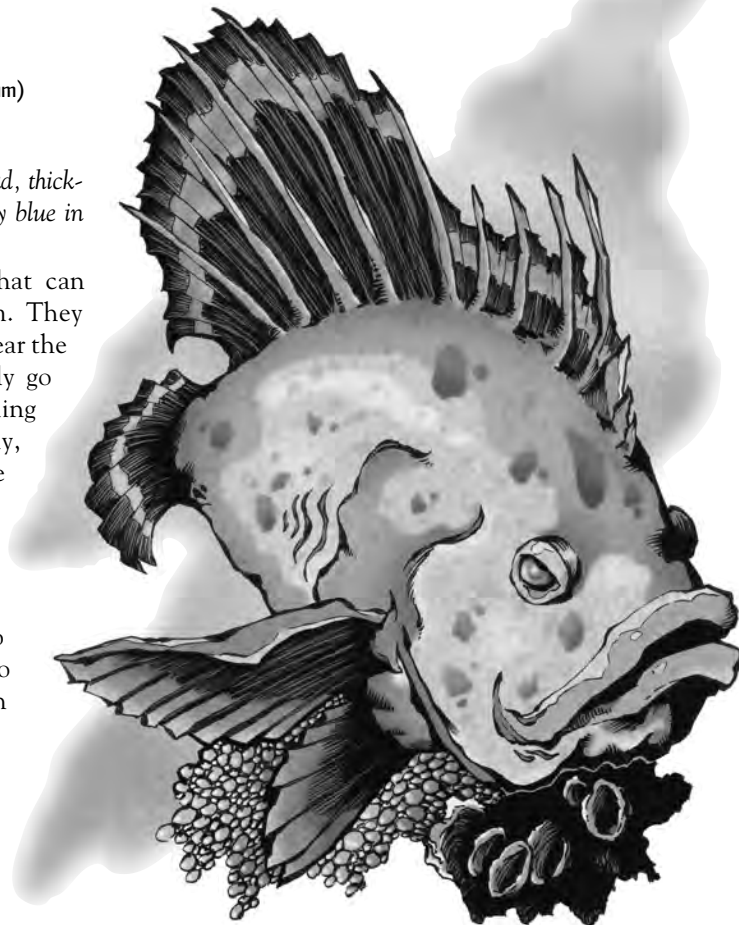
Blue-finned vants rely upon their ability to control the water pressure around them to drive off or harm potential predators, or to allow them to flee to depths that would crush most other creatures.

Pressure Shifting (Su): As a standard action, the blue-finned vant can increase or decrease the water pressure in a 30 foot radius around them by up to 300 feet depth equivalent. This means that the pressure damage within the area of effect can in-

crease or decrease by up to 3d6. They can maintain this shift in pressure indefinitely. Vant pressure shifting does not stack with itself in the case of multiple overlapping pressure shifting fields, but positive and negative overlapping pressure shifted fields do work against each other.

Pressure Resistance (Ex): The blue-finned vant is highly resistant to the crushing pressures of deep water, subtracting the first 20 points of damage caused by high pressure or crushing blows in a round.

Skills: A blue-finned vant has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A blue-finned vant uses its Dexterity modifier rather than its Strength modifier for Swim checks.

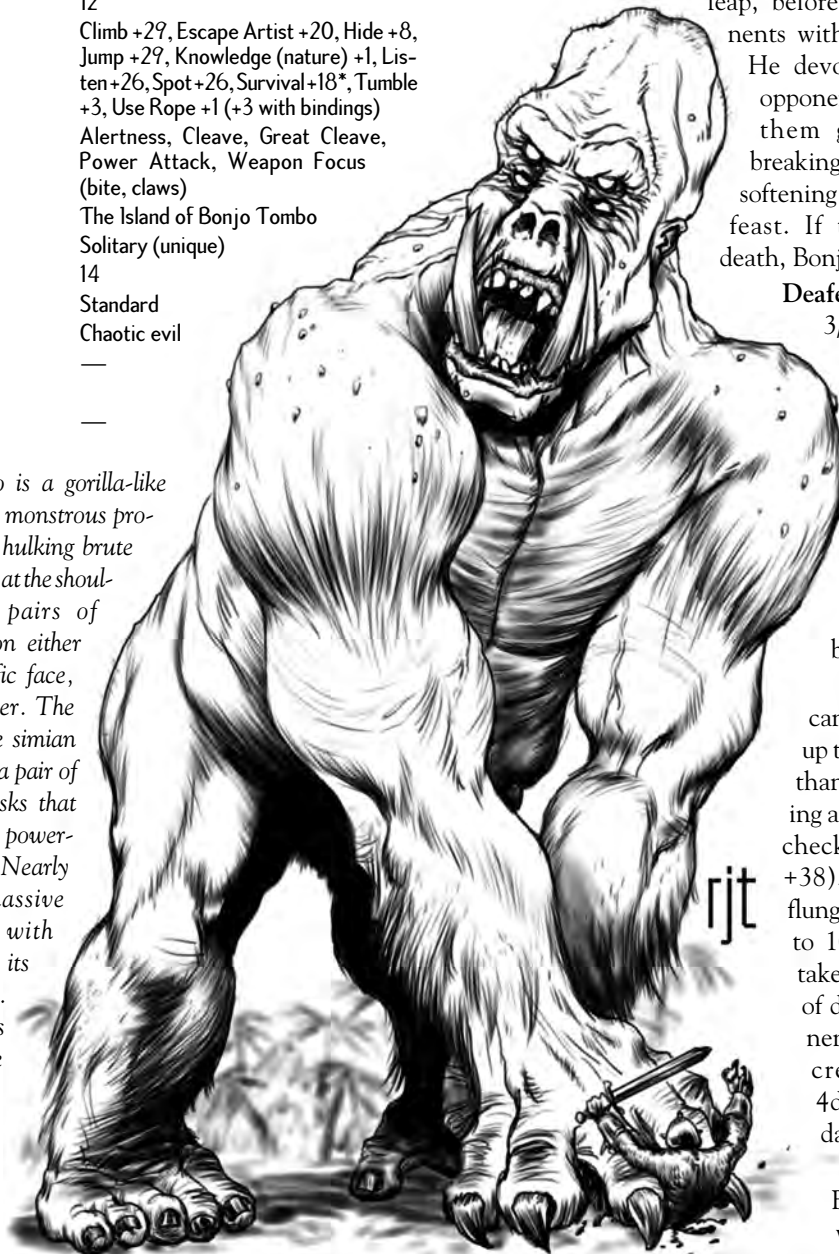


Bonjo Tombo

Gargantuan Outsider (Chaotic, Evil, Native)

Hit Dice:	16d8+80 (152 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	24 (-4 size, +3 Dex, +15 natural); touch 12, flat-footed 21
Base Attack/Grapple:	+16/+38
Attack:	Claw +23 melee (2d4+10); or bite +23 melee (2d6+10)
Full Attack:	2 claws +23 melee (2d4+10), bite +18 melee (2d6+10)
Space/Reach:	20 ft./20 ft.
Special Attacks:	Deafening roar, fling, rend 2d4+15, trample 2d6+15
Special Qualities:	Damage reduction 15/good, scent, demon traits, outsider traits, water vulnerability
Saves:	Fort +15, Reflex +11, Will +9
Abilities:	Str 30, Dex 13, Con 20, Int 8, Wis 8, Cha 12
Skills:	Climb +29, Escape Artist +20, Hide +8, Jump +29, Knowledge (nature) +1, Listen +26, Spot +26, Survival +18*, Tumble +3, Use Rope +1 (+3 with bindings)
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite, claws)
Environment:	The Island of Bonjo Tombo
Organization:	Solitary (unique)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Chaotic evil
Advancement:	—
Level Adjustment:	—

Bonjo Tombo is a gorilla-like creature of truly monstrous proportions. It is a hulking brute nearly 50 feet tall at the shoulder with two pairs of yellowish eyes on either side of its horrific face, one atop the other. The beast has a wide simian mouth exposing a pair of huge curving tusks that protrude from its powerful lower jaw. Nearly hairless, its massive frame ripples with muscle beneath its filthy grayish skin. It has long arms that end in huge clawed hands, and short powerful legs that end in apish feet.



Bonjo Tombo, the huge Demon Ape, is dumb, fierce, and thoroughly evil. Spawn of a two-headed demon prince and a fiendish dire ape, Bonjo Tombo rules his jungle island through malice, fear and primeval cruelty.

Although enormous, Bonjo Tombo is adept at hiding in the thick jungle vegetation of his island, his shaggy gray fur blending into the surrounding terrain. Bonjo Tombo dislikes running water, and refuses to cross it. This may be counted as a blessing by many, as it has kept him upon his island and away from the more civilized locales of the world.

Combat

At the onset of any fight, Bonjo Tombo attempts to shatter the will of his foes with an ear-splitting roar.

Bonjo Tombo prefers to attack first with his crushing leap, before grappling opponents with his great reach. He devours many of his opponents whole or hurls them great distances, breaking their bones and softening them up for his feast. If threatened with death, Bonjo Tombo flees.

Deafening Roar (Ex): 3/day, in a 100-ft. spread; all within the area of effect must succeed on a DC 23 Will save or be deafened for 2d6 rounds.

The save DC is Constitution-based.

Fling (Ex): Bonjo can fling an opponent up to two sizes smaller than himself by making a successful grapple check (grapple bonus +38). If successful, a flung creature travels up to 100 feet away and takes 10d6+10 points of damage. An opponent struck by a flung creature takes 4d8+10 points of damage.

Rend (Ex): If Bonjo Tombo hits with both claw at-

tacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+15 points of damage.

Trample (Ex): As a full-round action, Bonjo Tombo can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over opponents in its path; any creature whose space is completely covered by Bonjo Tombo is subject to the trample attack. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a Reflex save (DC 28) to take half damage. Bonjo Tombo can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Demon Traits: Immune to electricity and poison; cold, fire, and acid resistance 20; can communicate telepathically with any creature within 100 feet that has a language.

Outsider Traits: Cannot be raised or resurrected; darkvision with a range of 60 feet.

Water Vulnerability (Ex): Immersing Bonjo Tombo in running water or ocean water causes him to shrink one size category per minute until he reaches diminutive size. It takes Bonjo Tombo one month per size category to achieve his normal size again. For this reason, Bonjo Tombo has become deathly afraid of rivers and oceans. Rain or thunderstorms do not have this effect.

Skills: Bonjo Tombo receives a +8 racial bonus to Listen and Spot checks. *He gains a +4 racial bonus to Survival checks when tracking by scent.

Breath Taker

Medium Undead (Aquatic)

Hit Dice:	8d12 (49 hp)
Initiative:	+8
Speed:	20 ft. (4 squares), swim 50 ft.
Armor Class:	14 (+4 Dex); touch 13, flat-footed 10
Base Attack/Grapple:	+4/+5
Attack:	Claw +5 melee (1d3+1) or touch +8 melee (air-stealing)
Full Attack:	2 claws +5 melee (1d3+1) or touch +8 melee (air-stealing)
Space/Reach:	5 ft./5 ft. (10 ft. with touch attack)
Special Attacks:	Air-stealing
Special Qualities:	Darkvision 60 ft., undead
Saves:	Fort +2, Ref +2, Will +6
Abilities:	Str 12, Dex 18, Con —, Int 10, Wis 10, Cha 10
Skills:	Hide +15, Listen +11, Move Silently +15, Spot +11, Swim +9
Feats:	Ability Focus (Air Stealing), Dodge, Improved Initiative, Weapon Finesse (B)
Environment:	Any aquatic
Organization:	Solitary or gang (2-8)
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	10-18 HD (Medium), 19-27 HD (Large)
Level Adjustment:	—

the waves. Now, in unlife, they seek out and steal that which was first taken from them — the ability to breathe.

Combat

A breath taker has two primary attack modes. Either it uses its long, seaweed-encrusted fingernails against an enemy, or its dreaded ability to steal the very breath from its victim's lungs. The breath taker's rotted chest visibly expands as it draws this fresh air into itself.



A breath taker is a partially skeletal creature clad in the soggy trappings of a pirate. At first glance a breath taker might be mistaken for a brine zombie or lacedon. Breath takers are more powerful than those lesser undead, however, and such a mistake in identification can lead to a cruel death.

A breath taker is an aquatic undead creature that robs the breath from its victim. In life they were evil thieves who drowned at sea, pirates who took valuable goods at will from others that plied

Air-Stealing (Su): As a standard action a breath taker causes a ghostly, incorporeal hand to emerge from its own hand. The hand and the phantasmal arm that follows it have a range of 5 feet (for a total Reach of 10 feet with that attack). If it makes a successful touch attack, the breath taker's hand appears to plunge into the chest of its opponent. A target that fails a DC 14 Fortitude save takes 1d4 Constitution damage and is fatigued. The breath taker must make a touch attack each round as a move action to maintain the connection. As long as the breath taker maintains its attack, the target must make the Fortitude save each round. On the second failed Fortitude save, the target takes all its remaining hit points as non-lethal damage. On the third failed Fortitude save, the target dies. To escape the touch

of a breath-taker, the target must succeed on at least one Fortitude save then move out of the breath taker's reach on his next action. The save DC is Charisma-based.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, death from massive damage, or any effect that requires a Fortitude save (unless the effect works on objects); cannot be raised, resurrection works if the creature is willing; darkvision with a range of 60 feet.

Skills: A breath taker has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Coralite 1st level warrior

Medium Humanoid (Coralite)

Hit Dice:	1d8 (4 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 Dex); touch 12, flat-footed 10
Base Attack/Grapple:	+1/+0
Attack:	Coral longsword +1 melee (1d8+1)
Full Attack:	Coral longsword +1 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Coralite traits
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 8, Dex 14, Con 10, Int 15, Wis 15, Cha 8
Skills:	Craft (any one) +5, Diplomacy +0, Knowledge (any two) +5, Perform (Sing) +2, Swim +3, Use Magic Device +0
Feats:	Improved Initiative
Environment:	Warm land
Organization:	Tribe (1-6) or Community (18-45)
Challenge Rating:	1/2
Treasure:	No coins, fine art, or gems, double items
Alignment:	Any good
Advancement:	By character class
Level Adjustment:	+0

Coralites are humanoids who stand four to five feet tall and have a bulky build. Their skin is a deep, rich chocolate color and their hair is long, dark and streaked with red or blonde. Both men and women wear garments of diaphanous silk in bright, vibrant colors, to reflect a living coral reef.

A thousand years ago a storied civilization began to dwindle and die. The Yalts rose from the grave of the Age of Silence, and over the next two millennia developed into the greatest kings the planet of Kophyri has yet known. This was long before the Domain of Hawkmoon was ever established on Kophyri. This era, known as the Age of Kings, encompassed the rule of seven different Yaltic dynasties, some lasting over 100 years and spanning several generations. A golden age on Kophyri, Yaltic rule predated Hawkmoon and saw the world's great discoveries: advances in science and medicine,

knowledge and magic, and peace and prosperity. Then the moon quit her orbit and gave up the sky.

Astronomers aren't sure when the Kophyri moon first disappeared, as it always occurs on the night of the new moon, when it isn't expected to be visible anyway. Eventually a sage of astronomy noticed that the moon wasn't just dark, blocked from the sun, but it wasn't in the sky at all. It seems that once each month, the moon simply vanishes; tides fall flat, and the planet goes without its moon for a period of 24 hours. No one knows the moon's destination on these monthly sojourns, or why it goes away. Some say the gods have again withdrawn their presence, as in the Age of Silence, while others say they are merely toying with mortals as the enigmatic gods have always done. Each society on Kophyri has its own chronicle of cultural myths to explain the departure of the moon. These stories range from the preposterous to the probable, but even the most likely of them is mere conjecture. Whatever the case, the moon's disappearance has proven devastating to the Domain of Hawkmoon.

Once a month, when the moon disappears, strange creatures emerge from warrens deep underground and wreak havoc on the population. There is no way to predict the location of the attacks, but they come unerringly. No one knows why these monsters emerge with the parting of the moon, but over the centuries, residents of the Domain have learned to stay indoors on the night of the missing moon.

Back in the Age of Kings, before men had come to terms with the monthly moon vanishings and the accompanying assault from below, civilization was unable to cope with the horrors that unfolded on Moonless Night. Soon that civilization began to collapse. People were terrified. They revolted, they fled, or they died. The Yalts suffered as much or more than anyone, trying to hold the fabric of society together and protect the people who endured their beneficent rule. They failed. The land was overrun, the populace decimated. The Yalts gath-

ered what was left of their people, built tall ships, and sailed into the dawn, intent on rebuilding their peaceful society in some idyllic setting.

When they reached the broad expanse of coral reef, they halted, broke apart their ships, and used the lumber to build shelters. A thousand years later, Hawkmoon has been established and gone through several evolutions, as has the new Yaltic city. They called their city Coralis and themselves Coralites. While Hawkmoon was settled by pirates, killers and thieves, Coralis became a haven of peace and knowledge. Coralis became a city of legend, encountered rarely by wayward travelers and built up in mortal minds as the earthly abode of the gods.

Combat

The Coralites strongly oppose combat and violence of all types, and attempt to live in peaceful relations with all of their neighbors. Their wizards and priests learn and know offensive spells, but seldom have cause to use them. There are a few fighters among their number because they have studied combat and view martial training as an art form. They are fundamentally skilled but lack experience. Overcoming their abhorrence of violence is a significant challenge to their effectiveness at combat.

Coralite Traits (Ex): The Coralites possess the following racial abilities:

Artistic Training: The Coralites have a long tradition of artistry and learning. They always gain Craft, Perform, and Knowledge as class skills.

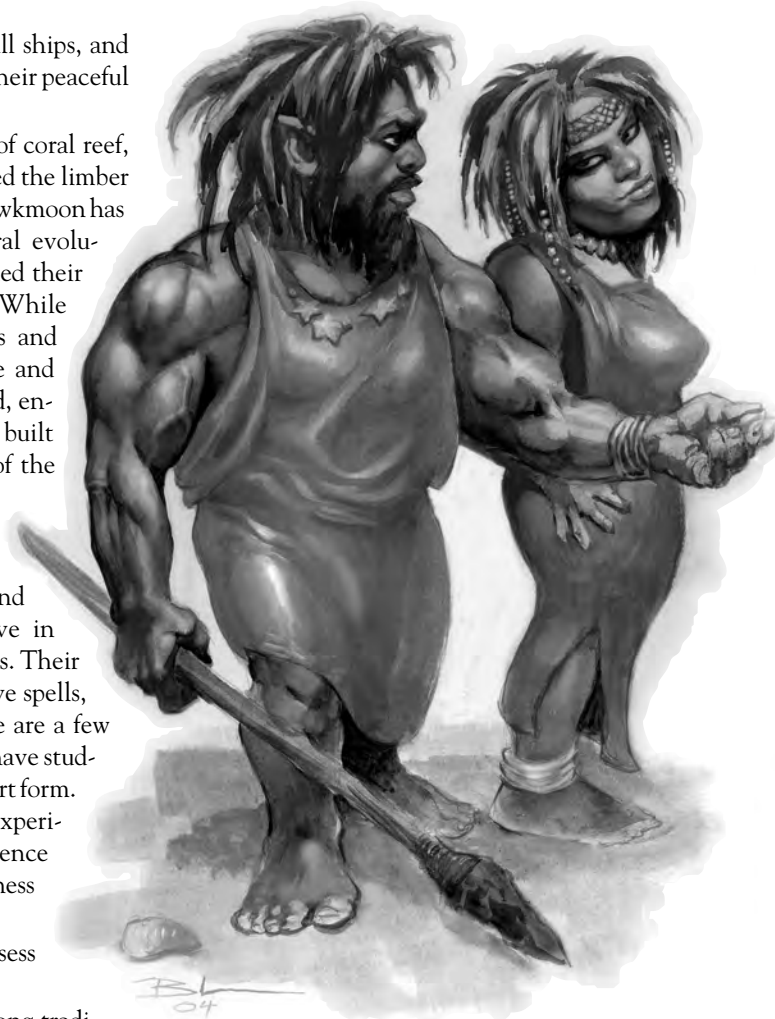
Bardic Music: A Coralite with at least 1 rank in the Perform skill can use the Bardic Music abilities of a 1st level bard. This innate bardic ability stacks with the bardic music ability of the Bard class and the Songchanger prestige class, but otherwise does not improve as the Coralite increases in level.

Pacifism: One thousand years of peace can make a believer of anyone. Because the Coralites have rejected violence, in order to enter into combat they must make a Will save. The base DC for this save is 15, but should be determined by the DM as the threat to innocent life increases.

Underwater Adaptation: The Coralites have evolved to facilitate underwater exploration around their reef. They are able to dive to 1,000 feet without suffering negative effects. Further, their Constitution is considered 4 greater when determining how long they can hold their breath.

Coralite Society

The Coralite society is intentionally simple. They bond together in family units, what they call "tribes" and several tribes choose to inhabit the same common area. These groups they call communities. Each community houses



together, primarily in large towers constructed of various materials and held together by magic, though some prefer to live in primitive huts on the various islands along the reef. Everyone is responsible for the needs of the community and as an extension the other communities as well. Out of each member's particular skills arise what is required to supply each individual need in the community.

The Coralites are slow to reproduce and generally have but one child or sometimes none at all. This has kept the total population rather small, perhaps a few thousand. From birth Coralite children are taught history, religion, spell craft and the arts: music, poetry, painting, sculpting, and literature. The Coralites are universally skilled at some artistic endeavor and they follow it their whole life. They are also quite skilled at performing, and even those who don't study music can recite poetry. Learning is a key part of their lives, and they spend many hours each day studying the multitude of books they brought on their journey or have written since. Ancient history, magic and religion are their favorite subjects. The Coralites have an affinity for creation rather through art or craft, which has led to their crowning achievement of marrying magic to music. The Songchangers are the offspring of this union.

New Deity: Majium

God of Mercy and Magic

Domains: Good, Healing, Knowledge, Magic

Typical Worshippers: Wizards, sorcerers, healers, the charitable, and those who put mercy before justice, and magic before life.

Favored Weapon: Dagger, Staff

Unlike deities of other pantheons, the divine beings worshipped in the Domain of Hawkmoon defy description and subscribe to no single alignment. They have no set forms and no gender. For the purpose of bringing their inscrutable natures closer to human understanding, worshippers have given them names and anthropomorphic characteristics, and attempted at least to surmise their realms of control and the areas they influence. All gods have been assigned a primary dichotomy, and several lesser fields of influence. Because of this complexity, beings of various alignments and vocations might pray to the same deity.

The followers of Majium, among whom the Coralites have perhaps the most knowledge, characterize him as a wise old man with a kind smile and a gentle touch. Majium is basically good, but those who revere his more magical aspect usually care nothing for moral and ethical considerations. They are wholly devoted to the pursuit of arcane knowledge and its acquisition at any cost.

Spellcasters often incorporate prayers to Majium into their verbal spell components. Alchemists tend to devote a small corner of their labs as shrines to him. Healers universally consider him the father of their arts. His beneficence knows no bounds, or so say the tomes that chronicle his encounters with humanity.

The Songchanger is a new prestige class of spellcasters, detailed in **Chapter Four** of this book. These wizards have learned to manipulate the very elemental matter of creation through song and music. Through their skill, they produce everything from mundane kitchen utensils to the very towers which make up the city of Coralite. They weave powerful magic into their musical compositions and are revered even above the priests in Coralite society.

The Coralites are pious and devoted to their religious pursuits, though in proportion to their other interests. They have perhaps the definitive collection of material on Majium, god of magic and mercy. Their priests spend hours in prayer and devotion and lead daily sessions of worship and teaching for any who wish to participate, which defines most of the inhabitants at least once in a month's span.

Finally, Coralite culture and society are founded on one overriding principle: peace. When first they began this quest, they hoped to escape the turmoil of their kingdom and start a way of life based on establishing an equilibrium among each other and with the world around them. They would devote their lives to learning, loving and living fully, enjoying the fatness of life. They disdain violence, greed and wealth, keeping only what possessions they need and sharing them throughout the community. They have no need of weapons or money. They number no thieves in their ranks.

Coralites as Characters

Coralite characters possess the following racial traits.

— -2 Strength, -2 Constitution, +2 Intelligence.

— A Coralite's base land speed is 30 feet.

— Special Qualities: Coralite traits (see above).

— Automatic Languages: Coralite and Common.

Bonus Languages: Aquan, Aquatic Elf, Elf, as well as the languages of any local sea-dwelling aquatic races.

— Favored Classes: Bard and Wizard.

The Coralite warrior presented here had the following ability scores before racial adjustments: Str 10, Dex 14, Con 12, Int 13, Wis 15, Cha 8.

Deck Devil

Medium Magical Beast

Hit Dice:	3d10+3 (19 hp)
Initiative:	+2
Speed:	Swim 60 ft. (12 squares)
Armor Class:	16 (+2 Dex, +4 natural); touch 12, flat-footed 14
Base Attack/Grapple:	+3/+5
Attack:	Claw +5 melee (1d3+1)
Full Attack:	Claw +5 melee (1d3+1), bite +3 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Jump-and-glide
Special Qualities:	Blindsense, darkvision 60 ft., hold breath, low-light vision
Saves:	Fort +4, Ref +5, Will +2
Abilities:	Str 14, Dex 15, Con 13, Int 4, Wis 12, Cha 2
Skills:	Listen +4, Spot +4, Swim +10

Feats:	Flyby Attack, Multiattack
Environment:	Any aquatic
Organization:	School (2-12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always lawful evil
Advancement:	4-6 HD (Medium); 8-10 HD (Large)
Level Adjustment:	—

Deck devils are large porpoiselike creatures with greatly elongated flippers and razor-sharp teeth.

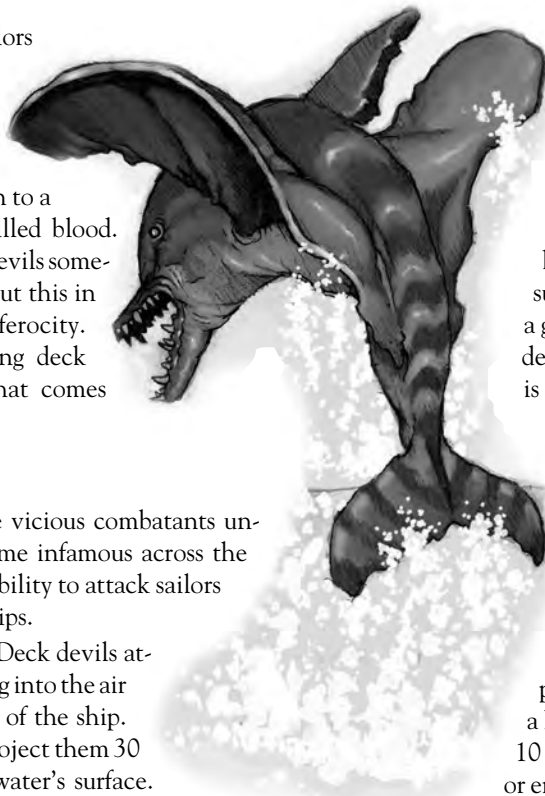
These voracious sea mammals resemble porpoises at first glance, but they are quite unlike their docile cousins; deck devils have a reputation as being bloodthirsty man-eaters. They are carnivorous and use their innocent appearance to move in close to oncoming ships, at which

point they attack any sailors they see. These aquatic creatures travel in small schools and are quite territorial. Battles between rival pods stir up the ocean to a froth of sea foam and spilled blood. Like normal whales deck devils sometimes beach themselves, but this in no way decreases their ferocity. Even a beached and dying deck devil attacks anything that comes near.

Combat

Though deck devils are vicious combatants underwater, they have become infamous across the Moonsilver Sea for their ability to attack sailors on the decks of passing ships.

Jump-and-Glide (Ex): Deck devils attack a ship's crew by leaping into the air and gliding over the deck of the ship. Their powerful tails can project them 30 ft. into the air from the water's surface. After they reach the apex of their jump, they spread their wing-like flippers and glide 5 feet horizontally in a straight line.



tally for every 1 foot of decent. They use their flyby attack as they glide across a ship's deck. Crew members struck by a gliding deck devil suffer normal damage and must succeed on a DC 13 Strength check to avoid being knocked prone. A deck devil that succeeds with a bite attack can make a grapple check as a free action. If the deck devil wins the grapple, the victim is caught in its powerful jaws and carried over the side of the ship.

The save DC is Strength-based.

Hold Breath (Ex): A deck devil can hold its breath for a number of minutes equal to four times its Constitution score.

Skills: A deck devil has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a

Eel, Fire

Large Animal (Aquatic)

Hit Dice:	6d8+12 (25 hp)
Initiative:	+2
Speed:	Swim 40 ft. (8 squares)
Armor Class:	15 (-1 size, +2 Dex, +4 natural); touch 11, flat-footed 13
Base Attack/Grapple:	+4/+9
Attack:	Bite +4 (1d8+1)
Full Attack:	Bite +4 (1d8+1)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Fire shroud
Special Qualities:	Fire resistance 20
Saves:	Fort +7, Ref +9, Will +4
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 14, Cha 11
Skills:	Listen +7, Spot +6, Swim +9
Feats:	Blind-Fight, Improved Initiative, Lightning Reflexes
Environment:	Temperate and warm aquatic
Organization:	Solitary or school (2-40)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	7-9 (Large); 10-12 (Huge)
Level Adjustment:	—

predators and attract a mate. They can be particularly dangerous to seagoing vessels during their mating season, when they come to the surface en masse to perform fiery courtship rituals, and are more aggressive than usual.



These eels are 10 feet long and one foot thick. Each has a broad, triangular head and a pair of jet black eyes. Their scales are dark gray on top, lightening to white underneath.

Fire eels are a beautiful but dangerous species of fish that can ignite an oily residue on its skin to drive away

When they come into contact with air, their bodies burst into flames that can be green, blue, red, or violet, or patterns of these colors, depending on the individual eel.

Combat

Fire eels are normally inoffensive, and avoid combat if they can. However, if they are attacked, grabbed, or if it is their mating season, they become more aggressive, and use their fire shroud to ward off attacks while they bite until their opponents are driven away.

Fire Shroud (Ex): The fire eel constantly secretes oil that is high in phosphorus and other chemicals that combust on contact with the air. When this occurs, the

oil catches fire, burning anyone in contact with it for 1d6 points of damage, plus one per hit die of the fire eel. This may occur when the fire eel breaks the surface of the water; however, fire eels also contain a reservoir of air in a pair of sacs just behind its head; it can expel oxygen from these along its body, igniting the oil even underwater. A fire eel holds enough air in its bladders to keep the oil burning for 10 rounds, and replaces this air supply at the rate of one round per ten minutes.

Skills: A fire eel has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Glass Whale

Gargantuan Construct

Hit Dice:	32d10+60 (236 hp)
Initiative:	+1
Speed:	40 ft. swim (8 squares)
Armor Class:	17 (-4 size, +1 Dex, +10 natural); touch 7, flat-footed 16
Base Attack:	+24/+48
Attack:	Bite +32 melee (4d6+12)
Full Attack:	Bite +32 melee (4d6+12), fluke rake +27 melee (1d8+6)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Amassing gulp, deep dive
Special Qualities:	Construct traits, DR 15/adamantine, explosive demise, passenger compartment, SR 20
Saves:	Fort +10, Ref +11, Will +10
Abilities:	Str 35, Dex 13, Con —, Int —, Wis 10, Cha 14
Skills:	Hide +4*, Swim +20
Feats:	—
Environment:	Any aquatic
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

A whale-shaped construct composed entirely of thick, clear glass, the glass whale's rotund body is 60 ft. long. The body is fashioned with the appropriate dorsal hump, medium-sized flippers, and a powerful fluke that's as sharp and deadly as broken glass. Its huge, bulky head takes up nearly a third of its total body length. A single angled blowhole is located on the far left top of its forehead, projecting streams of visible white air up to heights of 6 1/2 feet. The slim and narrow lower jaw of the glass whale is lined with peglike teeth that fit into grooves along its robust upper jaw.

The glass whale is painstakingly modeled after the sperm whale, as its massive size and deep-

diving ability is ideal for sea exploration. It is imbued with a *glassiron* spell to reinforce its frame.

The glass whale takes simple orders from its creator, usually navigational commands. If its creator is slain, the glass whale endlessly drifts the ocean without purpose. A glass whale is incapable of speech but comprehends aquatic and the language of its creator. Anyone other than the creator must succeed on a DC 20 Use Magic Device check in order to operate the glass whale.



Combat

The glass whale is not primarily designed for combat. However, it has been imparted with modest offensive ability to protect itself and its passengers from most encounters.

Amassing Gulp (Ex): The glass whale can collect Large or smaller objects within its mouth per its creator's request. Living creatures can be gulped whole and captured with a successful bite attack. Hostile specimens contained within the glass whale's interior are subjected to torrential bursts of water in an effort to keep them occupied. Opponents so trapped must succeed on a DC 20 Swim check every round or take 2d6 points of nonlethal damage. Creatures attacking the glass whale from within its mouth hit automatically, inflicting normal damage.

Deep Dive (Ex): As a full-round action, the glass whale can perform a deep, vertical dive at a movement of 180ft. The glass whale may dive to depths of up to 10,000 feet before suffering the effects of water pressure.

Explosive Demise (Ex): A glass whale reduced to 0 hit points shatters in an explosion of glass shards, damaging creatures within 20 feet with 3d6 points of damage. Passengers inside the glass whale's compartment are inflicted with 6d6 points of damage.

Passenger Compartment (Ex): Within the glass whale's large forehead is a 10 ft. wide by 15 ft. long compartment to accommodate up to 4 Medium creatures or smaller and their equipment. This compartment is accessible from the top of the glass whale's head, near its blowhole, and through an obscured hatch (Search DC 20 to locate) located along the roof of its mouth.

The glass whale's inner compartment has a wealth of features for its passengers. Its clear glass body grants the

passengers a perfect panoramic view of their immediate surroundings. The inner wall of the compartment is imbued with a *farvision* spell, granting *darkvision* up to 90 ft. to occupants who concentrate while peering through the inner glass wall. The compartment has enough oxygen to last the passengers up to 12 hours. To replenish the air supply, the glass whale must breach the water's surface and collect air through its blowhole for 5 minutes. Additionally, the compartment is resilient to all water pressure effects through depths of 5,000 feet.

Skills: *As a primarily transparent object, the glass whale is granted a +15 competence bonus to Hide checks when swimming in a fixed, non-moving location (+5 when it hosts passengers within its compartment). A glass whale has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Construction

The glass whale is constructed of 15,000 lbs. of glass that must be produced with high-quality sand, limestone, soda ash, and a custom-built kiln. Construction of the body should be near water, preferably a ship dock.

The glass whale costs 225,000 gp to create, including 75,000 gp for the body. The assembly and fusion of individual glass parts requires a successful Craft (glassmaking) or Profession (glassmaking) check (DC 25).

The creator must be at least 16th level and be able to cast arcane spells. Completing the ritual drains 3,800 XP from the creator and requires the *polymorph any object*, *farvision*, *geas/quest*, *glassiron*, and *limited wish* spells. See **Chapter Seven** for details of *farvision* and *glassiron*.

Glowflume (CR 4 Hazard)

Glowflume is a kind of plankton that dwells on the sea's surface that produces a brilliant display of colors at night. A patch of glowflume may be anywhere from 10 feet to half a mile in diameter. Creatures that observe this display from above the water's surface must succeed on a DC 15 Will save or become entranced by the play of colors, and seek to draw nearer, to the exclusion of all else; this is an extraordinary mind-affecting effect. The entrancing effect lasts as long as the light display is visible. While creatures dwelling beneath the surface of the water are not entranced by the light display, it is visible, and serves as a beacon for many aquatic predators that feed on birds, sailors, and other creatures lured in by the glowflume's display.

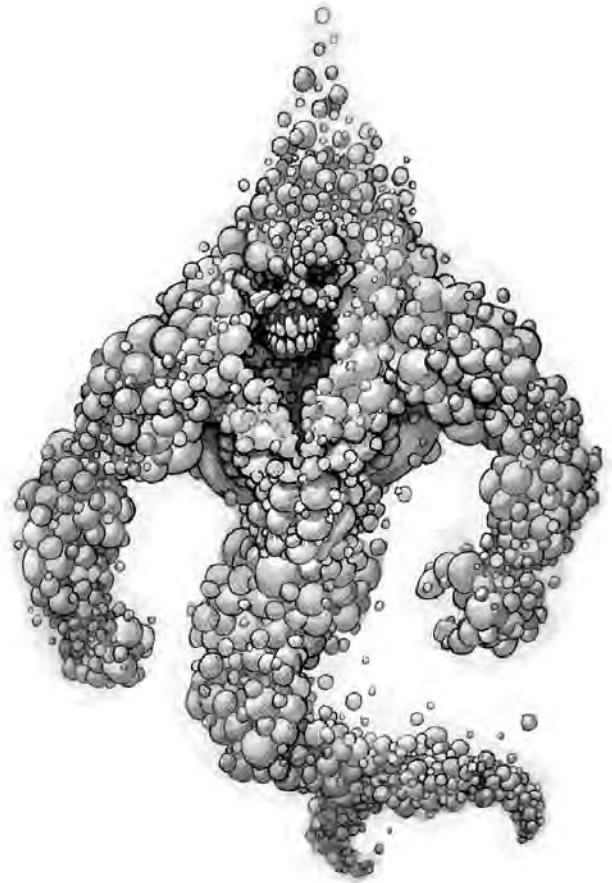
Glowflume most commonly occurs near reefs and other shallow seas, often during certain times of the year. This substance is notorious among experienced sea-travelers, who seek to avoid those waters if at all possible.



Hydrophant

Huge Elemental (Air, Water)

Hit Dice:	16d8+48 (120 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), swim 60 ft.
Armor Class:	15 (-2 size, +3 Dex, +4 natural); touch 11, flat-footed 12
Base Attack/Grapple:	+12/+27
Attack:	Slam +17 (2d6+7), tail slap +12 (1d8+3)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Enveloping hold, improved grab, stunning slam
Special Qualities:	Darkvision 60 ft., elemental traits
Saves:	Fort +15, Ref +13, Will +6
Abilities:	Str 24, Dex 16, Con 16, Int 6, Wis 12, Cha 11
Skills:	Hide -1*, Listen +8, Spot +10, Swim +18
Feats:	Alertness, Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Power Attack
Environment:	Any aquatic
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Neutral evil
Advancement:	17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adjustment:	—



The hydrophant appears as a hulking, legless humanoid comprised entirely of thousands of moist, diaphanous bubbles. The lower torso develops into a large fluke, similar to a whale's. Two oval-shaped, dark blue water cavities serve as its eyes, while a dense cluster of gray-colored bubbles line the recess that marks its mouth.

The hydrophant is a cantankerous elemental culmination of air and water, renown for its cruel and territorial nature.

Hydrophants are native to the Elemental Plane of Water. However, many find the seas of the Material Plane, where they construct monuments of bubbles, seaweed, and coral, a desirable abode. The hydrophant obsessively seeks to increase the size of its territory, resulting in nearby sea life becoming stagnant. Sinister ornaments of carcasses and other remains of defeated foes easily distinguish a hydrophant's domain. Hydrophants often maintain the remains of recently defeated opponents within their torsos as trophies.

Combat

Hydrophants have little patience for tactics. Any creature infringing upon a hydrophant's territory is subject to immediate attack. When facing easy opposition, a hydrophant is likely to toy with its foes by using stunning slams.

Enveloping Hold (Ex): A hydrophant may attempt to envelope a grabbed opponent of Medium or smaller with a successful grapple check. Characters enveloped in the hydrophant's body suffer 1d6 points of nonlethal damage

each round and cannot attack, but they may free themselves with a successful grapple check. Hydrophants maintaining enveloped opponents are not considered to be grappling and may attack as normal.

Improved Grab (Ex): To use this ability, a hydrophant must hit an opponent up to one size smaller with its slam attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to envelop the foe following round.

Stunning Slam (Ex): As the result of a successful slam attack, the hydrophant may choose to rupture the cluster of bubbles comprising its fist upon impact, resulting in a harsh, cracking noise. In addition to receiving normal damage from the slam attack, foes must succeed on a Fortitude saving throw or be stunned for 1d4 rounds; the save is DC 10 + total damage inflicted. A stunned character cannot act and loses any Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls against a stunned opponent. Creatures immune to critical hits are unaffected by a hydrophant's stunning slam attack. Hydrophants' fists reform at will.

Skills: *The hydrophant is granted a +10 competence bonus to Hide checks when stationary (unless maintaining a creature within its torso).

A hydrophant has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Keel Kelp (CR 5 Hazard)

Keel kelp is semi-sentient plant that lives within 2 to 4 miles of certain tropical islands. From the bow of a ship, keel kelp appears to be nothing more than a large floating mass of tangled seaweed and kelp, between 20 and 50 feet in diameter; if found near coral or rocky areas, it is likely to be interwoven with kelp of the standard variety.

As a ship sails into the mass of keel kelp, the substance suddenly becomes very rigid, with sharp-edged fronds. When congealed into such an intractable state, the keel kelp has a hardness of 5 and 10 hit points per 10 ft. of diameter (Break DC 20).

Any ship sailing through a hardened mass of keel kelp takes damage equal to the ship's current speed divided by 5 (i.e., a ship moving at a speed of 30 takes 6 points of damage to its hull). This damage occurs every round the ship moves through the keel kelp, until it finally breaks out on the other side. The ship's speed is reduced by half.

Slashing weapons inflict normal damage to the kelp, while piercing and bludgeoning weapons do half their listed damage. Magical effects harm the kelp, but fire-based spells cause only half damage. Keel kelp is immune to water-based spells.

It is speculated by many esteemed sages that keel kelp was created by a rouge hydromancer (water elemental) as a means of defending his island home from his considerable enemies. The theory is sound, except for the fact that keel kelp can be found in almost any part of the ocean. Many sailors believe the kelp was created by a volatile god of the sea as a tool of vengeance against those who failed demonstrates the proper reverence. The only thing that everyone agrees upon it that keel kelp is a deadly delicacy. Fresh keel kelp can sell for many pieces



of gold at any large port town. The acquisition of this food of kings has left many a ship in a watery grave.

Kuah-Lij 1st level warrior

Medium Humanoid (Kuah-Lij)

Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	11 (+1 Dex); touch 11, flat-footed 10
Base Attack/Grapple:	+1/+0
Attack:	Dagger +0 melee (1d4), or light cross-bow +2 ranged (1d8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Kuah-Lij traits, low light vision
Saves:	Fort +4, Ref +1, Will +1
Abilities:	Str 8, Dex 13, Con 14, Int 17, Wis 12, Cha 8
Skills:	Craft (any 1) +10, Knowledge (any 2) +2, Listen +3, Swim +3
Feats:	Skill Focus (any 1)
Environment:	Any land
Organization:	Company (2-4), squad (11-20 plus 1 leader of 3rd-6th level and 2 3rd level lieutenants), or band (30-50 plus 1 3rd level sergeant per 10 adults, 2 5th-level lieutenants, and 1 7th level captain)
Challenge Rating:	1/2

Treasure:	Half coin, standard goods, double items
Alignment:	Usually lawful neutral
Advancement:	By character class
Level Adjustment:	+0

A Kuah-Lij resembles a gnome that has been stretched vertically to a height of a human. Its features are knobby and elongated. Its hair is light and downy, more akin to a soft fur than anything else, and its skin is white with pale blue undertones.

The Kuah-Lij are a race of humanoids that inhabit a distant world orbiting a great red sun. They are lawful and organized, but a dying people due to a series of disasters on their home world, and now search for aid.

For several millennia, the Kuah-Lij and their servant race, the Weedge, lived in relative peace on an old world in an advanced civilization, though much of the technology was magic-based. This changed with a series of plagues that devastated the population, followed by a gradual, inexplicable advancement of the size of their oceans. Huge floods resulted. These cataclysms were

followed by the invasion of a ferocious aquatic race resembling the aboleths sometimes encountered in Hawkmoon and other worlds. The aboleth-like creatures lurked in the deepest ocean trenches of the Kuah-Lij planet, and attacked by coming up from the depths.

The Kuah-Lij, accomplished artisans, retaliated by building a series of magically enhanced sea craft to travel the deeps and attack these beings. Thus far they have arrived at a stalemate, and the Kuah-Lij now seek aid from other worlds and planes in their battle against their deepwater adversaries.

Combat

Individual Kuah-Lij commoners rely upon their military and combat specialists to protect them. With their focus on magical technology, they have easy access to a great many magical devices which they can use to defend themselves with as well.

Kuah-Lij Traits (Ex): The Kuah-Lij possess the following racial abilities:

Magic Item Use: A Kuah-Lij can use magic items as if he had 1 level of wizard. This innate ability does not increase with level unless the Kuah-Lij gains levels in the wizard class.

Low-light Vision: Kuah-Lij can see twice as far as a human in daylight, moonlight, torchlight, and similar conditions of poor illumination.

Item Creation: Due to their skill at crafting items of all kinds, Kuah-Lij only pay 75% of the total XP cost when using magic item creation feats. If they have access to a Kuah-Lij production facility, they may also reduce the total gp cost to 75%.

Skills: The Kuah-Lij receive a +2 racial bonus on all Craft skill checks. They have an affinity for creation and construction of all sorts of devices.

Kuah-Lij Society

The Kuah-Lij were at one time a peaceful race of explorers, living in an organized society on a distant planet orbiting a great red sun. Though the course of their lives was regimented, their culture allowed them scope for individuality, and in fact encouraged it. This, and the natural propensity of the Kuah-Lij for order, resulted in a society that had remained fresh and vigorous for over 10,000 years.

Kuah-Lij young are placed into a public crèche to be raised within days of birth, to be raised by child care specialists. As they grow and are educated, their affinities and

talents are assessed, and at age 15 they are assigned a vocation, based on their talents, and an avocation, based on their preferences. They then study more intensely in these two areas, until they reach maturity at age 25. Kuah-Lij youths have the option of changing vocation or avocation if they insist upon it, though this almost never occurs.

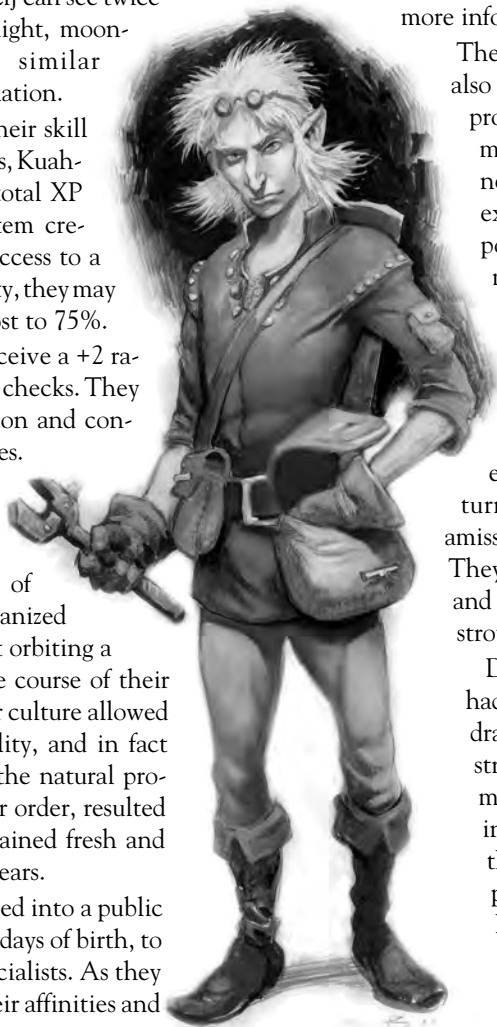
Upon reaching maturity, they fully enter society, where they spend 10 months of the year working at their vocation 10 hours per day, and the final two months on sabbatical, traveling, exploring, or doing whatever else strikes them as interesting. Their culture is based on a complex system of credit, with currency reserved only for dealing with non-Kuah-Lij, and medicine, vacation time, and other services are all socialized, but due to their innately organized, cooperative mindset, there is remarkably little corruption within their culture.

The Kuah-Lij had civilized their planet millennia ago, and had settlements across its lands and beneath its seas. Many areas they deliberately kept undeveloped, and they took great pleasure in long sea voyages and extended exploration of back country. The Weedge, a race they consider mentally and culturally inferior, have over the years taken on the role of servants to the Kuah-Lij, if not slaves. See the Weedge entry in this chapter for more information.

Their innate tendency to organized society also helped them immeasurably with mass production and technology, in particular a merging of science and magic. Though it never reached the pinnacles seen in other exotic cross-planar cultures, it was highly polished, with many of their technological marvels being as much works of art as useful items.

This idyllic existence came to an end over 300 years ago, when a strange darkness crept into the deepest places of their oceans. Kuah-Lij explorers that investigated did not return, or came back reporting nothing amiss—but with a strange gleam in their eyes. They merged back into the Kuah-Lij culture, and immediately set about sabotaging it, destroying it from within.

Despite their placid lives, the Kuah-Lij had many thousands of years of history to draw upon, and were able to take this in stride. Yet even as they isolated the tainted members of their society and set about investigating the cause of this in detail, the invaders of the deeps began to strike, poisoning food supplies, then attacking Kuah-Lij undersea cities, often overwhelming them without warning or survivors.



As the years passed, the Kuah-Lij culture became more militant, fighting a war against a race they had almost no information about. The battle has entered a kind of stalemate: the Kuah-Lij have many sea-based vessels and devices to use against their foes, but the enemies of the deep, which resemble aboleths, are surmised to have secret aid from an extraplanar source, and also apparently limitless numbers.

The Kuah-Lij have turned some of their efforts to exploring distant worlds, in this plane and beyond, for answers to the origins of their attackers, and how to deal with them. This is their single, overriding concern.

Kuah-Lijas Characters

Kuah-Lij characters have the following racial traits.

— +2 Intelligence, -2 Charisma.

— A Kuah-Lij's base land speed is 30 feet.

— Special Qualities (see above): Magic Item Use, Low-Light Vision, Item Creation.

— +2 racial bonus on all Craft skill checks.

— Automatic Languages: Kuah-Lij and Common.

Bonus Languages: Aquan, Aquatic Elf, Elf, Gnome.

— Favored Class: Wizard.

The Kuah-Lij warrior presented here had the following ability scores before racial adjustments: Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10.

Kulgreer

Gargantuan Aberration (Aquatic)

Hit Dice:	24d8+144 (252 hp)
Initiative:	+4
Speed:	50 ft. (10 squares)
Armor Class:	14 (-4 size, +8 natural); touch 6, flat-footed 14
Base Attack/Grapple:	+18/+42
Attack:	Slam +27 melee (4d6+18, crit 19-20)
Full Attack:	Slam +27 melee (4d6+18, crit 19-20)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Trample 2d8+12, whirlpool implosion
Special Qualities:	Blindsight, DR 10/magic, SR 20
Saves:	Fort +16, Ref +10, Will +16
Abilities:	Str 34, Dex 10, Con 22, Int 10, Wis 10, Cha 14
Skills:	Listen +14, Spot +20, Swim +40
Feats:	Ability Focus (Whirlpool Implosion), Cleave, Great Fortitude, Improved Critical (Slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Slam)
Environment:	Any Aquatic
Organization:	Solitary
Challenge Rating:	16
Treasure:	None
Alignment:	Neutral
Advancement:	—

This is a macabre creature, possessing no evident features common to other living creatures such as a cranium, appendages, or eyes. It has a long, conical body and a horrific gaping maw.

The kulgreer is a massive, abominable being of the deep sea that creates powerful whirlpools inside its funnel-like body. It has a 30 foot long, conical body resembling a funnel, beginning in a wide mouth 30 feet in diameter, and tapering into a 5 foot diameter outlet of dim, white light.

The kulgreer navigates the depths in a non-cognizant state, pointed-end first; its conical body gradually rotates and propels itself forward subconsciously, amassing various creatures into its frame as it passes through. If awakened from this state, the kulgreer is generally vio-



lent. It is popular belief that creatures sucked into the kulgreer's funnel-like body are teleported to another plane of existence.

Combat

Though not consciously aggressive, the circumstances presented through a kulgreer's presence inevitably lead to conflict. If provoked, the kulgreer typically tramples its opponent in a fit of sudden sentience and conclude in the use of its supernatural ability.

Blindsight (Ex): The kulgreer can discern the location of any object or creature within 60 ft. through its heightened sensitivity to vibrations within the water.

Whirlpool Implosion (Su): 3/day — A kulgreer can create a powerful, self-contained whirlpool within its conical frame lasting 2d6 rounds. Huge and smaller creatures within 20 ft. of the kulgreer must succeed on a DC 36 Swim check or succumb to the dominating currents, carrying them directly into the 30 foot diameter mouth of the whirlpool. As the whirlpool spirals through the kulgreer's inner frame, creatures inside are thrashed about violently for the duration, suffering 3d6 points of damage each round; victims succeeding on DC 36 Reflex save avoid this damage.

The save DCs are Strength-based.

During the final round of the whirlpool's duration, amassed creatures surge through the sphere of dim, white light ensconced in the kulgreer's tapered outlet. Victims failing a DC 27 a Fortitude save collapse upon their own mass and perish instantly, similar to the implosion spell.

Those succeeding the save are forcibly ejected from the expanding tapered outlet and flung 40 feet away.

The save DC is Charisma-based.

Trample (Ex): As a full-round action, a kulgreer can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over opponents in its path; any creature whose space is completely covered by the trampling kulgreer is subject to the trample attack. Trampled opponents can attempt attacks of opportunity, but these take a -4 penalty. If they do not make attacks of opportunity, trampled opponents can attempt a Reflex save (DC 34) to take half damage. A trampling kulgreer can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Skills: A kulgreer has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Lamprey, Burrowing

Small Animal (Aquatic)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+3
Speed:	Swim 40 ft. (8 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural); touch 14, flat-footed 14
Base Attack:	+0/+4
Attack:	Bite +4 melee (1d4 plus poison)
Full Attack:	Bite +4 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attach, burrow, poison
Special Qualities:	—
Saves:	Fort +3, Ref +5, Will +1
Abilities:	Str 10, Dex 16, Con 13, Int 1, Wis 12, Cha 2
Skills:	Hide +13*, Spot +3, Swim +8
Feats:	Weapon Finesse
Environment:	Temperate and warm aquatic
Organization:	Solitary, cluster (2-5) or swarm (6-20)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 (Small); 4-8 (Medium), 9-16 (Large)
Level Adjustment:	—

Long and snakelike, the burrowing lamprey has scaleless skin and the texture of supple leather.

The burrowing lamprey is an eel-like fish that attaches to its prey, then burrows into its body, feasting on blood and the rich vital organs. They are a danger to fish and aquatic mammals, and can be as deadly as a school of piranha when encountered in large numbers. Burrowing lampreys resemble eels three to four feet long,

with sphincter-like mouths positioned within hardened cartilaginous beaks.

Although they are usually marine creatures, burrowing lampreys breed in coastal freshwater swamps and rivers, and thus can be found in both fresh and saltwater environments.



They prefer to either ambush prey by hiding along the silty ocean floor or in rocky crevices, or swarm around a target if traveling in numbers. However, it is possible that they can be encountered inside a dead creature's remains, feeding on its vital organs.

Medium- and large-sized burrowing lampreys are less common, but sometimes found in the deeper sea, where they may attack large sharks or even small whales.

Combat

Burrowing lampreys seek out targets at least equal to their size category, and up to three sizes larger, if they can, though a starving lamprey attacks just about anything. They attack with their bite, then immediately attempt to burrow into their victim.

Attach (Ex): If a burrowing lamprey hits with a bite attack, it uses its sphincter-like to latch onto the opponent's body. An attached burrowing lamprey is effectively grappling its prey. The lamprey loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity. Burrowing lampreys have a +8 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached burrowing lamprey can be struck with a weapon or grappled itself. To remove an attached burrowing lamprey through grappling, the opponent must achieve a pin against the lamprey. It can be removed with a successful grapple check, but this inflicts the lamprey's standard bite damage in the process.

Burrow (Ex): Once the burrowing lamprey has attached itself, it uses its beak and mouth in tandem to burrow into the flesh of its victim, seeking the vital organs.

Starting one round after it attaches itself, it burrows 1/4 of its body length into its victim per round until it is fully drawn into the host. The burrowing lamprey loses its Dex bonus to AC while burrowing into a victim, but gains the benefit of cover (+4 to AC and +2 to Reflex saves) on the first round of burrowing, and improved cover on the second and third rounds (+8 to AC and +4 to Reflex saves). In the fourth round of burrowing, the lamprey has total cover and cannot be physically attacked. Once it begins to burrow, grapple checks to remove it gain a cumulative +2 bonus per round.

Once the burrowing lamprey is fully drawn into its host, the victim has to be cut open with an edged weapon (doing at least 1d6 points of damage) to reach the lamprey. While burrowing, the lamprey automatically inflicts standard bite damage per round.

Once it has killed the host, it remains within it for up to 48 hours, feeding on the decaying organs, and only leaving when they are too rotted to eat or have all been eaten.

Paralytic Venom (Ex): The bite of the burrowing lamprey contains a paralytic toxin; Injury (bite), Fort save DC 11, initial damage paralyzed for 2d4 rounds, secondary damage paralyzed for 2d4 minutes. Resistances and immunities to poison apply normally to this venom.

Skills: Burrowing lampreys receive a +4 racial bonus to Hide checks, and a +8 racial bonus to grapple.

A burrowing lamprey has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Lamprey, Dire

Large Animal (Aquatic)

Hit Dice:	7d8+7 (38 hp)
Initiative:	+2
Speed:	Swim 60 ft. (12 squares)
Armor Class:	17 (-1 size, +2 Dex, +6 natural); touch 11, flat-footed 15
Base Attack/Grapple:	+5/+21
Attack:	Bite +9 melee (1d6+6 plus blood drain)
Full Attack:	Bite +9 melee (1d6+6 plus blood drain)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Attach, blood drain
Special Qualities:	—
Saves:	Fort +6, Ref +7, Will +3
Abilities:	Str 18, Dex 14, Con 12, Int 2, Wis 12, Cha 2
Skills:	Listen +7, Hide +6, Spot +5, Swim +12
Feats:	Alertness, Dodge, Weapon Focus (Bite)
Environment:	Temperate and warm aquatic
Organization:	Solitary or cluster (2-5)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8-10 HD (Large); 11-16 (Huge)
Level Adjustment:	—



This creature resembles an eel 13 feet long and three to four feet in diameter, with a toothy sphincter-like mouth. Its skin has no scales and has the texture of thick, rough leather.

Dire lampreys are large, sphincter-mouthed fish that live in deep waters and prey on large sea-dwelling creatures, attaching themselves and draining their blood from them with their sucking mouths. They are sometimes found attached to whales, the largest sharks, or even sea serpents, and some undersea races such as sahuagin have been known to domesticate them and use them as guard beasts.

Combat

Dire lampreys normally ignore creatures smaller than themselves as being too small a source of nourishment, though they defend themselves aggressively if provoked. However, if domesticated and trained, they can ignore this instinct and attack any creature they have been trained to.

Attach (Ex): If a dire lamprey hits with a bite attack, it uses its sphincter-like to latch onto the opponent's body. An attached dire lamprey is effectively grappling

its prey. The dire lamprey loses its Dexterity bonus to AC and has an AC of 15, but holds on with great tenacity. Dire lampreys have a +8 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached dire lamprey can be struck with a weapon or grappled itself. To remove an attached dire lamprey through grappling, the opponent must achieve a pin against the lamprey. It can be removed with a successful grapple check, but this inflicts the lamprey's standard bite damage in the process.

Blood Drain (Ex): The dire lamprey drains blood, dealing 1d8 points of Constitution damage each round it remains attached. Once it has drained 16 points of Constitution it detaches and swims off to digest its meal.

Skills: Dire lampreys receive a +4 racial bonus to Hide checks, and a +8 racial bonus to grapple.

A dire lamprey has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Nisp

These creatures resemble hairless humanoids with smooth, slick skin; their hands and feet are webbed and end in claws, and their faces have large, dark pupilless eye. They have no noses or ears, and their small fishlike mouths filled with tiny, sharp teeth.

Nisps are a race of water-based fey creatures that dwell in swamps, rivers, lakes, and seas. They range from the weak and cowardly spangled nisp to the large, deadly gray nisp found in deep water.

Though technically sentient, nisps do not reason the way most creatures do. They have no concept of love, duty, or hatred, though they do seem capable of nearly insatiable curiosity and malice. The weaker nisps dwell in families located beneath the surface, and often scav-

enge near land-based communities, while the stronger nisps dwell away from communities and are both solitary and territorial.

Nisps are gilled water breathers, but they are also capable of breathing the air for short periods of time; they do not suffocate out of the water until a number of minutes equal to their Constitution modifier (at least 1 minute) have elapsed.

Skills: A nisp has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Nisp, Burgundy

Medium Fey (Aquatic)

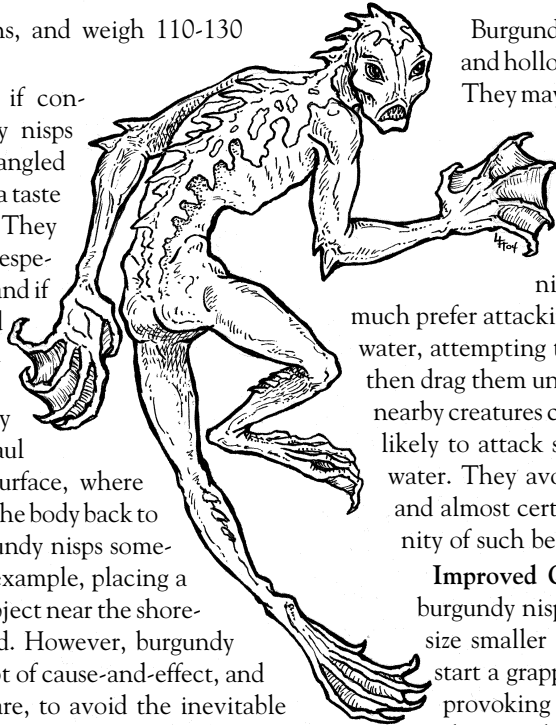
Hit Dice:	1d6+1 (4 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), swim 40 ft.
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+0/+2
Attack:	Claw +2 melee (1d4+2)
Full Attack:	2 claws +2 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low light vision
Saves:	Fort +1, Ref +5, Will +3
Abilities:	Str 15, Dex 17, Con 13, Int 5, Wis 13, Cha 9
Skills:	Listen +5, Hide +7, Spot +5, Swim +10
Feats:	Improved Initiative

Environment:	Temperate and warm marsh
Organization:	Solitary, family (2 adults and 1-4 juveniles), or clan (8-10 adults and 10-30 juveniles)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	2-4 HD (Medium)
Level Adjustment:	—

Though still relatively weak, burgundy nisps are nonetheless much more of a danger to nearby communities. They have dark burgundy skin, often with a set of lighter-colored splotches running along their spine, and their bellies lighten to a pale vermilion shade. Like their cousins the spangled nisp, they stand 5 feet tall when upright, or 4 feet hunched, but they are somewhat

stockier than their cousins, and weigh 110-130 pounds on average.

Though they back off if confronted directly, burgundy nisps are not as timid as the spangled variety, and many develop a taste for surface-dweller flesh. They often lurk near the surface, especially under boats or piers, and if they see a lone small-sized humanoid nearby (often a child), they launch themselves from the water, try grappling their prey, then haul them back beneath the surface, where they drown them and take the body back to their lair to feed on. Burgundy nisps sometimes even set traps—for example, placing a curious-looking or shiny object near the shoreline to lure a curious child. However, burgundy nisps do have some concept of cause-and-effect, and such attacks are usually rare, to avoid the inevitable retaliation from surface dwellers.



Burgundy nisps live in underwater caves and hollows, often in families or small clans. They may pick up and move to another area frequently, or stay in place for years.

Combat

When openly confronted by intelligent creatures, burgundy nisps almost always back down. They much prefer attacking with surprise from beneath the water, attempting to get a hold of a lone victim and then drag them under the water before they or other nearby creatures can react. They are also much more likely to attack surface dwellers swimming in the water. They avoid other aquatic races, however, and almost certainly avoid living near a community of such beings.

Improved Grab (Ex): To use this ability, a burgundy nisp must hit an opponent up to one size smaller with its claw attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

Nisp, Crested

Medium Fey (Aquatic)

- Hit Dice:** 3d6+6 (16 hp)
- Initiative:** +2
- Speed:** 20 ft. (4 squares), swim 60 ft.
- Armor Class:** 14 (+2 Dex, +2 natural), touch 12, flat-footed 12
- Base Attack/Grapple:** +1/+4
- Attack:** Claw +4 melee (1d6+3)
- Full Attack:** 2 claws +4 melee (1d6+3)
- Space/Reach:** 5 ft./5 ft.
- Special Attacks:** Spell-like abilities
- Special Qualities:** Low light vision
- Saves:** Fort +2, Ref +5, Will +5
- Abilities:** Str 16, Dex 15, Con 13, Int 6, Wis 15, Cha 13
- Skills:** Listen +8, Hide +8, Spot +8, Survival +8, Swim +11
- Feats:** Spell Focus (enchantment), Toughness
- Environment:** Warm aquatic
- Organization:** Solitary
- Challenge Rating:** 2
- Treasure:** Standard
- Alignment:** Always chaotic neutral
- Advancement:** 4-6 HD (Medium), 7-12 HD (Large)
- Level Adjustment:** —

a finned crest running along their heads and down their spine.

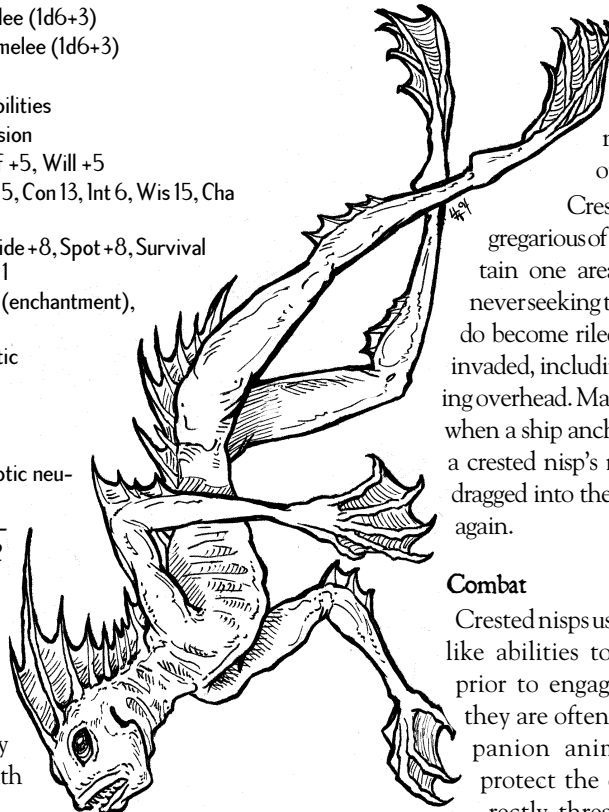
The crested nisp is a solitary, territorial creature that prefers to dwell in coral reefs or rocky shoals, often in coastal waters. They are also much more in tune with their environment, and tend their home territory as if it were a garden. Because of their affinity with natural creatures, they often

have predatory marine life positioned strategically about their lairs, and are often accompanied by sharks, large eels, or other defenders.

Crested nisps are the least gregarious of their species. They maintain one area for their entire lives, never seeking to leave it. However, they do become riled when their territory is invaded, including by ships or boats passing overhead. Many a sailor has lost his life when a ship anchored unknowingly over a crested nisp's range is confronted and dragged into the water, never to be seen again.

Combat

Crested nisps usually rely on their spell-like abilities to immobilize attackers prior to engaging them directly. As they are often accompanied by companion animals, these creatures protect the crested nisp if it is directly threatened, particularly by



Crested nisps are the tallest of their kind, standing 6-1/2 feet tall erect, or 5 feet when hunched. They have sleek gray or colored hides, with

multiple adversaries. Once the crested nisp is seriously injured, it retreats to its lair, trusting carefully placed sea creatures and hazards to weaken or drive off pursuers while it regains its strength.

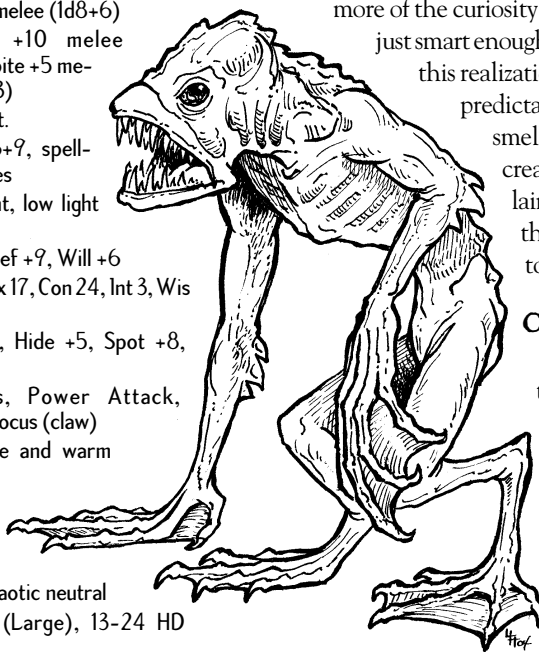
Spell-like Abilities (Sp): At will—animal friendship (marine animals only), calm animals, cure minor wounds,

daze, entangle, hold animal, speak with animals, speak with plants; 1/day—power word stun. Caster level as a druid with a level equal to the crested nisp's HD, or the minimum level required to cast the spell, and have a save DC of 12 plus the spell level, or 14 plus the spell level for enchantment spells.

Nisp, Gray

Large Fey (Aquatic)

Hit Dice:	8d6+56 (84 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), swim 80 ft.
Armor Class:	24 (-1 size, +3 Dex, +12 natural), touch 12, flat-footed 21
Base Attack/Grapple:	+4/+14
Attack:	Claw +10 melee (1d8+6)
Full Attack:	2 claws +10 melee (1d8+6), bite +5 melee (2d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d6+9, spell-like abilities
Special Qualities:	Keen scent, low light vision
Saves:	Fort +9, Ref +9, Will +6
Abilities:	Str 22, Dex 17, Con 24, Int 3, Wis 11, Cha 10
Skills:	Listen +8, Hide +5, Spot +8, Swim +14
Feats:	Alertness, Power Attack, Weapon Focus (claw)
Environment:	Temperate and warm aquatic
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic neutral
Advancement:	9-12 HD (Large), 13-24 HD (Huge)
Level Adjustment:	—



skin and a white underbelly, and weighs well over 300 pounds. It has large, wicked talons and an unusually large mouth for a nisp, filled with dagger-like teeth.

Gray nisp dwell in deeper water, in caves on the ocean floor or hollows at the bottom of sizeable lakes. They are isolative and territorial like their crested cousins, but have more of the curiosity of the lesser nisp. They are also just smart enough to realize how dim they are, and this realization makes them irritable and unpredictable. They have a keen sense of smell, and immediately investigate creatures that stray too close to their lair. Their curiosity usually takes the form of pulling apart intruders to see how they are built.

Combat

Gray nisp surprise intruders if they can. They may start with their spell-like powers, or engage directly in melee; they may even attempt to speak with intruders, though their innate stupidity usually results in increasing frustration, and finally a burst into action.

Rend (Ex): A Gray nisp that hits with both claw attacks can rend its victim for an additional 2d6+9 points of damage.

Spell-like Abilities (Sp): At will—confusion, detect thoughts, ghost sound, hold monster, slow. Caster level equal to HD.

Largest and most dangerous of the nisp is the gray nisp. This fearsome creature is 9 feet tall, with light gray

Nisp, Spangled

Medium Fey (Aquatic)

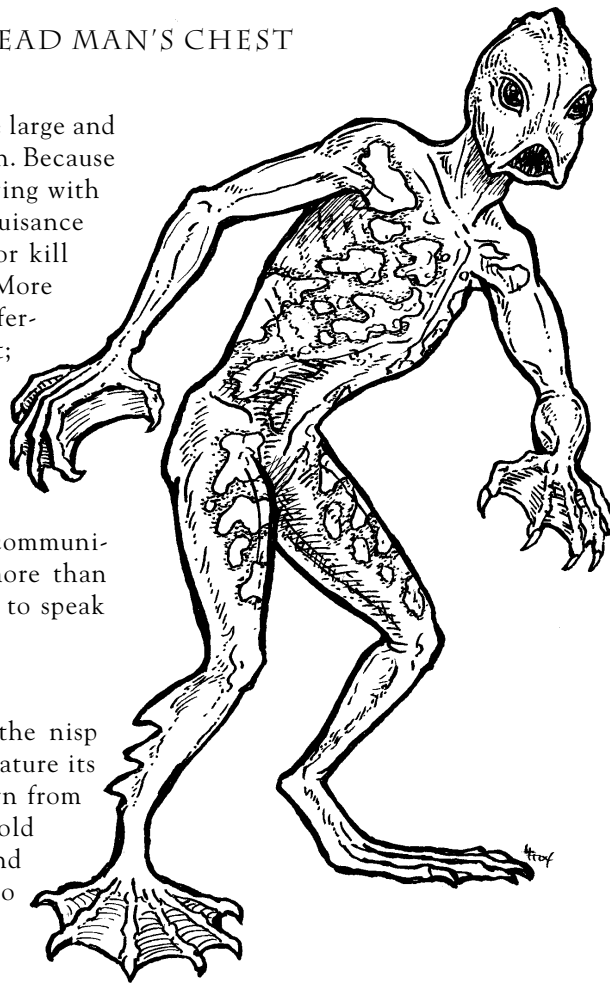
Hit Dice:	1d6 (3 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 40 ft.
Armor Class:	11 (+1 Dex), touch 11, flat-footed 10
Base Attack/Grapple:	+0/-1
Attack:	Claw -1 melee (1d4-1)
Full Attack:	2 claws -1 melee (1d4-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low light vision
Saves:	Fort +0, Ref +3, Will +4
Abilities:	Str 8, Dex 13, Con 11, Int 4, Wis 14, Cha 9
Skills:	Listen +8, Hide +5, Spot +8, Swim +9
Feats:	Alertness
Environment:	Temperate and warm marsh

Organization:	Solitary or pack (2-6)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	2-4 HD (Medium)
Level Adjustment:	—

The weakest of the species, the spangled nisp is named for its pallid, fish belly-white skin speckled with moles of various colors, standing about 4 feet tall (5 feet if not hunched over), and weighing about 80-100 pounds.

Spangled nisp are the most cowardly and inoffensive of the species, fleeing whenever confronted. However, they do feel the curiosity innate in their species, and so often come to shore in the dark, to rummage through the refuse of land-dweller settle-

ments. Their most common enemies are large and dire rates, which they hate with a passion. Because of their gregarious nature, most folk living with spangled nisps nearby regard them as a nuisance one step above rats, and seek to trap or kill them whenever they get out of hand. More primitive cultures may regard them differently, however, and allow them to coexist; in these communities, they may even provide food for the nisps, who in turn often provide warning when outsiders approach, and keep the rat population down. Spangled nisps understand some fey and perhaps a few words of nearby communities' languages (generally not much more than "get out, you!"), but they do not seem to speak verbally among themselves.



Combat

Because of their innate cowardice, the nisp flees from any confrontation with a creature its size or larger—and may even back down from smaller creatures if they put on a bold enough display. If cornered, they defend themselves with their claws and seek to escape as soon as possible.

Sea Anemone, Great

Huge Vermin (Aquatic)	
Hit Dice:	16d8+80 (152 hp)
Initiative:	+4
Speed:	0 ft. (0 squares)
Armor Class:	8 (-2 size, +0 Dex), touch 8, flat-footed 8
Base Attack/Grapple:	+12/+27
Attack:	Tendrils +17 melee touch (paralysis)
Full Attack:	Tendrils +17 melee touch (paralysis)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Improved grab, swallow whole, paralytic venom, acid cloud
Special Qualities:	Damage reduction 5/piercing or slashing, defensive curl, acid resistance 20, blindsense 40 ft.
Saves:	Fort +17, Ref +7, Will +6
Abilities:	Str 24, Dex 10, Con 24, Int —, Wis 12, Cha 2
Skills:	Hide -4, Spot +9
Feats:	Improved Initiative (b), Lightning Reflexes (b)
Environment:	Any aquatic
Organization:	Solitary or cluster (2-6)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	17-24 HD (Huge); 25-30 (Gargantuan)
Level Adjustment:	—

by dozens of fleshy tendrils, and a rougher outer trunk. At the center of the creature's front is a circular opening that leads into its interior.

These gigantic but primitive life forms feed on sea life swept near them, and may pose a threat to anyone unlucky enough to move within their threat range. In rocky areas, a great sea anemone has a green interior.

These horrors lurk in areas near the surface of the water, where tidal currents sweep water laden with fish across their surfaces. Great sea anemones in the open are easily spotted and avoided, but they sometimes lurk at the end of rocky channels or around bends, whereupon they pose a hazard to unwary undersea travelers.

In addition to being found in reefs and shoals, many undersea races harvest these creatures when young and plant them in or near their lairs to serve as sentinels against unwanted intrusion. Care must be taken in this process, for the anemone is very difficult to train, and may well snack on the very creatures who cultivated it.

The great sea anemone is immobile.

Combat

Great sea anemones snag anything large enough that comes within their reach with their tendrils. Once their intended victim stops struggling, it is drawn into the anemone's interior, where it is digested. If injured it withdraws its body into its rubbery trunk, and if badly

This is a flowerlike creature with a dark green to gray trunk and a brightly colored interior. It has a smooth front bordered

injured it expels the contents of its stomach in a cloud of acid.

Paralytic Venom (Ex): Any creature hit by the anemone's touch attack is exposed to a powerful paralytic toxin. Inject; tendril; initial damage paralyzed for 1d6 rounds; secondary damage paralyzed for 2d6 minutes; DC 25 Fortitude save resists. This save must be rolled for every round of contact. Resistances and immunities to poison apply to this venom. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a great sea anemone must hit an opponent up to one size smaller with its tendril attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe whole the following round.

Swallow Whole (Ex): A great sea anemone can try to swallow a Large or smaller opponent by making a successful grapple check. The swallowed creature takes 1d8 points of crushing damage per round plus 1d8+5 points of acid damage from the great sea anemone's interior. A swallowed creature may climb out of the digestive chamber with a successful grapple check, or can cut its way out by using claws or a light slashing weapon to deal 15 points of damage to the interior (AC 10). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The great sea anemone's interior can hold one Large, two Medium, four Small, or eight smaller-sized opponents.

Acid Cloud (Ex): When provoked, the great sea anemone can eject the contents of its stomach, including any creatures being digested. This forms a cloud of acidic mucous 20 feet in radius that inflicts 1d8 acid damage to all within its area for 1d3 rounds before dissipating; DC 25 Reflex save for half damage. Once it has performed this action, it cannot do so again for 1 minute. The save DC is Constitution-based.

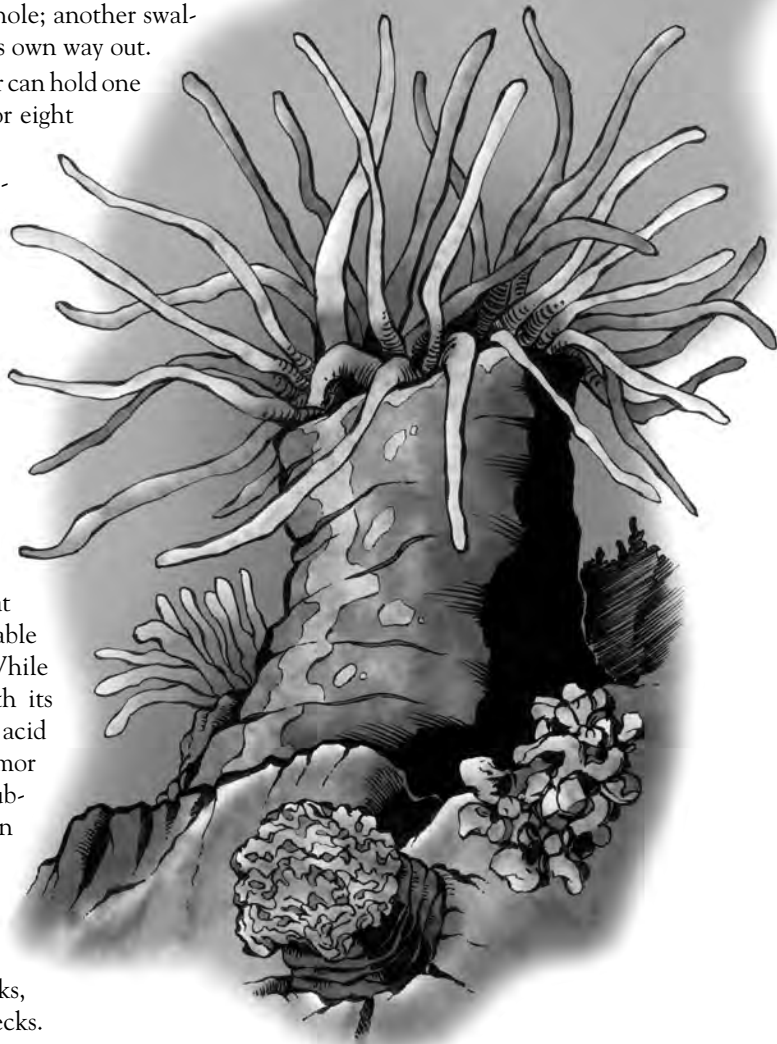
Defensive Curl (Ex): The great sea anemone can retract its vulnerable front and tendrils into its trunk. While in this curl it cannot attack with its tendrils, though it can eject an acid cloud, and it gains a +15 natural armor bonus to its AC from the thick, rubbery hide of its trunk. It can maintain this state indefinitely, but usually reemerges 2d4 minutes after attacks upon it cease.

Skills: A great sea anemone has a +4 racial bonus on Hide checks, and a +8 racial bonus on Spot checks.

Great Hunter Anemone

Legends speak of a species of great sea anemone that is adapted to prey on sentient creatures by releasing a hormone into the water that attracts such creatures. This creature possesses all of the abilities of the great sea anemone, but has a CR of 10 and the following special quality.

Pheromone Lure (Ex): Any sentient creature that comes within 200 feet of a great hunter anemone comes into contact with a water-borne pheromone that acts as an attractant. Victims must succeed on a DC 25 Will save (DC 25) or move toward the great hunter anemone to investigate. Resistances and immunities to poison and mind-affecting effects apply to this saving throw. If the saving throw is made, the creature is immune to the hormonal lure of that great hunter anemone for 24 hours. The save DC is Constitution-based.



Sea Serpents

Nearly as old as the dragons that roam the sky are the sea serpents, great snakelike creatures that have roamed the oceans for ages. Unlike the classical dragon, these great, scaly, serpentine beasts are generally agreed to be a product of evolution, though many suspect magical influence, either deliberate or natural, somewhere in their evolution.

Whatever their origins, sea serpents are a highly varied species, with a great variation in size, coloration, intellect, and temperament. However, all sea serpents bear certain similarities. They are long, serpentine, warm-blooded creatures that closely resemble snakes in appearance, though they all have two sets of flippers, which may be large or so small and atrophied as to be nearly unnoticeable. Sea serpents are aquatic creatures, though some can make their way about on land. All sea serpents can breathe both water and air with equal efficiency, another fact that distinguishes them from marine mammals and reptiles. Further, all sea serpents are sentient, with an intellect ranging from little greater than moronic to supra-genius level.

One trait that sea serpents share in common with their draconic brethren is a sense of innate superiority, a feeling that they are masters of the sea, at least in whatever manner they choose to pursue their expertise.

Unlike dragons, however, sea serpents are not distinguished by color or age category. And while some species

are as acquisitive as dragons, others have no interest in hoarding wealth, and live lives little better than beasts.

All sea serpents can speak and understand Aquatic, and many know Draconic as well. The more intelligent species may also learn the languages of marine civilizations, or the languages of sea-traveling surface dwellers.

Combat

Due to their physical similarities, sea serpents use fairly consistent tactics in combat situations. All sea serpents have venomous bites, and they use this to their advantage to slow or immobilize multiple attackers so they can concentrate on one foe. In addition to their lethal bite, all sea serpents have the ability to ensnare prey in their coils as a giant constrictor does and crush the life out of them. The larger sea serpents may even use this constriction attack against sea vessels, and mariners in their smoky dens delight in recounting tales of horror and woe of great serpents that splinter hulls and then devour the helpless sailors in the water.

Because they are sentient beings, sea serpents can often be reasoned with, even if the reasoning is no more complex than simple intimidation. They are adaptable to circumstances, and none throw themselves into battle rashly.

Feats: All sea serpents have Fast Swim (see **Chapter Four**) as a bonus feat.

Sea Serpent, Brine

Huge Dragon (Aquatic)

Hit Dice:	16d12+64 (168 hp)
Initiative:	+6
Speed:	Swim 40 ft. (8 squares)
Armor Class:	26 (-2 size, +2 Dex, +16 natural), touch 10, flat-footed 24
Base Attack/Grapple:	+16/+29
Attack:	Bite +19 melee (2d6+7 plus poison)
Full Attack:	Bite +19 melee (2d6+7 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison, breath weapon, improved grab, constrict 2d6+7
Special Qualities:	Darkvision 60 ft., immunity to <i>sleep</i> and paralysis
Saves:	Fort +14, Ref +14, Will +11
Abilities:	Str 21, Dex 15, Con 18, Int 7, Wis 13, Cha 14
Skills:	Bluff +17, Diplomacy +4, Hide +10, Intimidate +4, Listen +26, Move Silently +18, Search +8, Spot -1, Swim +13
Feats:	Ability Focus (breath weapon), Combat Reflexes, Dodge, Fast Swim (b), Improved Initiative, Lightning Reflexes, Mobility
Environment:	Any aquatic
Organization:	Solitary
Challenge Rating:	14
Treasure:	Double standard
Alignment:	Usually chaotic evil

Advancement: 17-18 HD (Huge); 19-26 HD (Gargantuan)

Level Adjustment: —

This serpentine creature is about 20 feet long, nose to tail, with two sets of large flippers and a wide body. A finned crest runs the length of its back, head to tail. The body is dark blue with a lighter underbelly, often tinged with rust or green highlights.

The brine sea serpent is a relatively stupid but intelligent and aggressive predator of the deeps, and is the only sea serpent with a breath weapon.

The brine serpent lives in cave lairs on the ocean floor, where it maintains a hoard much like a dragon. It often lives in seas known for their stormy conditions, since it enjoys feeding on humans capsized from boats. Sometimes it even attacks ships directly if it is hungry. It also searches sunken ships for objects of interest to add to its hoard. The eyes of a brine serpent are small, but it possesses large ears, and has exceptional hearing.

Brine serpents speak Draconic and Aquan.

Combat

Against lone prey, the brine serpent likely closes and attack with its bite. When confronting larger groups it uses this breath weapon first — the brine sea serpent has

a special organ that harvests sodium from seawater and stores it in concentrated form in a gland in its cheek. It generally avoids constricting attacks unless attacking large opponents that do not die from its poisonous bite. The brine sea serpent may also use the constriction attack against small sea vessels if it is very hungry.

Poison (Ex): Injury, bite; initial and secondary damage 2d6 Strength; DC 22 Fortitude save resists. The save DC is Constitution-based.

Breath Weapon (Ex): 50 foot cone; 10d8 points of acid damage; DC 24 Reflex save for half damage. The brine sea serpent must wait at least an hour before it can use this breath weapon again, as it takes time to replenish its sodium supply. The save DC is Constitution-based, and includes a +2 bonus from the Ability Focus feat.

Improved Grab (Ex): To use this ability, a brine sea serpent must hit an opponent up to one size smaller with its bite attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to constrict the foe following round.

Constrict (Ex): On a successful grapple check, a brine sea serpent deals 2d6+7 points of damage.

Skills: The brine sea serpent suffers a -4 racial penalty to Spot checks due to its weak vision, but gains a +4 racial bonus to Listen checks thanks to its keen hearing.

A brine sea serpent has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Sea Serpent, Deep Hunter

Gargantuan Dragon (Aquatic)

Hit Dice:	24d12+126 (282 hp)
Initiative:	+1
Speed:	Swim 60 ft. (12 squares)
Armor Class:	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+24/+46
Attack:	Bite +31 melee (2d8+15 plus poison, crit 19-20)
Full Attack:	Bite +31 melee (2d8+15 plus poison, crit 19-20)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Poison, improved grab, constrict 2d8+15, swallow whole
Special Qualities:	Darkvision 60 ft., immunity to <i>sleep</i> and paralysis, scent
Saves:	Fort +23, Ref +15, Will +17
Abilities:	Str 31, Dex 13, Con 24, Int 11, Wis 13, Cha 12
Skills:	Bluff +13, Diplomacy +5, Hide +16, Intimidate +3, Knowledge (nature) +2, Listen +21, Move Silently +28, Sense Motive +10, Spot +20, Swim +38, Survival +28
Feats:	Cleave, Dodge, Fast Swim (b), Great Fortitude, Improved Critical (bite), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (bite)
Environment:	Any aquatic
Organization:	Solitary
Challenge Rating:	22
Treasure:	Double standard
Alignment:	Usually lawful neutral
Advancement:	25-30 HD (Gargantuan)
Level Adjustment:	—

The serpent is about 60 feet long and 10 feet thick. Its body scales are smooth, each about the size of a large shield, and the entire serpent is deep green to jet black in color, with eyes a solid, nearly black red color.

The immense deep hunter serpent lives in deep oceans, and delights in hunting down and killing the most fearsome creatures of the sea.

The deep hunter lives on the ocean floor, usually near thermal vents and volcanic areas where it is relatively warm. However, when hunting it may be encountered just about anywhere at sea; its preferred prey are krakens and the largest whales, though it may attack any other fearsome sea predator—the more dangerous, the better.

Deep hunters speak Draconic and Aquan.

Combat

The deep hunter sea serpent is seldom seen near the surface, as its prey tends to stick to deep waters. It does not initiate combat against creatures it sees as its inferiors, but if it does regard a creature as a threat, it uses stealth to surprise its prey when possible, and launches into a full-scale assault using all of its physical attacks to the best of its ability.

Poison (Ex): Injury; bite; initial damage 1d6 Strength, secondary damage 3d6 Strength; DC 29 Fortitude save resists. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a deep hunter sea serpent must hit an opponent up to one size smaller with its bite attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to constrict or swallow the foe whole following round.

Constrict (Ex): On a successful grapple check, a deep hunter deals 2d8+15 points of damage.

Swallow Whole (Ex): A deep hunter can try to swallow a Huge or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+12 points of crushing damage per round plus 1d8 points of acid damage from the deep hunter's gizzard. A swallowed creature can cut its way out by using claws or a light slashing weapon to deal 25 points of damage to the gizzard (AC 14). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The serpent's interior can hold two Large, four Medium, sixteen Small, sixty-four Tiny, or several hundred Diminutive or smaller opponents.

Skills: A deep hunter serpent has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Sea Serpent, Fanged

Large Dragon (Aquatic)

Hit Dice:	8d12+24 (76 hp)
Initiative:	+1
Speed:	Swim 30 ft.
Armor Class:	24 (-1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+8/+16
Attack:	Bite +12 melee (1d8+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, improved grab, constrict 1d8+6
Special Qualities:	Darkvision 60 ft., immunity to <i>sleep</i> and paralysis, scent
Saves:	Fort +9, Ref +7, Will +6
Abilities:	Str 18, Dex 13, Con 16, Int 5, Wis 11, Cha 6
Skills:	Knowledge (nature) -1, Listen +11, Spot +11, Survival +11, Swim +12
Feats:	Cleave, Fast Swim (b), Power Attack, Weapon Focus (bite)
Environment:	Any aquatic
Organization:	Solitary, pair or swarm (3-20)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral
Advancement:	9-12 HD (Large); 13-18 HD (Huge)
Level Adjustment:	—

This serpent is 12-15 feet long and 5 feet thick. Its body scales are thickened and hardened, which slows it somewhat in water but provides good protection. The serpent's most outstanding features, however, are the rows of long, sharp teeth that fill its mouth. It has large, lidless red eyes with white pupils.

The fanged sea serpent is a vicious predator of the seas feared for its tendency to travel in packs and swarm over creatures much larger than itself.

Fanged sea serpents are nomadic, traveling with ocean currents. They prefer to hunt in groups, which they can surround and attack from all sides. Fanged sea serpents have been known to attack their own kind, but only when starving.

Combat

Fanged sea serpents on their own usually live on large fish, and avoids confronting intelligent opposition unless they believe their victims to be helpless. However, when they are in groups, they become much more aggressive, and attack creatures much larger than themselves. They prefer to use swarm tactics, surrounding their target and attacking simultaneously from all directions; in the water, where they can also attack from above and below, few marine creatures can stand up to a prolonged assault.

Poison (Ex): Injury; bite; initial and secondary damage 1d6 Constitution; DC 17 Fortitude save resists. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a fanged sea serpent must hit an opponent up to one size smaller with its bite attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to constrict or the foe the following round.

Constrict (Ex): On a successful grapple check, a fanged sea serpent deals 1d8+6 points of damage.

Skills: A fanged sea serpent has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Sea Serpent, Fluting

Large Dragon (Aquatic)

Hit Dice:	9d12+24 (76 hp)
Initiative:	+1
Speed:	5 ft. (1 square), swim 40 ft.
Armor Class:	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+9/+17
Attack:	Bite +12 melee (1d8+6 plus poison)
Full Attack:	Bite +12 melee (1d8+6 plus poison)
Space/Reach:	10 ft. /5 ft.
Special Attacks:	Poison, improved grab, constrict 1d8+6
Special Qualities:	Bardic abilities, darkvision 60 ft., immunity to <i>sleep</i> and paralysis, scent
Saves:	Fort +9, Ref +7, Will +9
Abilities:	Str 19, Dex 13, Con 16, Int 15, Wis 13, Cha 19
Skills:	Bluff +8, Concentration +11, Diplomacy +16, Hide +5, Knowledge (any 3) +5 each, Listen +11, Move Silently +10, Perform +19, Sense Motive +11, Speak Languages (any 3), Spellcraft +13, Swim +12
Feats:	Fast Swim (b), Iron Will, Skill Focus (perform), Spell Focus (enchantment)
Environment:	Any aquatic
Organization:	Solitary, pair or swarm (3-20)
Challenge Rating:	9
Treasure:	Half coin, double goods, standard items
Alignment:	Usually chaotic neutral
Advancement:	9-12 HD (Large); 13-18 HD (Huge)
Level Adjustment:	—

This serpent is about 15 feet long and 4 feet thick. Its body scales are smooth, and deep green in color with a blue-gray undertone. It has wide flippers that enable it to move about slowly on land. It speaks with a musical voice reminiscent of the sound of a flute.

The fluting sea serpent is an intelligent serpent known for its masterful singing. Though highly individualistic, they may sometimes be hired by civilized beings to serve as court bards, particularly for undersea races.

Fluting sea serpents usually live in sea caves along ocean shores, which they take care to fortify against intruders along with possible escape routes, though they prefer to negotiate first. They specialize in performance and learning, and are sometimes sought out for information on a particular esoteric subject, or to listen to a particular performance.

Combat

Battle is a last resort for the fluting sea serpent. They first attempt negotiation, then spell use, and only attack with their bite and constriction when they have no other choice. However, fluting sea serpents can be un-

predictable, particularly when their performances are faulted, which may cause them to fly into a sulky rage.

Bardic Abilities: The fluting sea serpent has the spellcasting, bardic music, and bardic knowledge abilities of a bard equal to its hit dice in level. The fluting serpent favors enchantment spells.

Poison (Ex): Injury; bite; initial and secondary damage 1d6 Wisdom; DC 17 Fortitude resists. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a fluting sea serpent must hit an opponent up to one size smaller with its bite attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to constrict foe the following round.

Constrict (Ex): On a successful grapple check, a fluting sea serpent deals 1d8+6 points of damage.

Skills: A fluting sea serpent has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action

while swimming, provided it swims in a straight line.



Sea Serpent, Gilded

Medium Dragon (Aquatic)

Hit Dice:	5d12+15 (47 hp)
Initiative:	+4
Speed:	10 ft. (2 squares), swim 40 ft.
Armor Class:	20 (+4 Dex, +16 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+5/+6
Attack:	Bite +9 melee (1d8+1 plus poison)
Attack:	Bite +9 melee (1d8+1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, improved grab, constrict 1d8+1
Special Qualities:	Damage reduction 5/gold, darkvision 60 ft., immunity to <i>sleep</i> and <i>paralysis</i> , scent
Saves:	Fort +10, Ref +9, Will +8
Abilities:	Str 12, Dex 19, Con 16, Int 7, Wis 16, Cha 17
Skills:	Hide +8*, Listen +11, Move Silently +12, Spot +11, Swim +9
Feats:	Fast Swim (b), Great Fortitude, Weapon Finesse (bite)
Environment:	Temperate and warm aquatic
Organization:	Solitary, pair or cluster (3-8)
Challenge Rating:	5
Treasure:	None (see below)
Alignment:	Usually neutral
Advancement:	6-8 HD (Medium-Size); 9-12 HD (Large)
Level Adjustment:	—

This serpent is about 8 feet long and 2 feet thick. Its body scales are small and smooth, with the brilliant luster of gold. It has a long, narrow crocodilian snout and a cluster of antenna-like whiskers sweeping back from just above its jaws.

One of the rarest of sea serpents, the gilded serpent is known for its glittering golden hide, and is often hunted for this skin, and for the powerful narcotic that can be made from its venom.

In the wild, gilded sea serpents live on the most secluded islands and hidden lagoons, where they nest in sandy lairs and shallow, sun-warmed waters. Wealthy coastal lords have been known to acquire gilded sea serpent eggs or infants and raised them in captivity. These serpents are usually revered as holy or prized as status symbols; captive gilded serpents that are mistreated quickly lose the will to live and die.

The golden hide of a gilded serpent can be harvested and made into a single set of scale mail that fits a Medium or smaller creature. This armor is considered masterwork, and has the same properties as mithral scale armor.

The poison of the gilded serpent can be milked or harvested as well, then made into a powerful narcotic drug called golden bliss (see sidebar).

Wild gilded sea serpents speak Draconic; those raised in captivity also speak the language of whatever race possesses them.

Combat

Gilded sea serpents flee danger when they can, using their ability to swim swiftly to evade danger as quickly as possible. If cornered or surprised, however, they lash out with their bite, and use their constriction attack if their prey is small enough. The venom of a gilded sea serpent numbs the flesh to pain and induces a state of catatonic stupor.

Poison (Ex): Injury; bite; initial damage 1d4 Wisdom, secondary damage 1d4 Wisdom plus paralysis 2d6 minutes; DC 15 Fortitude save resists..

Improved Grab (Ex): To use this ability, a gilded sea serpent must hit an opponent up to one size smaller with its bite attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to constrict the foe the following round.

Constrict (Ex): On a successful grapple check, a gilded sea serpent deals 1d8+1 points of damage.

Damage Reduction (Su): The gilded serpent ignores the first 5 points of physical damage from any source unless the weapon is composed primarily of gold. Gilded serpent hunters prefer to use poisoned gold-tipped arrows and weapons when hunting these beasts. A gilded weapon costs double the price of a silvered weapon.

Skills: A gilded sea serpent has a -4 circumstance penalty on Hide checks due to their glittering golden hide.



Golden Bliss

This drug is made from the venom of a gilded sea serpent. A serpent that is milked of its venom produces enough poison to make 2d4 doses of golden bliss per day. This requires a DC 15 Craft (alchemy or poison) check, and the market value is 40 gp. When inhaled, the drug produces a euphoric catatonia that lasts 10-30 minutes, with a secondary effect being a -4 penalty to Wisdom that lasts 24 hours. When used, golden bliss temporarily increases Charisma by +4 and provides complete protection against mind-influencing magic and psionic incursion. An unwilling recipient must succeed on a DC 15 Fortitude saving throw to resist the effect.

Golden bliss is highly addictive. A user must succeed on a DC 15 Fortitude save each time he uses golden bliss. Failure means he has become addicted. Once this occurs, the addict must receive a dose of golden bliss at least every 7 days or go into withdrawal. For every day beyond that, the addict must make a Fortitude save with a DC of 15 +1 per each additional day that passes. For every failed save, the addict suffers 1 point of Wisdom damage that cannot heal naturally; only magic can restore Wisdom lost in this fashion. Once the bliss addict's Wisdom reaches 0, he dies. Each time an addict goes without golden bliss long enough to experience withdrawal, there is a 25% chance that the first point of Wisdom loss suffered is permanent.

A *cure disease* spell cures the addiction, and *lesser restoration* and *restoration* restores ability score damage normally. A *heal* or *greater restoration* spell restores both ability damage and cures the addiction.

A gilded sea serpent has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard.

It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sea Serpent, Shipbreaker

	Colossal Dragon (Aquatic)
Hit Dice:	38d12+383 (630 hp)
Initiative:	+4
Speed:	10 ft. (5 squares), swim 40 ft.
Armor Class:	28 (-8 size, +26 natural), touch 2, flat-footed 28
Base Attack/Grapple:	+38/+65
Attack:	Bite +42 melee (4d6+16 plus poison)
Full Attack:	Bite +42 melee (4d6+16 plus poison)
Space/Reach:	50 ft./50 ft. (coiled)
Special Attacks:	Poison, improved grab, constrict 4d6+16, swallow whole
Special Qualities:	Darkvision 60 ft., immunity to <i>sleep</i> and <i>paralysis</i> , scent
Saves:	Fort +33, Ref +23, Will +26
Abilities:	Str 32, Dex 11, Con 30, Int 11, Wis 17, Cha 21
Skills:	Hide +25, Intimidate +25, Knowledge (nature) +2, Listen +44, Move Silently +20, Search +40, Spot +44, Survival +24, Swim +41
Feats:	Ability Focus (poison), Blind-Fight, Cleave, Endurance, Fast Swim (b), Great Cleave, Great Fortitude, Improved Grapple, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (bite)
Environment:	Any aquatic
Organization:	Solitary
Challenge Rating:	30
Treasure:	Half coin, double goods, standard items
Alignment:	Usually chaotic neutral
Advancement:	39+ HD (Colossal)
Level Adjustment:	—

This devastating serpent is over 120 feet long and 15 feet thick. Its body scales are dark gray-brown, festooned with

barnacles, seaweed, and other sea life. Its maw is the size of a large wagon, with teeth the size of greatswords. The beast has broad flippers 30 feet long and 20 feet wide that it can use to help propel its bulk onto land.

The legendary shipbreaker is thought to be the largest of the sea serpents, a true behemoth that rules the seas. It is a fearless hunter that enjoys attacking the largest seagoing vessels and crushing them in its mighty coils. Fortunately, the beast appears to be unique, and apparently spends most of its time hibernating.

The shipbreaker is most often sighted deep at sea, usually just before it approaches and breaks up a naval vessel into kindling.

It is unknown what language the shipbreaker speaks or understands, if any, since none have ever reported successfully speaking with it.

Combat

The shipbreaker attacks ships and huge-sized creatures as its primary prey. It ignores smaller creatures except as snacks, or if directly threatened by one. Its favorite tactic is to ambush a ship or approach it at speed, then wrap it in its coils and crush it. It then feasts on the sailors in the water at its leisure.

Poison (Ex): Injury; bite; initial and secondary damage 3d6 Constitution; DC 41 Fortitude save resists. The save DC is Constitution-based, and includes a +2 Ability Focus bonus.

Improved Grab (Ex): To use this ability, a shipbreaker sea serpent must hit an opponent up to one size smaller with its bite attack. It can then start a grapple check as

a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to constrict or swallow the foe whole following round.

Constrict (Ex): On a successful grapple check, a shipbreaker sea serpent deals $4d6+16$ points of damage.

Swallow Whole (Ex): A shipbreaker sea serpent can try to swallow a Gargantuan or smaller opponent by making a successful grapple check. The swallowed creature takes $2d8+16$ points of crushing damage per round plus $2d8$ points of acid damage from the shipbreaker's gizzard. A swallowed creature can cut its way out by using claws or a light slashing weapon to deal 40 points of damage to the gizzard (AC 23). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The serpent's interior can hold two Large, four Medium, sixteen Small, sixty-four Tiny, or

several hundred Diminutive or smaller opponents.

The shipbreaker's interior can hold one Gargantuan, two Huge, four Large, sixteen Medium, sixty-four Small, or several hundred Tiny or smaller opponents.

Skills: A shipbreaker sea serpent has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Sea Serpent, Spitting

Large Dragon (Aquatic)

Hit Dice:	12d12+24 (102 hp)
Initiative:	+6
Speed:	10 ft. (2 squares), swim 40 ft.
Armor Class:	21 (-1 size, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+12/+17
Attack:	Bite +12 melee (1d8+1 plus poison); or spit +18 ranged (2d6 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, improved grab, constrict 1d8+1, spit
Special Qualities:	Darkvision 60 ft., immunity to <i>sleep</i> and <i>paralysis</i> , scent
Saves:	Fort +10, Ref +14, Will +10
Abilities:	Str 13, Dex 22, Con 14, Int 8, Wis 15, Cha 6
Skills:	Hide +10, Intimidate +13, Knowledge (nature) +1, Listen +14, Move Silently +14, Spot +17, Survival +7, Swim +24
Feats:	Ability Focus (poison), Far Shot, Fast Swim (b), Point Blank Shot, Rapid Shot, Weapon Focus (spit)
Environment:	Any aquatic
Organization:	Solitary or pair
Challenge Rating:	9
Treasure:	None
Alignment:	Usually chaotic evil
Advancement:	13-15 HD (Large); 16-20 HD (Huge)
Level Adjustment:	—

The body length of these serpents is roughly 15-18 feet, with a girth of up to 3 feet. They are covered with rough-edged scales of brown, green, or blue coloration, giving their hides a mottled appearance. Their heads are short, with thick, muscular necks concealed beneath a webbed fringe.

Spitting sea serpents are a fiercely territorial if not terribly intelligent species that can be a great hazard on unfamiliar coasts. They are renowned for their great ability to spit globs of acidic spittle onto creatures that threaten them.

The spitting sea serpent prefers to dwell in shallow coastal waters and coastlines, and avoids deep water where they are ill-equipped to handle encounters with large marine predators, against which their ability to spit is ineffective. They prefer to live in wild, uncivilized lands, and fiercely protect their hunting grounds from intrusion by any other predators.

Spitting sea serpents speak Aquan, and some may speak Draconic as well.

Combat

The spitting sea serpent always tries to use its spitting attack against any that anger it, using its bite and constriction attacks against food or as a last resort.

Poison (Ex): Injury; bite; 1d6 points of acid damage for two rounds plus poison for initial and secondary

damage 2d6 points of Dexterity; DC 20 Fortitude save resists the poison. There is no save against the acid. The save DC is Constitution-based and includes a +2 Ability Focus bonus.

Improved Grab (Ex): To use this ability, a spitting sea serpent must hit an opponent up to one size smaller with its bite attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to constrict the foe the following round.

Constrict (Ex): On a successful grapple check, a spitting sea serpent deals 1d8+1 points of damage.

Spit (Ex): The spitting sea serpent can eject a sticky glob of concentrated acidic mucous up to twice a round (using the Rapid Shot feat), with a range of 60 feet.

Skills: A spitting sea serpent has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Sea Serpent, White

Large Dragon (Aquatic, Cold)

Hit Dice:	8d12+16 (68 hp)
Initiative:	+2
Speed:	5 ft. (1 square), swim 50 ft.
Armor Class:	21 (-1 size, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+8/+14
Attack:	Bite +9 melee (1d8+1 plus 1d6 cold plus poison)
Full Attack:	Bite +9 melee (1d8+1 plus 1d6 cold plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, improved grab, constrict 1d8+1
Special Qualities:	Cold subtype, darkvision 60 ft., immunity to <i>sleep</i> and paralysis, scent, spell master, wizard spellcasting
Saves:	Fort +8, Ref +8, Will +10
Abilities:	Str 15, Dex 15, Con 14, Int 25, Wis 15, Cha 13
Skills:	Bluff +6, Concentration +13, Diplomacy +14, Disguise +6, Gather Information +7, Hide +6, Knowledge (arcana) +18, Knowledge (any 3) +18 each, Listen +12, Move Silently +10, Sense Motive +7, Spellcraft +20, Spot +13, Survival +10, Swim +10
Feats:	Fast Swim (b), Iron Will, Spell Focus (any 1 school), any 1 metamagic feat
Environment:	Cold aquatic
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard coin, standard goods, double items
Alignment:	Usually lawful neutral
Advancement:	9-20 HD (Large)
Level Adjustment:	—

This sea serpent is milky white in color, with pale blue undertones that allow it to blend in with icy environments. Its mouth is narrow, filled with a double row of razor sharp teeth.

Living in the coldest part of the ocean are the most intelligent of the sea serpent species, the white serpent, which commands knowledge and power similar to that of a wizard.

Though they dwell in arctic climes, and are most often seen there, white serpents sometimes goes far afield in search of knowledge, and can be spotted even in tropical waters, though they usually conceal their appearance with magic to escape notice.

White sea serpents delight in learning esoteric knowledge, particularly rare or unusual spells, and may go thousands of miles in pursuit of new knowledge. Because of this proclivity, white sea serpents often know spells and lore that have been long lost to most civilizations, and are a good place to seek such wisdom.

White sea serpents speak Aquan, Draconic, and a number of other languages, sometimes of creatures that live thousands of miles away from their home range.

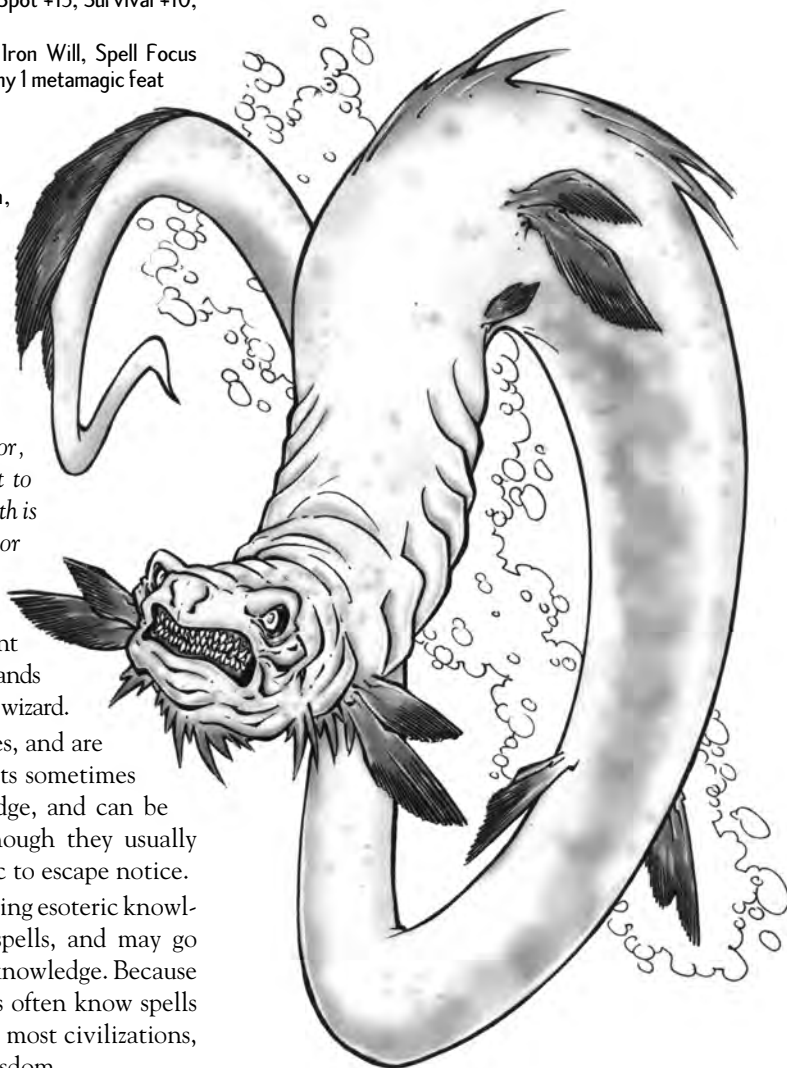
Combat

White sea serpents prefer using their formidable spellcasting powers in battle whenever possible, though their bite can be deadly if they are forced into melee.

Poison (Ex): Injury; bite; initial damage 1d6 Intelligence, secondary damage 2d6 Intelligence; DC 16 Fortitude save resists. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a white sea serpent must hit an opponent up to one size smaller with its bite attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to constrict the foe the following round.

Constrict (Ex): On a successful grapple check, a white sea serpent deals 1d8+1 points of damage.



Wizard Spellcasting (Sp): The white sea serpent can memorize and cast wizard spells as if they were a wizard of a level equal to their hit dice. They do not need to use material components if the component value is less than 50 gp; if it is more they are required to use them, and due to the physical limitation of their form they avoid learning such spells unless they have alternate means for manipulating and carrying the components.

Typical Wizard Spells Prepared (4/6/5/5/3; save DC 17 + spell level): 0 — detect magic, read magic, resistance (fire) (x2); 1st — charm person, endure elements, expeditious retreat, mage armor, obscuring mist, shield; 2nd — daze monster, detect thoughts, invisibility, resist

energy (fire), see invisibility; 3rd — deep slumber, displacement, dispel magic, sleet storm, tongues; 4th — ice storm, lesser globe of invulnerability, solid fog.

Spell Master (Ex): White serpents do not maintain spellbooks as wizards. Instead they retain them in their minds as if they had taken the Spell Mastery wizard feat for each. There is no limit to how many spells they can retain in this fashion. They still must rest and memorize spells for casting as standard for a wizard.

Skills: A white sea serpent has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sea Sphere (Blubble)

Huge Aberration (Aquatic)

Hit Dice:	16d8+80 (148 hp)
Initiative:	+7
Speed:	10 ft. (2 squares), swim 100 ft., fly 50 ft.
Armor Class:	23 (-2 size, +7 Dex, +8 natural), touch 15, flat-footed 16
Base Attack/Grapple:	+12/—
Attack:	Slam +17 melee (2d8+6; crit 19-20)
Full Attack:	2 Slams +17 melee (2d8+6; crit 19-20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Water mastery, pressurization
Special Qualities:	Blindsense, damage reduction 10/—, telepathy
Saves:	Fort +9, Ref +12, Will +10
Abilities:	Str 23, Dex 24, Con 19, Int 6, Wis 11, Chr 11
Skills:	Listen +9, Spot +10, Swim +14
Feats:	Dodge, Flyby Attack, Improved Critical (slam), Improved Initiative, Weapon Finesse (slam)
Environment:	Any aquatic
Organization:	Solitary (see below)
Challenge Rating:	9
Treasure:	See below
Alignment:	Neutral
Advancement:	17 - 19 HD ; 20 + HD

The sea sphere is an odd, 30-ft. spheroid creature composed of a thick membrane. The center of the creature is an air-filled chamber, literally a bubble.

The sea sphere (known to sailors as the “blubble”) lives in a symbiotic state with other beings. The sphere’s home is the ocean and it is always found near vast quantities of water.

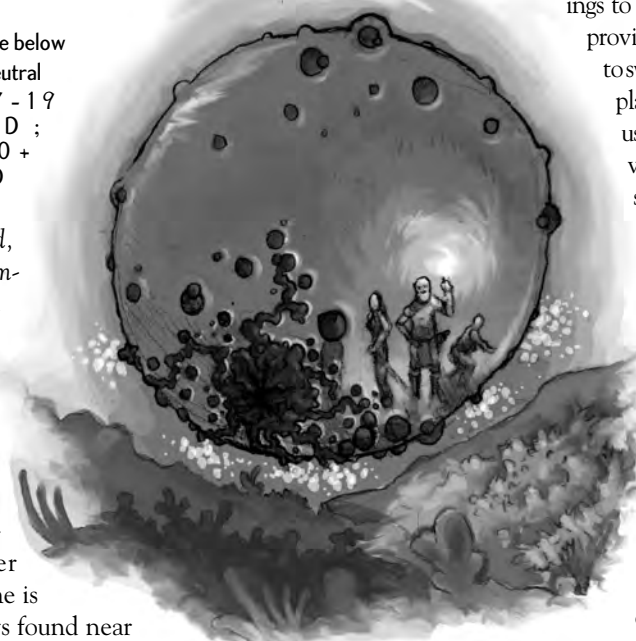
The sea sphere is the color of the water it is found in, and luminescent in moonlight. Sea spheres see through some innate ability or undetectable magic, omnidirectionally. They communicate telepathically, and with this ability they seek out air-breathers who desire to travel underwater.

Blubbles require carbon dioxide to breathe. They can store enough of this gas inside of themselves to last for periods up to 72 hours. During this time, their respiratory process uses up the carbon dioxide and produces waste oxygen, which is also stored inside their inner bubble. Thus after 72 hours they run out of breathable gas and die within 1d4 hours. Blubbles stay alive by welcoming oxygen-breathing creatures inside their hollow core. These creatures — usually humanoids — breathe the blubble’s oxygen and naturally exhale the carbon dioxide the host blubble requires.

Sea spheres can open an aperture in their shells, permitting Medium or smaller beings to enter their core. The blubble provides travel for these beings, able to swim to the depths of the ocean, places where the air-breathers usually couldn’t venture. Adventurers, then, seek out sea spheres and form a useful, symbiotic pact with them: in exchange for travel to the deep places in the ocean, the adventurers simply ride in the blubble’s core and breathe, providing their host with the gas it requires to stay alive.

Combat

The blubble is not violent; however, the creature does force air-breathing creatures into its center, if desperate



for gas exchange. The bubble attempts to fly onto medium-sized targets, with its aperture open, trying to trap them in its core.

Water Mastery (Ex): A sea sphere gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the sea sphere is touching the ground, the sphere takes a -4 penalty on attack and damage rolls.

Pressurization (Ex): Though unable to stop oxygen production, the bubble can increase production when desired. By this it creates a pressurized effect in itself that causes any being in its hollow core to pass out. Any living creature inside the bubble must succeed on a DC 16

Fortitude save or fall unconscious until the bubble ceases its attack. A bubble can cause pressure equivalent to 500 feet of depth; the damage suffered by a victim of its pressurization attack depends on its Maximum Safe Depth (see **Chapter Two**).

Telepathy (Su): A bubble can communicate telepathically with any sentient being within 10 yards per Hit Die.

Skills: A bubble has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sea Spider

Huge Magical Beast (Aquatic)

Hit Dice:	16d8+48 (120 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), swim 90 ft.
Armor Class:	18 (-2 size, +3 Dex, +7 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+16/+29
Attack:	4 slams +18 (1d6+5)
Full Attack:	4 slams +18 (1d6+5), bite+13 (2d6+2 plus 1d4 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +15, Ref +13, Will +6
Abilities:	Str 20, Dex 16, Con 16, Int 6, Wis 12, Cha 11
Skills:	Hide -1*, Spot +10, Survival +6, Swim +16
Feats:	Alertness, Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Power Attack
Environment:	Any aquatic
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	17-32 HD (Huge): 33-48 HD (Gargantuan)
Level Adjustment:	—

This creature resembles similar arachnids found on land, except in size and habitat. Its color ranges through various shades of blue and green with distinct black markings. Its legs and bodies are covered with thousands of fine, sticky hairs.

The hairs on a sea strider's legs trap air bubbles, which aid in floatation and motility. With its long, strong legs a sea strider can propel

itself under water as easily as it can glide upon the surface. Sea striders make their lairs in shallow underwater caverns in secluded lagoons of uninhabited islands. They never leave the sea as they cannot long stand the stillness of dry land.

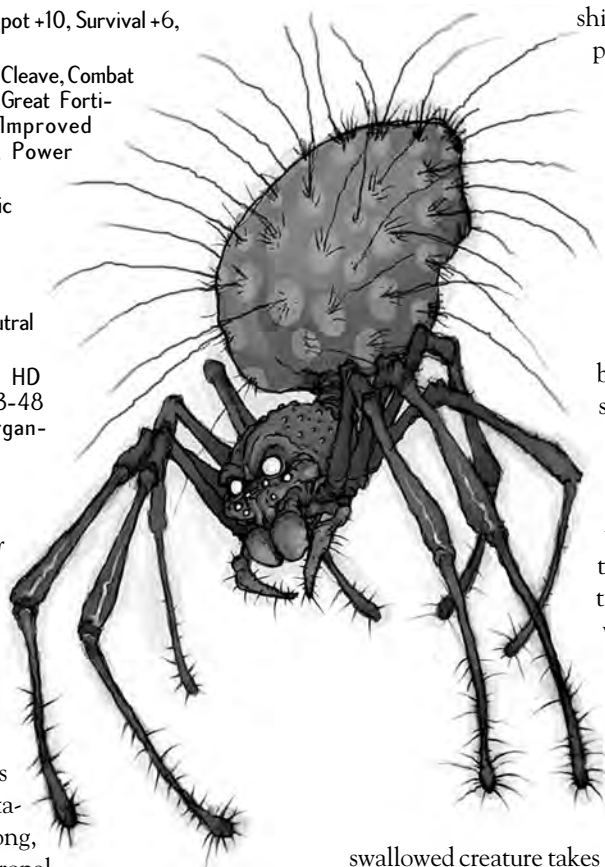
Combat

Sea striders never venture on land, confining their attacks to ships. They usually attach themselves to the ship with the sticky hairs of their hind legs. This brings their mouth to the level of the deck where they may bite the ship, trying to disable it, or any person in close range. Their forelegs are free to swing at opponents. If no one is in range, the sea strider relocates to another area of the ship and attack again. Their primary tactic is to grapple opponents and draw them to the mouth, attempting to swallow them whole.

Improved Grab (Ex): To use this ability, a sea strider must hit an opponent up to one size smaller with its bite attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe whole following round.

Swallow Whole (Ex): A sea strider can try to swallow a Large or smaller opponent by making a successful grapple check. The

swallowed creature takes 1d8+5 points of crushing



damage per round plus 1d8 points of acid damage from the sea strider's gizzard. A swallowed creature can cut its way out by using claws or a light slashing weapon to deal 25 points of damage to the gizzard (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The seastrider's interior can hold one Large, two Medium, four Small, eight Tiny, or sixteen Diminutive or smaller opponents.

Skills: A sea strider has a +8 bonus on Hide checks when floating on the surface due to its natural camouflage.

A sea strider has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Storm Rider

Hit Dice:	Tiny Animal (Aquatic) 1d8 (4 hp)
Initiative:	+2
Speed:	Swim 40 ft. (8 squares), fly 60 feet (poor)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/+11
Attack:	Bite +4 melee (1d4-1)
Full Attack:	Bite +4 melee (1d4-1)
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	Improved grab
Special Qualities:	Glide, low-light vision
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 8, Dex 15, Con 11, Int 1, Wis 10, Cha 4
Skills:	Spot +4, Swim +7
Feats:	Weapon Finesse
Environment:	Warm aquatic
Organization:	School (6-60)
Challenge Rating:	1/6
Treasure:	None
Alignment:	Always neutral
Advancement:	2-4 HD (Tiny)
Level Adjustment:	—

Combat

Underwater, storm riders usually prey on fish of Small size or larger, though they may attack larger creatures if they are bleeding, similar to sharks. However, when high winds blow upon the surface of the ocean, they often leap into the air currents, and become much more aggressive hunters, attacking anything living they can spot, then making their way back to the sea when they are sated.

Improved Grab (Ex): To use this ability, a storm rider must hit an opponent its size or larger with its bite attack. It can then start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can deal bite damage each round as a free action. A storm rider has a +12

This fish is barely 2 feet long, with a body wider than it is high; combined with its broad fins, this gives it an aerodynamic quality, allowing it to leap into the air and glide on winds for an extended distance. The mouth of the fish is filled with many sharp triangular teeth like the blade of a saw, and they use these teeth to savage flesh which they eat.

Storm riders are a species of deep sea fish that are relatively harmless individually, but much more dangerous in great numbers. They are most often encountered gliding in large schools in the violent winds of a storm front, where they can descend upon a ship and ravage its riggings and crew. Ironically, storm riders are quite tasty when cooked, and considered a delicacy in many sea ports.



racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

Glide (Ex): Storm riders can throw themselves into the air and ride the winds, moving at a rate of 60 feet, though they cannot move more than 45 degrees to either side of the direction of the prevailing wind. They can glide for 1d4 rounds in moderate winds, 2d6 rounds in strong winds, 1d4

minutes in severe winds, and indefinitely in stronger winds.

Skills: A storm rider has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Swarm, Sail Moth

Medium Vermin (Swarm of Fine Creatures)

Hit Dice	4d8+8 (26 hp)
Initiative:	+3
Speed:	5 ft. (1 square), fly 20 ft. (poor)
Armor Class:	21 (+8 size, +3 Dex), touch 21, flat-footed 18
Base Attack/Grapple:	+3/—
Attack:	Swarm (1d6)
Full Attack:	Swarm (1d6)
Space/Reach:	5 ft./0 ft.
Special Attacks:	Distraction, sail destruction
Special Qualities:	Darkvision 60 ft., locate salt, swarm traits
Saves:	Fort +6, Ref +4, Will +1
Abilities:	Str 1, Dex 16, Con 14, Int —, Wis 11, Cha 3
Skills:	—
Feats:	—
Environment:	Any aquatic
Organization:	Solitary (1 swarm), cloud (2-4 swarms), or colony (7-12 swarms)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

These gray-white flying swarms appear in clouds, descending upon ships on the open sea.

Sail moths are much like standard moths, save they are somewhat more aggressive and sustain themselves on salt. Usually this salt is found embedded in the sailcloth of ocean-going ships. Few sights are more feared by veteran mariners than a gray cloud of sail moths moving toward the ship's vulnerable sails, for in a matter of minutes, the moths can reduce a sail to tatters.

Combat

Sail moths seek out salt deposits. Unable to feast on salt directly from the water, they look for more available salt deposits, namely the fabric found aboard ships that travel the salty oceans.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square must succeed on a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Locate Salt (Ex): A swarm of sail moths can detect the presence of salt at a distance of up to a quarter-mile away in favorable wind.

Sail Destruction (Ex): Sail moths destroy 5 square feet of sailcloth in 1d4 rounds. This renders the typical sail useless in that amount of time, and completely destroyed in 3d4 rounds.



Swarm, Tirmanha

Medium Animal (Swarm of Diminutive Creatures)

Hit Dice:	12d8 +24 (78 hp)
Initiative:	+3
Speed:	Swim 40 ft. (8 squares)
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+9/—
Attack:	Swarm (3d6)
Full Attack:	Swarm (3d6)
Space/Reach:	5 ft./0ft.
Special Attacks:	Distraction, wood penetration
Special Qualities:	Locate wood, swarm traits
Saves:	Fort +12, Ref +13, Will +5
Abilities:	Str 1, Dex 16, Con 14, Int 2, Wis 12, Cha 10
Skills:	Listen +7, Spot +8, Swim +15
Feats:	Alertness, Great Fortitude, Lightning Reflexes
Environment:	Any aquatic
Organization:	Solitary or schools (3–8 swarms)
Challenge Rating:	4
Treasure:	—
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

A tirmanha fish individually reaches 10 to 12 inches in adulthood. Its plump, jagged-edged body is a shimmering white color with deep black features found on its belly and fins. The tirmanha's steep forehead, blunted face, and dominant lower jaw complement its menacing demeanor. Within the mouth are columns of razor-sharp, spoon-shaped teeth that are intended to devour wooden objects and materials, but are just as hazardous to fleshy subjects.

Tirmanha fish are an abnormal species of piranha that have a boundless appetite for wood. They hunt in swarms.

Combat

Tirmanha fish's prime source of food is wood, as it is the only material that provides them nourishment. They wreak destruction upon water-bound trees, docks, ships, and anything that gets in between. If unable to secure a wooden meal for a significant amount of time, they pursue anything that moves.

Distraction (Ex): Any living creature that begins its turn with a tirmanha swarm in its space must succeed on a DC 18 Fortitude save

or be nauseated for 1 round. The save DC is Constitution-based.

Locate Wood (Ex): Tirmanha swarms are able to locate any trace of wood within 1 mile that is within the same body of water in which they are currently situated.

Wood Penetration (Ex): When tirmanha swarms apply damage to wooden objects, treat object's hardness rating as if it were 1.

Skills: A storm rider has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard, and uses its Dexterity modifier rather than its Strength modifier for Swim checks. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Thume

Large Aberration (Aquatic)

Hit Dice:	4d8-4 (14 hp)
Initiative:	+1
Speed:	Swim 30 ft. (6 squares)
Armor Class:	17 (-1 size, +1 Dex, +7 deflection), touch 17, flat-footed 16
Base Attack/Grapple:	+3/+5
Attack:	Tendril +3 melee (1d4-1 plus poison)
Space/Reach:	10 ft./15 ft.
Special Attacks:	Poison stingers
Special Qualities:	Breed polypite, pressure immunity, deflective aura, surface vulnerability, all-around vision, blindsense, magic affinity
Saves:	Fort +0, Ref +2, Will +4
Abilities:	Str 6, Dex 12, Con 8, Int 10, Wis 11, Cha 16
Skills:	Listen +4, Handle Animal +9, Hide +3, Swim +9
Feats:	Ability Focus (poison), Weapon Finesse
Environment:	Temperate and warm aquatic
Organization:	Solitary, cluster (2-5), hunting party (3-18, including two Sor2 and a Sor5 leader), or swarm (20-100, including 20-40 sorcerers level 1-3, 10-15 level 4-6, and 1-8 level 7 or higher)
Challenge Rating:	2
Treasure:	Standard (see below)
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+2

This creature resembles a 10-foot-diameter jellyfish, with dozens of strands dangling from the fringe of its body. The interior of the body is largely hollow, interlaced with razor-thin lines of phosphorescent energy, and many translucent organs cluster around the top and sides of its form.

The thume are an ancient race of deep-sea dwellers that evolved — or were uplifted — from large jellyfish. They bear a close resemblance to their primitive cousins, but are much larger, with an obviously complex interior structure composed partly of a pastel lattice of energy.

The thume live in communities on the ocean floor, usually in well-tended sea gardens, with sculpted stone married harmoniously with carefully placed sea flora. Thume do not sleep, and have no need of houses or other conventional structures, and so their “cities” are often no more complex than a large, cultivated area with hundreds of their kind dancing above it, alone or in congregations.

Thume do build a few structures, however, to aid in one of their favorite pursuits — the study and use of magic. Much of their magic items are actually

grown, not built, from fields of specially bred polypites imbued with magic and exotic ingredients at various stages of their development. However, they are capable of creating other, inorganic items, and sometimes set up forges and research facilities near thermal vents. They often recruit other undersea races, whether as hirelings or through magical compulsion, to aid in the physical process of manufacture.

As masters of the art of breeding, thume communities often incorporate dangerous sea life as part of their defenses, including giant sea anemones, barracuda, killer kelp (an aquatic variant of stranglevine), and dire stingrays. This is supplemented if need be with *charmed* monsters and magical traps, and with their own formidable talents in the arcane arts.

Combat

Thume avoid direct combat when they can, relying on summoned or charmed minions and their own deflective aura to protect them while they attack at a range with spells and magic items. However, at close range their poisonous stingers can be deadly against opponents expecting an easy kill.

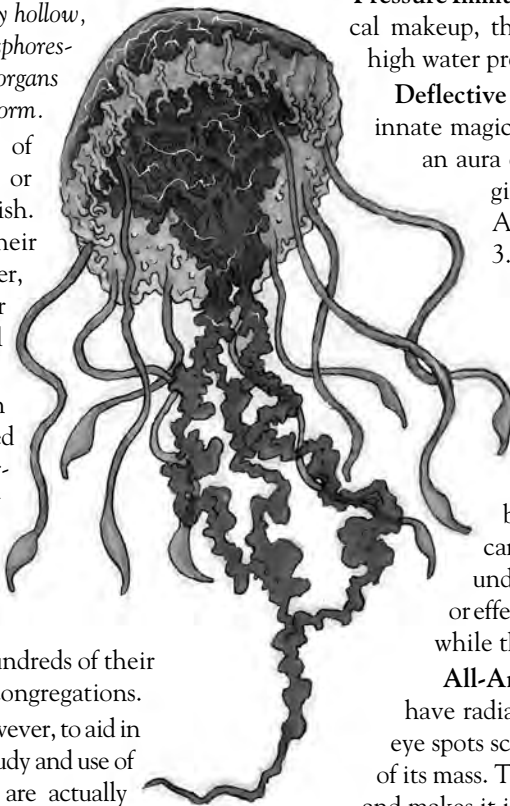
Poison Stingers (Ex): The tendrils of the thume are covered with tiny, fine needle-like protrusions that it can extend or retract at will. When extended, any successful melee hit deals poison damage. Injury; tendril; initial and secondary damage 1d6 Constitution plus paralysis for 1d6 minutes; DC 11 Fortitude save resists. The save DC is Constitution-based, and includes a +2 Ability Focus bonus.

Pressure Immunity (Ex): Due to their physical makeup, thumes take no damage from high water pressure.

Deflective Aura (Su): Thanks to its innate magical abilities, a thume radiates an aura of magic that deflects blows, giving it a deflection bonus to AC equal to its racial HD plus 3.

Surface Vulnerability (Ex): Because the thume has no skeletal structure, they are utterly helpless on land, forming a pile of gently glowing slime. Thumes washed ashore immediately begin to suffocate, and they cannot move. However, a thume under the influence of a *fly* spell or effect naturally maintains its form while the spell lasts and is active.

All-Around Vision (Ex): Thumes have radially symmetrical bodies, with eye spots scattered around the periphery of its mass. This gives it 360-degree vision and makes it impossible to flank.



Breed Polypite (Ex): A polypite is a type of creature bred exclusively for their ability to produce magical effects. Raising polypites is difficult, and requires that a thume have levels in an arcane spellcasting class if they are to be imbued with magical properties. The types of polypite a thume can breed depends on its hit dice and skills. See the Polypites sidebar for more information.

Once mature, polypites can be harvested and carried by thumes in sacs within their bodies. They can then be activated as a standard action that does not provoke an attack of opportunity. There are three categories of polypite.

Single use polypites act in the same fashion as potions, providing their magical benefit once, in a squirt of internal juices, and then dying.

Charged polypites function similar to wands, though the effect produced issues from the thume itself and not directly the polypite. Once all charges have been expended, the polypite dies.

Continual use polypites live indefinitely and generate a constant or use-activated magical effect similar to magical rings, and have the same costs and prerequisites as rings with equivalent powers.

Polypites have the following statistics: Hardness 1, hp 2 per spell level (single use), or 5 per spell level (charged and continual use). Polypites cannot be healed normally, but can be healed with by a thume with the Breed Continual Use Polypite ability. Polypites are a partially living marine creature, and die if removed from the water for more than 10 minutes.

Non-thume may make use of polypites, but this requires a special feat (see the **Use Polypite** sidebar). The polypite must be held in hand for a non-thume to activate it.

Blindsight (Ex): Due to their sensitivity to vibrations in the water, they have blindsight out to a range of 90 feet. This form of blindsight only works underwater.

Magic Affinity (Ex): Thumes by their very nature have a sensitivity to and an innate knack for handling magic. They can *detect magic* (as a second level sorcerer) at will.

Skills: A thume has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A thume uses its Dexterity modifier rather than its Strength modifier for Swim checks.

Polypites

A polypite is a small, roughly walnut-sized lump of coral. Deep within the core of the polypite is a small fleshy ball — the polyp itself. Thumes can use polypites to store spells. In order to breed polypites, the thume must have at least 1 level in an arcane spellcasting class. Because of the unique nature of thumes and polypites, Handle Animal is a class skill for a thume sorcerer or wizard.

Breed Single-Use Polypite: At 3rd level, a thume with at least 6 ranks in Handle Animal can breed a single-use polypite of any spell of 3rd level or lower that it knows and that targets a creature or creatures. Breeding such a polypite takes 1 week per spell level. When the thume breeds the polypite, it sets the caster level, which must be at least equal to the minimum level required to cast the spell, but no higher than the thume's caster level. The base price of a single-use polypite is its spell level multiplied by its caster level multiplied by 25 gp. To breed a polypite, a thume must spend 1/25 of this base price in XP and use up raw materials costing 1/5 the base price.

When a thume breeds a polypite, it make any choices that it would normally make when casting the spell. Whoever uses the polypite is the target of the spell.

Any polypite that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the thume must expend the material component or pay the XP when breeding the polypite.

Breed Charged Polypite: At 5th level, a thume with at least 8 ranks of Handle Animal can breed a polypite of any spell that it knows. Breeding a charged polypite takes one week for each 1,000 gp in its base price. The base price of a charged polypite is its caster level multiplied by the spell level multiplied by 750 gp. To breed a polypite, the thume must expend 1/25 of this base price in XP and use up raw materials costing 1/5 this base price.

Any polypite that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the thume must expend fifty copies of the material component or pay the fifty times the XP when breeding the polypite.

A newly created charged polypite has 50 charges.

Breed Continual Use Polypite: At 7th level, a thume with at least 10 ranks of Handle Animal can breed a polypite whose prerequisites it meets. Breeding a continual use polypite takes one week for each 1,000 gp in its base price. To breed a continual use polypite, the thume must spend 1/25 of its base price in XP and use up raw materials costing 1/5 this base price.

The thume can also heal a wounded polypite if it is one that it could breed. Doing so costs half the XP and half the raw materials it would take to breed such a polypite in the first place, and takes one day per 1,000 gp in its base cost to heal.

Some continual use polypites incur extra costs in material components or XP, which must be paid when the polypite is bred or healed.

New Feat: Use Polypite

As a non-thume, you can make use of polypites as if you were one of them. Thume do not need this feat to use a polypite.

Benefit: You can make use of a thume-bred polypite as if you were one of their species, by holding it in hand and focusing upon it. Doing this is a standard action that does provoke attacks of opportunity. Note that polypites must be kept immersed in water to avoid dying, and retrieving one may require additional actions.

Thumes as Characters

Thume characters gave the following racial traits.

- -4 Strength, -2 Con, $+6$ Charisma.
- Large size: -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, $+4$ bonus on grapple checks, lifting and carrying limits double those of Medium creatures.
- A thume's base swim speed is 30 feet. A thume cannot move on dry land without magical aid.
- Racial Hit Dice: A thume begins with four levels of aberration, which provide $4d8$ Hit Dice, a base attack bonus of $+3$, and base saving throw bonuses of Fort $+1$, Ref $+1$, Will $+4$.

Thume Equipment

Berbel: This is a sharp claw-tip that is attached to the end of a thume tendril strand, and used to make piercing attack. A berbel increases the damage of a thume's tendril attack by $+1$. Berbels are single-use weapons, similar to arrows, and 50 can be created for the same cost as one equivalent weapon. Berbels can have the weapon properties of any magical melee weapon.

Dendrite: These are long, woven strands that are magical, and attached to the thume to replace a tendril. Dendrites act in all ways as whips with a reach of 15 feet, but they cannot be dropped or disarmed. Dendrites are considered Martial Weapons for thumes, and a Exotic Weapons for any other creature.

- Special Attacks (see above): Poison stingers.
- Special Qualities (see above): Breed polypite, pressure immunity, deflective aura, surface vulnerability, all-around vision, blindsense, magic affinity.
- Racial Skills: A thume's aberration levels give it skill points equal to $7 \times (2 + \text{Int modifier} [\text{min } 1])$. Its class skills are Listen, Handle Animal, and Hide.
- Racial Feats: A thume's aberration levels give it 2 feats.
- Favored Class: Sorcerer.
- Level Adjustment: $+2$

Tombotu**Large Monstrous Humanoid**

Hit Dice:	$4d8+8$ (26 hp)
Initiative:	$+2$
Speed:	30 ft. (6 squares)
Armor Class:	14 ($+2$ Dex, $+2$ natural); touch 12 , flat-footed 12
Base Attack/Grapple:	$+4/+13$
Attack:	Claw $+8$ melee ($1d6+5$), or bite $+8$ melee ($1d6+5$)
Full Attack:	2 claws $+8$ melee ($1d6+5$), bite $+3$ melee ($1d6+5$)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort $+3$, Ref $+6$, Will $+5$
Abilities:	Str 21 , Dex 15 , Con 14 , Int 11 , Wis 12 , Cha 11
Skills:	Climb $+18$, Jump $+10$, Listen $+5$, Spot $+5$
Feats:	Alertness, Power Attack
Environment:	Warm forest, plains, mountain, and hills
Organization:	Gang (2-4) or pack (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	By character class
Level Adjustment:	$+1$

Tombotu are the foul offspring of Bonjo Tombo. These gray, apelike humanoids are bred from human or apelike mothers, although the resulting spoor often kills the mother. Tombotu may mate with other tombotu. The tombotu are fairly intelligent aggressors and are often found leading dire apes, girallons, and other ape-like creatures, communicating with them through grunts and body language. Tombotu are fond of human flesh. A very few tombotu have been captured and sold off the isle of Bonjo Tombo as slaves, as they are much sought after in the southern lands as opponents in gladiatorial contests.

Combat

Tombotu like to attack using surprise, often hiding and dangling from jungle trees as their prey pass below them, snatching up the unsuspecting prey and strangling them to death or breaking the necks of their quarry while they are held immobile by the tombotu's great strength. If threatened with death, the tombotu attempt to flee rather than allow themselves to be destroyed.

A favorite tactic of the tombotu is to hang above the PCs and attempt to grapple them, dragging the PCs into the trees to either hurl them to the ground or gang up and strangle them while their friends wait helplessly on the jungle floor.

This creature vaguely resembles a gorilla. It is gray in color, however, and much more powerfully muscled than any natural ape. From its lower jaw sprout two vicious upward-thrusting tusks.

Tombotus as Characters

Tombotu characters gave the following racial traits.

— +10 Strength, +5 Dexterity, +4 Constitution, +2 Wisdom.

— Large size: -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium creatures.

— A tomtotu's base swim land is 30 feet.

— Darkvision out to 60 ft.

— Racial Hit Dice: A tomtotu begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +4, Will +4.

— Special Qualities (see above): Scent.

— Racial Skills: A tomtotu's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier [min 1]})$. Its class skills are Climb, Jump, Listen, Spot.

— Racial Feats: A tomtotu's monstrous humanoid levels give it 2 feats.



— Favored Class: Fighter.

— Level Adjustment: +1.

Undead Sea Serpent (Template)

Occasionally sea serpents, when killed, are transformed into undead creatures, either accidentally or by design. When this occurs they may become ghosts, but otherwise they almost always return as a unique form of undead known as the undead sea serpent.

Creating an Undead Sea Serpent

“Undead Sea Serpent” is an acquired template that can be applied to any sea serpent. The serpent's type changes to “undead.” It otherwise uses all the base serpent's statistics and special abilities except as noted here.

Hit Dice: Same as base creature

Speed: Same as base creature

Armor Class: Gain a +4 natural armor bonus to their armor class; this stacks with any existing natural armor bonus.

Attack: Same as base creature

Full Attack: Same as base creature

Damage: Same as base creature

Special Attacks: The undead sea serpent loses its poison of the base serpent, but retains all other Exceptional special attacks and gains the following.

Paralytic Bite (Ex): The bite of an undead sea serpent causes paralysis similar to a ghast, lasting 1d6+4 minutes.

The Fortitude save DC against this effect is $10 + 1/2$ the serpent's hit dice + its Charisma modifier.



Frightful Presence (Su): All creatures within 30 feet of the undead sea serpent must succeed at a Will save (DC 10 + 1/2 hit dice + Charisma modifier) or become panicked for 2d4 rounds. This is a mind-affecting fear effect. The undead sea serpent may suspend or activate this ability as a free action.

Special Qualities: The undead sea serpent retains all special qualities of the base serpent plus gains the following qualities:

Turn Resistance (Ex): An undead sea serpent gains +2 turn resistance.

Saves: Same as the base creature, adjusted for changes to ability scores.

Abilities: Same as the base creature, except that the undead sea serpent has no Constitution score and its Charisma is 10 or that of the base serpent, whichever is lower.

Skills: Same as the base creature, adjusted for ability score changes.

Environment: Any aquatic

Challenge Rating: Same as the base creature +2

Treasure: None

Unrelenting Sojourner of the Sea

Medium Construct

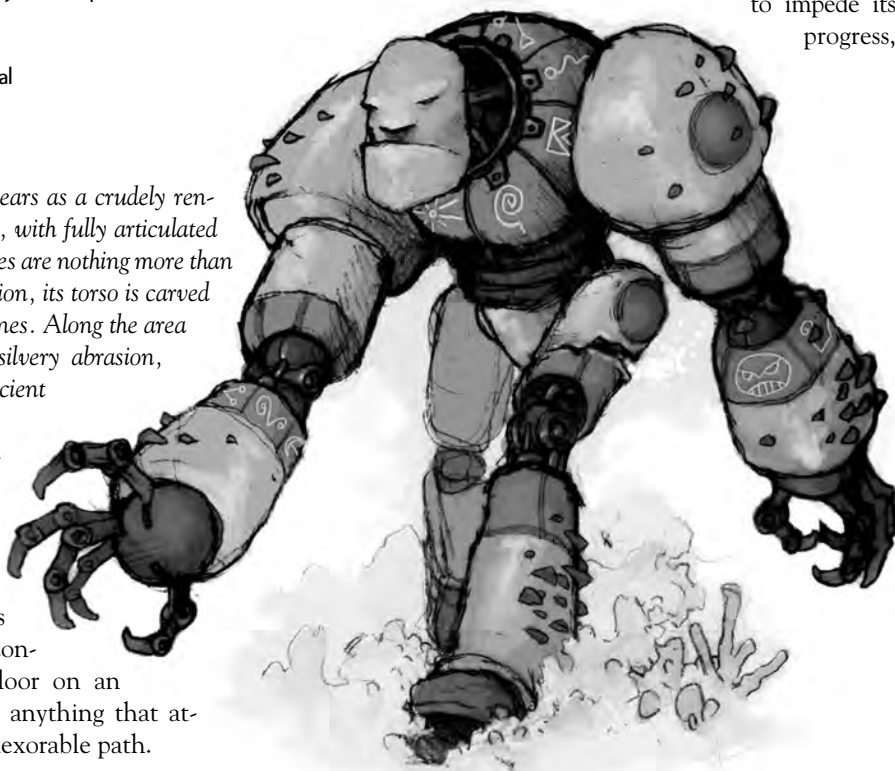
Hit Dice:	20d10 (190 hp)
Initiative:	+0
Speed:	20 ft. (4 squares); climb 15 ft., burrow 10 ft.
Armor Class:	35 (+25 natural), touch 10, flat-footed 35
Base Attack/Grapple:	+15/+23
Attack:	+23 melee (2d10+12, slam)
Full Attack:	+23 melee (2d10+12, slam)
Special Attacks:	Aquatic entangle
Special Qualities:	Aquatic combat, construct, damage reduction 30/adamantine, darkvision 60 ft., spell immunity, waterproof
Saves:	Fort +6, Ref +0, Will +0
Abilities:	Str 27, Dex 11, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any aquatic
Organization:	Solitary and unique
Challenge Rating:	15
Treasure:	None
Alignment:	Neutral
Advancement:	—
Level Adjustment:	—

This metallic construct appears as a crudely rendered statue of a human male, with fully articulated joints. Though its facial features are nothing more than vague shapes with little definition, its torso is carved with an intricate pattern of runes. Along the area of its left “thigh” is a long silvery abrasion, perhaps the result of some ancient battle.

This terrible metal construct, known as the unrelenting sojourner of the sea, is one of a kind, and for that the civilized world is thankful. The sojourner is a man-shaped machine that constantly walks the ocean floor on an unknown quest, destroying anything that attempts to sway it from its inexorable path.

The sojourner was given its name by a maritime explorer who encountered it, fought it, and retreated with his life to tell the tale. No one knows its real name, or even if it has one. The sojourner is fashioned from a special, highly resilient metal of unknown origin, its power source hidden somewhere deep inside its nearly impregnable frame. The sojourner weighs nearly 1,000 pounds. It continuously and unstopably walks the lightless ocean floor, having traversed thousands of miles since it was first spotted by adventurers years ago. So far it has proven indestructible. Its purpose remains a mystery. The symbols on its torso are as inscrutable as the sojourner itself.

During its endless trek along the sea bed, if the sojourner encounters an obstacle it cannot pass through or climb over, it walks around the obstacle’s perimeter, regardless of the distance required. It descends into the deepest ocean trenches and slowly advances up the far side. If a living being attempts to impede its progress,



the sojourner attacks without hesitation, though it never initiates combat until it is touched or attacked. The unrelenting sojourner of the sea cannot swim.

Combat

In combat the sojourner is mindless, fearless, and unremitting. Once battle commences, the sojourner does not relent until all opponents are eliminated.

Aquatic Entangle (Sp): Once every three rounds the sojourner may cause the local sea flora and those stand-

ing within it to be affected by the spell *aquatic entangle* (see the **Chapter Seven** for details on this new spell).

Aquatic Combat (Ex): The sojourner suffers no penalties when fighting underwater.

Spell Immunity (Ex): The sojourner is not affected by any spell, with one exception. For a reason known only to its creator, the sojourner is paralyzed for 1d6 minutes if targeted by the spell *magic missile*, though the spell inflicts no damage.

Waterproof (Ex): The sojourner spends its existence underwater and is not adversely affected by any condition of this environment, including corrosion and ambient pressure.

Water Pacer

Large Magical Beast

Hit Dice:	6d10+12 (45 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), swim 10 ft.
Armor Class:	16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack:	+6/+13
Attack:	Claw +9 melee (1d8+3)
Full Attack:	2 claws +9 melee (1d8+3), bite +3 melee (1d6 +1)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, water glide
Saves:	Fort +7, Ref +11, Will +3
Abilities:	Str 16, Dex 18, Con 14, Int 4, Wis 12, Cha 12
Skills:	Hide +4, Spot +6, Swim +10
Feats:	Improved Initiative, Lightning Reflexes, Weapon Focus (claw)
Environment:	Any aquatic and marsh
Organization:	Solitary or colony (2-5)
Challenge Rating:	4
Treasure:	—
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

The thin, pockmarked exoskeleton of this creature has a glistening blue appearance. Its body measures 8 feet in length and consists of two narrow segments with four pairs of willowy legs attached. The front pair of legs features a series of serrated hooks that are used to snag underwater prey. Along the underside of the primary body segment is a small, circular mouth. Eight eyes are affixed in varied locations along its front torso.

The water pacer is a mischievous spider-like beast that glides effortlessly along the water's surface. Water pacers dwell in moist dens near coastal areas and swamps, but spend a majority of their time upon the open sea. Though their appearance is rather intimidating, hundreds of years of co-existence with native

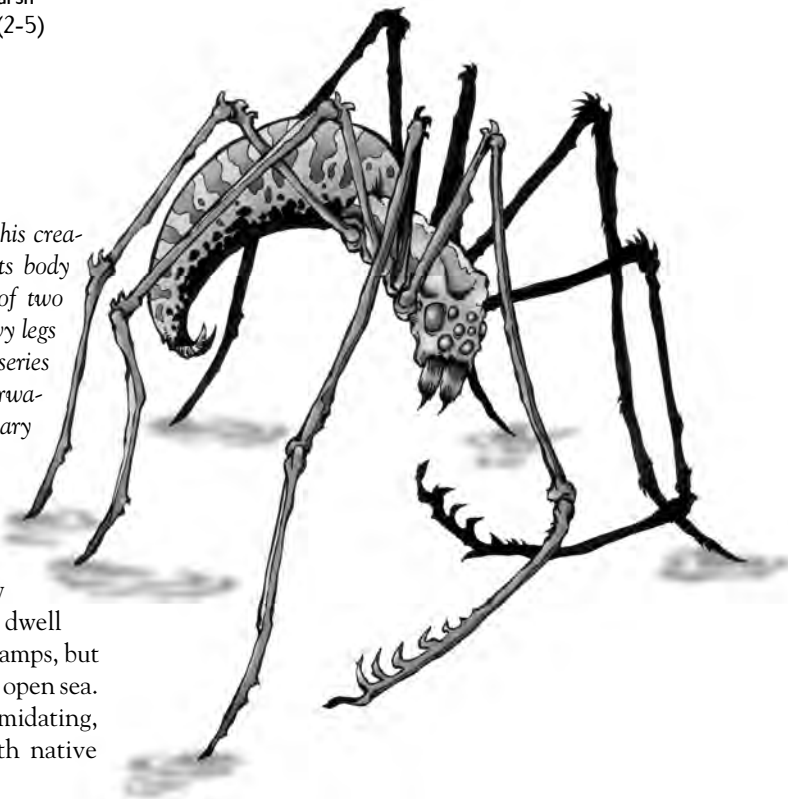
islanders has mostly reduced any aggressive behavior with humans and similar creatures.

Water pacers effortlessly glide along the water. Their back three pairs of legs have a waxy, water-repelling quality that supports their full weight atop the water's surface. They propel forward with the rowing motion of their middle two pairs of legs, creating mere dimples in the water. Their back legs brace and steer the body in the desired direction.

Combat

The water pacer generally feeds off of small fish and insects near the water, dipping their claws in the water and manipulating food into its mouth. They can also lower their bodies close to the water and attempt to slurp up small prey located on or just beneath the surface.

Water Glide (Ex): Water pacers may only move up to twice their movement upon the water's surface.



Skills: A water pacer has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Training A Water Pacer

Though it seems unlikely, water pacers provide faithful service as mounts to sea-fairing adventurers. Islanders wishing to travel relatively short distances across water have long developed specialized techniques to train these creatures.

Training a water pacer as a water mount requires a successful DC 28 Handle Animal check. A water pacer

to be trained as a mount must have been captured and raised as a young creature, as adults are not capable of training. Water pacers mature in one year.

Young water pacers are worth 4,000 gp on the open market, while fully trained adults command up to 6,000 gp. The few professional trainers knowledgeable in training or rearing a water pacer charge 5,000 gp. A custom-made saddle costing 50 gp and weighing 10 lb. is required to ride a trained water pacer.

Carrying Capacity: A light load for an adult water pacer is up to 116 lbs.; a medium load, 117-233 lbs.; and, though the water pacer can support up to 350 lbs. of weight as a heavy load, the water's surface cannot. Any weight exceeding 233 lbs. results in the water pacer and the rider becoming submerged.

Weedge 1st level warrior

Medium Humanoid (Weedge)

Hit Dice:	3d8 (28 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	13 (+3 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Shortspear +5 melee (1d8)
Full Attack:	Shortspear +5 melee (1d8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 120 ft., Weedge traits
Saves:	Fort +4, Ref +2, Will +3
Abilities:	Str 15, Dex 11, Con 15, Int 10, Wis 14, Cha 8
Skills:	Climb +5, Craft (any 1) +3, Listen +5, Swim +10, Survival +5
Feats:	Endurance, Weapon Focus (shortspear)
Environment:	Any aquatic
Organization:	Crew (1-5 plus 1 7th level supervisor)
Challenge Rating:	3
Treasure:	None
Alignment:	Any neutral
Advancement:	By character class
Level Adjustment:	+2

This creature is a froglike humanoid, quite wide in the chest but with spindly arms and legs. It is human-sized, and is wearing a thick eel skin belt to hold a variety of tools that it can wield in its webbed hands.

On the faraway planet of Lacosta, two races vied for control of the scant resources available. Once the Kuah-Lij mastered the seas with their machines and magic, the Weedge were forced to fall in line. Certainly, the amphibious Weedge still have havens, small enclaves that are unimportant to the Kuah-Lij and their ambitions. The Weedge are a storied race, ranging the seas and the coastal lands alike, building cities under water and advancing a culture of diligent and loyal people. Their wisdom and experience is unequaled on their planet but their younger rivals proved stronger and more aggressive.

The Kuah-Lij have forced the Weedge into a servile role, employing them as soldiers in the front line to repel the invaders of their mutual home. The Weedge have longed served as workers in Kuah-Lij factories and as craftsmen and farmers in their villages. They also make up a large part of the army set to defend the Kuah-Lij.

Combat

All Weedge are fighters of some expertise. They begin training at an early age and after reaching a certain level go into their careers as servants and soldiers. They are trained



in various weapons but prefer the shortspear because of its versatility under water. The Weedge are grouped in companies of five and fight very well in concert with their work supervisors also serving as their captains. This allows for flawless teamwork and a group of Weedge fighter that has been together for years can be a formidable opponent.

Weedge Traits (Ex): The Weedge possesses the following racial abilities:

Amphibious: The Weedge are equally comfortable on land and beneath the waves, fresh water or salt.

Pressure Resistance: The Weedge are capable of diving deeply without being crushed. Up to depths of 1,000 feet below sea level they are comfortable.

Skills: A Weedge has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Weedge Society

Weedge culture and society is completely dominated by work and battle. Once they were artisans and architects, they were scholars and lovers of life. Since they lost the war with the Kuah-Lij, they have been nothing more than slaves, forever subjected to the rigors of work for the ease of others.

With the invasion of their world they are only fodder, sent to delay the slaughter of a world. Their suffering and experience accounts for their increased wisdom. Those who serve make the ultimate sacrifice, allowing the secret enclaves of the free Weedge to continue and hold hope alive.

Weedge as Characters

A Weedge has the following racial traits.

— +4 Strength, +4 Constitution, +4 Wisdom, -2 Charisma.

— A Weedge's base land speed is 30 ft.

— Darkvision out to 120 ft.

— **Racial Hit Dice:** A Weedge begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +2, Ref +2, Will +1.

— **Racial Skills:** A Weedge's humanoid levels give it skill points equal to 6 x (2 + Int modifier [min 1]). Its class skills are Climb, Craft (any 1), Listen, Swim, and Survival.

— **Racial Feats:** A Weedge's humanoid levels give it 2 feats.

— +3 natural armor bonus.

— Favored Class: Fighter.

— Level Adjustment: +2.

Whale, Deep Singer

Gargantuan Magical Beast

Hit Dice:	18d10+126 (225 hp)
Initiative:	-1
Speed:	Swim 80 ft. (16 squares)
Armor Class:	25 (-4 size, -1 Dex, +20 natural), touch 5, flat-footed 25
Base Attack/Grapple:	+18/+44
Attack:	Tail slap +29 melee (2d8+21)
Full Attack:	Tail slap +29 melee (2d8+21)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Entrancing harmonics, spell-like abilities
Special Qualities:	Damage reduction 20/piercing or slashing, Darkvision 60 ft., low-light vision, pressure immunity, air reservoir
Saves:	Fort +20, Ref +12, Will +18
Abilities:	Str 38, Dex 9, Con 24, Int 15, Wis 31, Cha 21
Skills:	Concentration +17, Diplomacy +21, Knowledge (any two) +17, Listen +22, Perform (any three) +13, Sense Motive +20, Spot +12, Swim +22
Feats:	Alertness, Fast Swim, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Perform), Weapon Focus (tail slap)
Environment:	Any aquatic
Organization:	Solitary or pod (2-6)
Challenge Rating:	18
Treasure:	None
Alignment:	Any good
Advancement:	19-22 HD (Gargantuan); 23-36 HD (Colossal)
Level Adjustment:	—



This creature looks much like a sperm whale, though it is slightly larger and has a midnight blue skin.

Only in the deepest oceans can one find the deep singers, a race of intelligent whales that sing with an entrancing harmony, and that are said to be the repositories of all the sea's wisdom.

Deep singers can travel to any depth in the ocean without harm, but are air breathers nonetheless and can be found on the surface replenishing its air supply. Its haunting songs can be heard sometimes echoing among the waves, rising from the deeps, and are of such melancholy beauty that even the most hardened sailors find tears in their eyes.

Deep singer whales are often accompanied by a retinue of dolphins and intelligent, non-evil sea humanoids such as merfolk or tritons, who come to learn from the whales' song, and bring them information of the world beyond.

Some believe that deep singer whales are the first stage in the evolution of the celestial whales that swim in the oceans of the outer planes. Others believe that they are avatars of those beings, come to the world to increase their knowledge and experience before returning.

Combat

Deep singer whales are not normally aggressive, preferring to use their entrancing song to still any potentially hostile creatures, and then swimming to a depth that their foes cannot survive at. However, if pressed into

battle, their tail slaps can be devastating to ships or other creatures.

Entrancing Harmonies (Su): The music of the deep singer whale is of such beauty that it can entrance those who hear it. After one full round of singing, all those within 1,000 feet who can hear the song must succeed on a DC 29 Will save or stop what they are doing and simply listen. Entranced creatures that suffer damage get a new save, with a bonus equal to the damage inflicted. The entrancing effect lasts for as long as the whale sings, and a deep singer whale can maintain an entrancing harmony for as long as it has air.

Spell-like Abilities (Sp): The deep singer whale can cast spells as a bard of a level equal to half their hit dice, rounded down. The components for these spells are always verbal only.

Pressure Immunity (Ex): The deep singer whale is immune to pressure damage at any depth.

Air Reservoir (Ex): The deep singer can inhale enough air on the surface to sustain it for a number of minutes equal to ten times its hit dice. For every round it spends singing, reduce the total amount of air remaining by one minute.

Skills: A deep singer has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Chapter Seven:

New Spells

Most of these spells deal with water-related events, ships, sailing, the ocean, or the weather, while some are used in the creation of certain sea-based magic items or constructs, namely the glass whale.

Aerial Pilot

Conjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Maximum of 150 ft. from caster

Area: See text

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell produces a being similar in all respects to an *unseen servant*, yet it has only a single purpose: to steer a vessel and navigate competently. The *pilot* follows simple instructions on matters of a ship's bearing. The Strength of the *aerial pilot* is equivalent to that of the caster only for the action of steering a vessel, while it is equal to an *unseen servant* for all else. The material components are a piece of string and a bit of wood.

Affect Normal Fog

Transmutation

Level: Druid 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Area: 50 cubic feet per level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: None

This spell allows a caster to manipulate a normal fog bank. The fog can be made into a thick, obscuring mass of watery vapors, limiting normal sight to 5 ft. The spell can alternately be used to thin away an existing fogbank to allow for easier sight and clear navigation. Only normal, naturally occurring fog can be affected; any magically created fog is not subject to this spell.

The material component is a tiny candle and a small horn which is not consumed in the casting.

Air Sphere

Conjuration (Creation, Air)

Level: Druid 5, Sor/Wiz 5, Air 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Effect: One 10 ft. diameter sphere

Duration: 1 hour + 1 hour/level

Saving Throw: None

Spell Resistance: None

This spell creates a 10 ft. diameter pocket of pure, fresh air. The pocket has a semi-permeable surface; it allows persons to enter and leave its area, but water, vapors, gasses, etc. cannot enter the sphere. Physical objects such as arrows or thrown weapons may pass into the sphere. Strong winds (over 25 mph) will disrupt this spell as if a *dispel magic* had been cast at the sphere. Pressure from being deep underwater does not affect the sphere.

The air remains pure and clean for the duration of the spell. Up to 5 medium creatures may be contained in the sphere at one time.

The material component is a smokestick.

Anchor

Abjuration

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: 1 ship

Area: See text

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

This spell maintains a ship's position against currents, holding ships weighing up to 10 tons per caster level. The material components are small bit of iron and a piece of string.

Aquatic Entangle

Transmutation

Level: Druid 1, Plant 1

Components: V, S, DF

Casting Time: 1 action

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

Area: 40 ft. diameter spread

Duration: 1 minute/level

Saving Throw: Reflex (see text)

Spell Resistance: Yes

This spell is an aquatic version of the druid spell *entangle*. It calls forth sea grasses and seaweed to snare swimmers and underwater travelers. Small ships can also be caught in the area of effect.

Any target caught in the area of effect suffers a -2 penalty to attack rolls, -4 to Dexterity, and cannot move. An entangled creature attempting to cast a spell must succeed on a DC 15 Concentration check, or lose the spell. The target may attempt a DC 20 Strength check or Escape Artist check to escape the entanglement. A successful save allows the target to move at half speed out of the area. Any ship caught must be smaller than 30 ft. in length, and to escape, the navigator of the vessel must succeed on a successful DC 20 Survival or Navigation skill check.

Boarding Plank

Evocation (Force)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: See text

Area: See text

Duration: 5 minutes/level

Saving Throw: None

Spell Resistance: No

This spell creates a shimmering board of force, 4 feet in width and stretching up to 25 feet long. The board keeps itself level at all times and can support a weight of up to a ton and a half (3,000 lbs.) before it collapses.

Buoyancy

Transmutation (Water)

Level: Druid 1, Sor/Wiz 1, Water 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude (Harmless)

Spell Resistance: Yes

Normally cast upon a drowning companion, *buoyancy* causes the target to become lighter than the surrounding liquid. The target either begins to rise to the surface of any surrounding water (at a rate of 10 ft./round), or the affected person floats on the surface of the water regardless of encumbrance or armor.

The target is in no way granted any additional mobility or breathing benefits while in the water. This spell only keeps the subject from sinking.

The material component is a small white ring.

Create Iceberg

Evocation (Cold)

Level: Sor/Wiz 6, Water 7

Components: V, S, M

Casting Time: 1 round

Range: Up to 100 feet from caster

Area: 50 cubic feet/level

Duration: Permanent, see text

Saving Throw: None

Spell Resistance: No

This spell creates a huge chunk of ice out of ordinary seawater. There must be sufficient seawater present to support an iceberg of corresponding size. Unless in arctic conditions, the iceberg melts at a rate determined by the DM, but usually 5 cubic feet per hour in temperate conditions. The material components are either a piece of glass or semi-precious gemstone.

Cure/Cause Bends

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Area: See text

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

By casting this spell upon, the wizard either causes a humanoid target to double over in pain from high-pressure gas bubbles forced into their bloodstream, or cures said affliction as it occurs naturally in divers. The target is unable to move for 1d4 hours and takes 1d10 points of damage unless they make a Fortitude save.

Curse of the Ancient Mariner

Transmutation

Level: Clr 9

Components: V, S, M, DF

Casting Time: 1 hour

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This ancient and powerful rite causes disastrous luck to befall the captain of a sea vessel. The captain can never again safely sail the seas, nor can he be a part of any crew on a seagoing ship.

The target of this curse has the material component hung around his neck, marking him as cursed. Placing the component around the neck requires an attack roll on the part of the caster. Success means that the component has been placed around the neck; even if removed immediately, the curse takes effect. From this point on, the target can never safely set foot on a ship again. The effects of the curse can be many-fold; a colossal sea monster may come to attack the ship, terrible weather may plague the ship until it is finally submerged, the ship itself may simply begin to take on water and sink, et cetera. The DM is encouraged to make up any curse that seems appropriate. In all cases, the curse will at the very least destroy the ship that the target boards. The effect can only be removed with a *wish*.

The material component is a dead albatross.

Deflect Ram

Evocation (Force)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: 50 feet

Area: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Used as a defense in seaborne combat, this spell deflects an oncoming ship attempting to ram another vessel. Though the attacking ship might still strike its target, the blow of its ram is "softened," dealing no damage to the target vessel. The spell is capable of diverting a vessel of 5 tons per level of the caster. Vessels too large for the spell to handle are capable of ramming normally.

Desail

Transmutation

Level: Sor/Wiz 4,

Components: V, S, M

Casting Time: 1 action

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

Area: One sail of a ship

Duration: 10 minutes/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows a caster to destroy one sail of one target ship. The size of the sail is unimportant,

but only one sail is affected per casting. The sail simply ceases to exist for the duration of the spell. This affects the sailing speed of any ship, depending on the number of sails the ship has (DM to determine game effects).

The material component is a tiny candle.

Detect Current

Universal

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

Components: V, S

Casting Time: 1 action

Range: 1/3 of a mile/3 levels

Area: See text

Duration: Concentration up to 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

By using the spell, you can determine the direction and speed of any current of water, be it freshwater or saltwater.

Detect Land

Universal

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

Components: V, S

Casting Time: 1 action

Range: 1 mile/level

Area: See text

Duration: Concentration up to 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell automatically locates any and all islands and continents within the spell's range. Such landfalls must be above the surface of the water. Only the direction of the land is known, and not other features such as size or terrain type.

Farvision

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 inch of touched transparent object/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell targets transparent objects such as glass and crystal, imbuing them with qualities similar to spectacles. Those peering through an object imbued with *farvision* can see distances up to 90 ft. as if they had darkvision. Characters must

concentrate and can take no other action while gazing through the enchanted object.

The material components are a glass or crystal eye and a pinch of high-quality sand.

Fill the Sails

Transmutation

Level: Air 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: close (25 ft. + 5 ft./level)

Effect: One ship's sail

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: None

This spell is similar to the 5th level druid spell *control winds*, except that it creates a localized rush of air that fills the sails of one ship. The wind force generated is equal to normal wind of 50 mph. Consult **Chapter Two** for rules on wind and ship speed. This spell does not affect any weather conditions outside of the radius of the ship.

Glassiron

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 10 lb. of touched glass/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell grants any ordinary, non-magical glass the strong, indestructible qualities of iron. Spells that normally affect iron do not function on objects imbued with the *glassiron* spell, nor do spells that affect glass (such as *shatter*). While only a certain amount of glass can be affected with this spell, individually imbued pieces can be fused together with a glass-related Craft check. In addition, glass-related Craft checks used in combination with this spell can result in glass armor or items that are durable as their corresponding steel counterparts.

The material components are a pinch of high-quality sand and a small piece of iron.

Hard Water Blast

Evocation (Water/Force)

Level: Sor/Wiz 3, Water 4

Components: V, S

Casting Time: 1 action

Range: 300 ft.

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes



This attack is a stream of water, which emanates from either palm of the caster. This stream strikes a target for 1d10 points of damage per 2 levels of the caster. The shot can reach a distance of 300 feet before it dissipates, still inflicting standard damage even at that range. The effect is such that even individuals who are unaffected by water still suffer half damage from the sheer force of the attack.

Hard Water Weapons

Transmutation

Level: Sor/Wiz 4, Water 5

Components: V, S

Casting Time: 1 action

Range: Touch

Area: See text

Duration: 2 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell allows the caster to transform ordinary water into solid versions of any weapon the caster can employ. The weapons will cause the normal damage for the weapon type they represent and inflict double damage to opponents who take such from water-based attacks. The caster can even let others capable of using said weapon types use his or her creations for the duration of the spell. The main benefit to the spell is the avoiding of extra encumbrance by not having to carry bulky weapons on one's person.

Hovership

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One ship touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

A powerful and very useful spell, *hovership* grants a normal watercraft the ability to pass over land and other solid surfaces as if it were gliding through the water. This spell causes the ship to hover 5 ft. above the surface of whatever medium it is crossing (land, ice, marshland, et cetera). The ship behaves in all other ways as if it were in the water.

Note that while the ship is still mobile and moves at its standard speed, it can only remain in motion by force of wind or poling along the ground; rowing is not possible while hovering. Uneven and broken ground causes the ship to move at 1/3 normal speed. If a drop of more than 5 ft. occurs, the ship has a chance to rupture the hull. The base

chance to rupture is 25% at a 5 ft. drop, + 5% per foot after that.

The material components are several eagle feathers fastened to the ship's hull.

Icebreaker

Transmutation

Level: Sor/Wiz 7, Water 7

Components: V, S, M

Casting Time: 1 action

Range: See text

Area: See text

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This mighty spell assists ships moving through ice-locked areas of the sea. The caster points his finger at any sheet of solid ice, and that ice shatters into tiny shards. The area effected is always a strip 35 feet wide, 15 feet deep, and 600 feet long, permitting all but the largest of vessels a safe passage. This only effects ice placed in the sea, not a wall made of ice, an icy barrier in a dungeon, et cetera. The material component is miniature field plow of any material.

Ironrope

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: 100 ft. rope or 100 square feet of rigging/level

Duration: 1 day

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

This spell changes the strength and hardness of normal rope to that of forged iron. The rope gains the toughness of iron (hardness 10; hit points 10; Break [DC 27]), but the rope also gains the rigidity of iron as well. The new *ironrope* is no longer as supple and flexible as normal rope, although it does flex and bend to some degree.

This spell is invaluable on long voyages where fire and use occasionally damage rigging and moorage ropes. The ropes are usually fastened in their working positions and then the spell is cast. Add +20 to any Rope Use check to manipulate *ironrope* after it has been enchanted. No sailor wishes to untie a knot after *ironrope* has been cast upon it!

The material component is a bit of iron powder sprinkled on the rope to be enchanted.

Luna's Glare

Evocation

Level: Sor/Wiz 8, Water 8

Components: V, S, M

Casting Time: 1 action

Range: Sight

Area: 100 mile radius

Duration: 1 hour/ 4 levels

Saving Throw: None

Spell Resistance: No

The caster of *Luna's glare* evokes an image of the moon into the sky, which can be seen from as far away as 100 miles. What effects might arise from the presence of this faux moon cannot be fully anticipated, but two outcomes are well known:

Lycanthropy – Any creatures that change shape based upon the appearance of the moon must succeed at a Will save (DC = 10 + caster's Int Mod – Lycanthrope's HD) or forcibly alter form. If the save succeeds, the lycanthrope must attempt another save each hour the moon is present in the sky, with the DC increasing by 1 for each subsequent attempt.

Tidal Effects – The casting of the *Luna's glare* has similar effects on the waters in the area, as if the moon had risen normally. The tide immediately begins to change, moving towards the false moon. If cast near a river, the moving water is concentrated into a fast-moving wave of 1d8 feet in height. Waves of this height and speed are capable of capsizing smaller vessels and damaging those tied to stationary docks. The first effects of *Luna's glare* are seen after a period of 1d12 rounds. The tide is pulled toward the moon when it appears, and thus the caster can use this spell to aid ships leaving harbor against the tide, to mire approaching enemies in a trackless swamp, or to flood a dry area with the resulting wave. The material component is small white or silver pearl of no less than 100 gp in value, which is destroyed with the casting of the spell.

Locate Fish

Universal

Level: Sor/Wiz 1, Water 1

Components: V, S

Casting Time: 1 action

Range: 100 feet/level

Area: 100-ft. diameter

Duration: Concentration up to 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This useful spell determines the species, range, number, and depth of all fish in the local area.

Navigator's Eye

Transmutation (Travel)

Level: Sor/Wiz 2, Travel 2

Components: V, S, M

Casting Time: 1 action

Range: 40 ft. max range

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The recipient of this spell gains the skill Navigation, with a number of Ranks equal to the caster's level. To use the skill, the recipient must have the appropriate tools, like a sextant, nautical charts and a reliable way to track time. This new Skill is fully detailed elsewhere in this volume.

The material component is anything from the caster's home.

Net

Conjuration (Creation, Water)

Level: Druid 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Effect: One 20 ft. diameter net

Duration: 10 minutes/level

Saving Throw: Reflex negates

Spell Resistance: None

This spell is very similar to the 2nd level arcane spell *web*, except that it creates an underwater net of very supple and strong strands to snare victims. The strands are slightly barbed, and engulfed creatures are stuck fast.

The spell effect creates a 20 ft. diameter net at the desired range which entangles up to 4 medium creatures, unless a Reflex save is made. Any creature stuck in a net suffers a -2 penalty to attack rolls, a -4 penalty to Dexterity, and cannot swim or move. Engulfed spell casters attempting a spell must succeed on a DC 15 Concentration check or lose the spell.

The net is quite strong; a DC 20 Strength check is required to break the bonds of the net once the targets are engulfed. The strands can also be cut, and require a slashing weapon doing 15 points of damage to release one subject. The net is completely immune to fire.

The material component is a strand of woven seaweed.

Protection from Pressure

Abjuration (Water)

Level: Druid 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal



Duration: 1d10 minutes + 10 minutes/level

Saving Throw: None

Spell Resistance: None

Those who seek to travel the ocean depths need protection against the extreme pressures that might otherwise crush their humanoid bodies. This spell negates any pressure effects, so long as they are water-related (in other words, it can't prevent you from being flattened by a boulder!).

The material component is a 1-inch iron sphere.

Spectral Sail

Evocation (Force)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: See text

Area: See text

Duration: 3 hours/level

Saving Throw: None

Spell Resistance: No

If a ship has lost one of its sails, this spell can save the day by creating a shimmering sail of pure magical energy that attaches itself to the yardarm indicated by the caster. The *spectral sail* performs precisely like a standard sail. The material component is a small swatch of canvas.

Raise Island

Conjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 5 rounds

Range: Up to 300 yards from caster, see text

Area: 50 square feet/level

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

An island of bare stone instantly appears upon the casting of this spell. The island can only appear on saltwater. It floats on the surface for the duration of the spell, but cannot be moved.

The material component is a piece of granite.

Raise Shipwreck

Evocation (Force)

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 3 rounds

Range: 100 ft./level

Area: 1 ship

Duration: 20 minutes/level (D)

Saving Throw: None

Spell Resistance: No

A powerful tool for those who make their homes on the high seas, this spell allows the caster to cause any sunken ship to rise from the seabed at a speed of 10 feet. The spell can only raise a single ship, but that ship may be of any size. The distance the ship rises is limited to 100 ft. per experience level of the caster. Furthermore, the caster must be able to see the wreckage to raise it. In other words, he can't cause a shipwreck to rise while he remains on the surface; he must be down there in the depths, within sight of the heap, to make the spell function properly. Once on the surface, the wreck floats for the spell's duration, then sinks again.

Remember Seas

Divination

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Personal

Area: Permanent, see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A magic navigational aid, this spell, when cast on a ship's wheel, causes the wheel to "memorize" characteristics of the sea through which the ship passes. The journey instilled in the wheel's "memory" can be up to 1 hour long per level of the spellcaster. At any future trip through this area, the wheel does not require guidance. Upon command it steers itself to any point stored in its "memory." If it passes beyond the bounds of its recorded journey, it immediately drifts aimlessly until correctly piloted.

Scalding Sea

Evocation (Air/Water)

Level: Air 5, Sor/Wiz 4, Water 4

Components: V, S

Casting Time: 1 action

Range: Up to 60 feet from caster

Area: 10 ft. radius/level

Duration: 3 rounds

Saving Throw: Reflex halves

Spell Resistance: Yes

This spell causes a cloud of super-heated steam to rise from the surface of the water, dealing an initial 1d6 points of damage to anything within its area of effect. The second round, the steam inflicts 2d6 points of damage, and 3d6 on the third and final round, after which the gout of steam dissipates immediately. This spell is usually used to attack ships, as it has a chance to cause damage to every sailor onboard.

Undertow

Evocation (Force)

Level: Sor/Wiz 2, Water 3

Components: V, S

Casting Time: 1 action

Range: 100 ft./level

Area: 10-ft. radius/level

Duration: 1 round/level.

Saving Throw: Fortitude negates

Spell Resistance: Yes

Any swimmer caught in the powerful tug of water created by this spell must succeed on an immediate Fort save or be pulled underwater to a depth of 10 feet. Every round thereafter, until the spell's duration elapses, the victim is permitted a Strength check (DC 18) to break free of the *undertow*. Remember, a submerged creature can hold its breath for a number of rounds equal to twice its Constitution score. Thereafter, it must succeed on a Fortitude save (DC 10+1 per round) or start to drown. Drowning PCs are reduced to 0 hp in the second round, and then to -10 on the third unless they get to air.

Chapter Eight: The Ghosting of Lady Quay

The Ghosting of Lady Quay is a story of tragedy on the high seas, designed for a party of four 5th-level characters. Though the action takes place in the Domain of Hawkmoon, it can easily be relocated to the ocean of any fantasy campaign setting. Adjust the names of people, places, and gods as appropriate.

Adventure Background

Any mariner can tell you that *ghosting* is a nautical term used to describe how a ship sometimes sails in a calm when the wind is apparently absent. One vessel particularly prone to this mysterious occurrence recently put into dock at the wharf of Swordport, a city on the shore of the Moonsilver Sea. Though she appears quite well rigged and a fair sight to the eye of any able seaman, the *Lady Quay* is actually a ship in terrible straits. Her captain is tormented by liquor-washed nights of self-reproach, her crew whispers mutiny, and her cargo hold conceals a freight that spells disaster for any who look upon it.

Captain Winnifer Miro, fifty-two years old on the day the adventure begins, has spent more of her days at sea than on dry land. She is as seasoned to the ways of Mother Ocean as any sailor hailing from any port. A master navigator and intuitive leader of men, Captain Miro has made a name for herself and with it a small fortune; indeed, merchants bid on her services and pay premium wages for her time, as they know their goods are practically guaranteed to arrive at the destination on schedule, so long as Winnifer Miro commands the helm. Though her personal life has always been a thing open to rampant speculation and barroom prattle, one piece of her myth known to be true is that she recently lost her one true love. Captain Miro has had many ephemeral romantic affairs in her time, as is a sailor's wont, but young Thispin Venroth was the only captain of her heart. Sadly, rumor has it that Thispin was murdered by pirates in a distant buccaneer town. The pirates also pillaged and burned the ship that Captain Miro was commanding, the robust *Night Heron*. Since then she's used her considerable wealth to purchase and outfit the *Lady Quay*. She is now at Swordport to fill out her crew complement for a quick voyage to deliver medical supplies to a small island in the Moonsilver Sea.

Or so she claims. The truth of the matter is this: Several months ago Winnifer Miro and her lover Thispin Venroth were hired to deliver a fell cargo of *essence ingots* to a sorcerer on Aegis Isle. They loaded the essence ingots into the hold of their beautiful ketch, the *Night Heron*, unaware that these dangerous black bricks contained the trapped souls of once-living creatures. The ubiquitous ship rats gnawed on the crates and eventually were infected after consuming portions of the tainted *ingots*. The rats transformed into malevolent creatures known as soul nibblers. When the soul nibblers began biting the crew, the fatalities quickly mounted, and the frightened sailors declared an all-out mutiny. The ensuing fight was savage and bloody, and the *Night Heron* caught fire during the fray. In order to save their own lives, Captain Miro, Thispin, and bo'sun Rekello slew a dozen of their own men. But Thispin was mortally wounded and died even as the ship was sinking.

Fully expecting to drown clinging to the body of her beloved, Captain Miro was startled to find her ship rising up from the clutches of the cold sea. Instinctively she felt a new presence aboard, a phantom atmosphere that chilled her blood. Only days later, when her crewmates rose up as undead horrors, did she finally realize what had happened. Teeming with the dark chemistry of *essence ingots*, soul nibblers, dead sailors, and acts of sedition, the *Night Heron* was a crucible of negative energy. It became a draug ship, its sailors now brine zombies and lacedons. For further details of the soul nibblers, draug, and draug ships, refer to the *Tome of Horrors*.

Captain Miro and her faithful bo'sun were the only living people aboard the haunted vessel. Though nearly driven mad by the experience, the captain finally recovered enough of her wits to embark upon a daring plan. She cloaked the entire vessel in a powerful *mirage arcana* to make it appear as a bright and glistening vessel, rather than the seaweed-clogged, tattered, and charred wreck that it truly is. She renamed it the *Lady Quay* and vowed to set its undead crew to rest by delivering its cursed cargo to the sorcerer on Aegis Isle. She rightly believes that by completing her original contract and offloading the *essence ingots*, she can unravel the dark forces that bind her crewmates to their current undead state.



Adventure Synopsis

Bo'sun Rekello hires the PCs to serve aboard the *Lady Quay* during the short journey to Aegis Isle. If the PCs are experienced sailors, Rekello employs them as such. Otherwise they are hired for their strength at arms, as every vessel sailing into the perilous Moonsilver Sea is wise to man itself with sturdy marines. Soon the PCs learn that not everything on the ship is as it first seemed; further investigation reveals various layers of the story detailed above. The heroes must deal with the undead crew while simultaneously fending off the normal aquatic predators, not the least of which is a giant octopus. In the end they have the chance to help the captain complete her quest, but only after conveying the volatile *essence ingots* through a colony of crabmen to the doorstep of the evil sorcerer who is subjugating them.

Adventure Hooks

The PCs can find themselves at Captain Miro's disposal in several ways. These adventure hooks are suitable for nearly any campaign with an appropriate coastal town or dock.

- The heroes are looking for work, and Bo'sun Rekello approaches them with an offer after they exhibit their martial skill. This is the least obtrusive means of inserting the PCs into the quest, allowing you seamlessly to insert this material in between other adventures.
- A wizard requires a rare material component and hires the PCs to bring it back; the component is actually the small, hardened ball of sand produced as waste material by crabmen. Word around the docks is that the *Lady Quay* is bound for crabman waters.

Scaling the Adventure

Though the adventure has been written for four PCs of 5th level, it can easily accommodate characters of a variety of levels by making the following adjustments:

3rd and 4th Level PCs: Halve the number of creatures in the ship Areas 12 and 13; halve the Hit Dice of the giant octopus and the creatures at the master's cottage Areas 3 and 5.

6th and 7th Level PCs: Double the number of creatures in the ship Areas 12 and 13; double the Hit Dice of the giant octopus and the creatures at the master's cottage Areas 3 and 5.

- A relative of the deceased Thispin Venroth asks the heroes to investigate the exact manner of his death.

Beginning the Adventure

The PCs first come to Rekello's attention after skillfully fighting off a band of dockside brigands. These scalawags try to shanghai the heroes to work aboard one of the grimy vessels moored along the wharf's notoriously licentious South Point. For reasons of their own, the PCs are visiting the Swordport harbor, perhaps in between adventures or en route to another destination. Regardless of their reason for being here, they are suddenly beset upon by 4 ruffians who attempt to beat them into submission.

They say that few coastal towns cater to so diverse a crowd as that of Swordport, otherwise known as the City of Shrouds. The city takes its moniker from the considerable number of ships that crowd its harbor, each one a tangle of shrouds, ropes, and sail lines. In fact, rope-making and sail-mending are two of the principal vocations practiced here. But the taverns are also a mainstay of public life, and it's to the largest and most notorious of these that you're heading when trouble breaks out.

On the left side of the wharf stands the Dead Reckoning, an alehouse without equal. On the right, where the boardwalk meets the water, is a group of ruffians, weapons in hand. The biggest of them smiles with black, rotted teeth. Tapping their clubs against their palms, the four men advance.

Creatures (EL 6): These unwashed scalawags stink of bilge and suffer from a complete dearth of morality. For weapons, they wield belaying pins. Belaying pins are thick wooden truncheons used on ships as tie-downs for ropes, also serving as prime weapons of convenience.

Ruffians, Male Human Rog2 (4): CR 2; hp 16 each; see the **Appendix**.

Possessions: Each ruffian has a ratty pouch of 1d10 sp, as well as his belaying pin. One of them carries a wineskin full of rum, and another has a pearl (120 gp) concealed in the heel of his left boot.

Parley With Bo'sun Rekello

As bo'sun of the *Lady Quay*, Rekello is one of only two surviving members of the doomed *Night Heron*. He knows the full history of that vessel, including the love affair between Winnifer Miro and the swash-buckling Thispin Venroth. He knows of the *essence ingots* and Captain Miro's obsession with delivering them to Aegis Isle and dispelling the curse on her ship. In fact, Rekello is one of the captain's oldest

friends, having been at her side through dozens of waterborne campaigns. Though he believes his captain has gone slightly mad during recent events, his loyalty remains true. He has come ashore in a dinghy to recruit able-bodied seamen and marines for the final voyage of the ghost ship *Night Heron*, now disguised as the radiant *Lady Quay*.

The *Lady* requires a minimum crew of 16 to maneuver at full effectiveness. Rekello takes heart when he sees the PCs dispatch the wharf bullies; as a result of their martial display, he tries to recruit them. He's already trolled the pubs and enlisted a dozen sailors of varying skill levels. If the PCs are knowledgeable sailors, he asks to hire them as such. If they possess no nautical talents, he offers to take them aboard as marines, as the Moonsilver is a dangerous sea. Rekello is rather desperate, and he offers the PCs enough wages in pure gold coins that they should find it difficult to decline. Set the final figure high enough to tempt the PCs, the exact amount depending upon the general affluence of your campaign world. In campaigns where money is rare or if the PCs are down on their luck, as little as 100 gp each might be enough to persuade them, while in other worlds, a sum of ten times that is more appropriate. Whatever the ultimate offer, Rekello explains that the *Lady Quay* is an extremely fast vessel (supernaturally fast, as it turns out), so the trip to the island should take no more than three days. He promises to have them back in Swordport within one week, whereupon he'll pay the remaining half of whatever he owes them. If questioned about the voyage, he parts with the following details, ever careful not to divulge too much information.

- Captain Winnifer Miro's last ship, *Night Heron*, met with a bad end, and this is her first expedition since losing her consort, the dashing Thispin. Rekello waxes poetic about the captain's exploits, her previous commands, and her high standing among those in her profession.
- Today is Captain Miro's birthday. Rekello has come ashore not only to enlist a crew for the *Lady Quay*, but also to procure a butt of fine ale to celebrate the occasion. He's hoping that a birthday soiree will help the captain get her mind off the dark thoughts that continually trouble her.
- The goal of the voyage is the safe delivery of medicinal herbs and healing draughts, to be signed over to a missionary-sorcerer working on Aegis Isle. The island is the home to a large colony of crabmen, a race of humanoid crustaceans about which very little is known.
- Rekello is recruiting the PCs because the Moonsilver Sea teems with pirates and natural predators. The heroes are to serve as the ship's defenders against such adversaries.

All of what the bo'sun says is true. If the PCs ask around the docks concerning Captain Miro, Rekello's story is confirmed, and all the old salts praise the captain's name, though they lament her recent blight of bad luck, namely the loss of Thispin, her lover. The only oddity the PCs discover is the rumor of the *Lady Quay*'s propensity for ghosting. It seems that several people on shore have noticed that the *Lady* moves pointedly in the harbor, even in the complete absence of wind. Ghosting is not uncommon, however, as ships of all types experience such an event once in a blue moon. The old salts just shrug it off. On the open seas, anything can happen and usually does.

If the PCs agree to the bo'sun's terms, he advises them to provision themselves for a week-long journey on the open sea. He asks them to "sign articles," withdrawing from his doublet a lengthy document detailing their business arrangement. When all is ready, he invites them into his dinghy and rows out to meet the *Lady*, which is moored in the harbor and shining like a floating palace upon the water.

Rekello, Male Human Ftr5: CR 5; hp 39; see the **Appendix**.

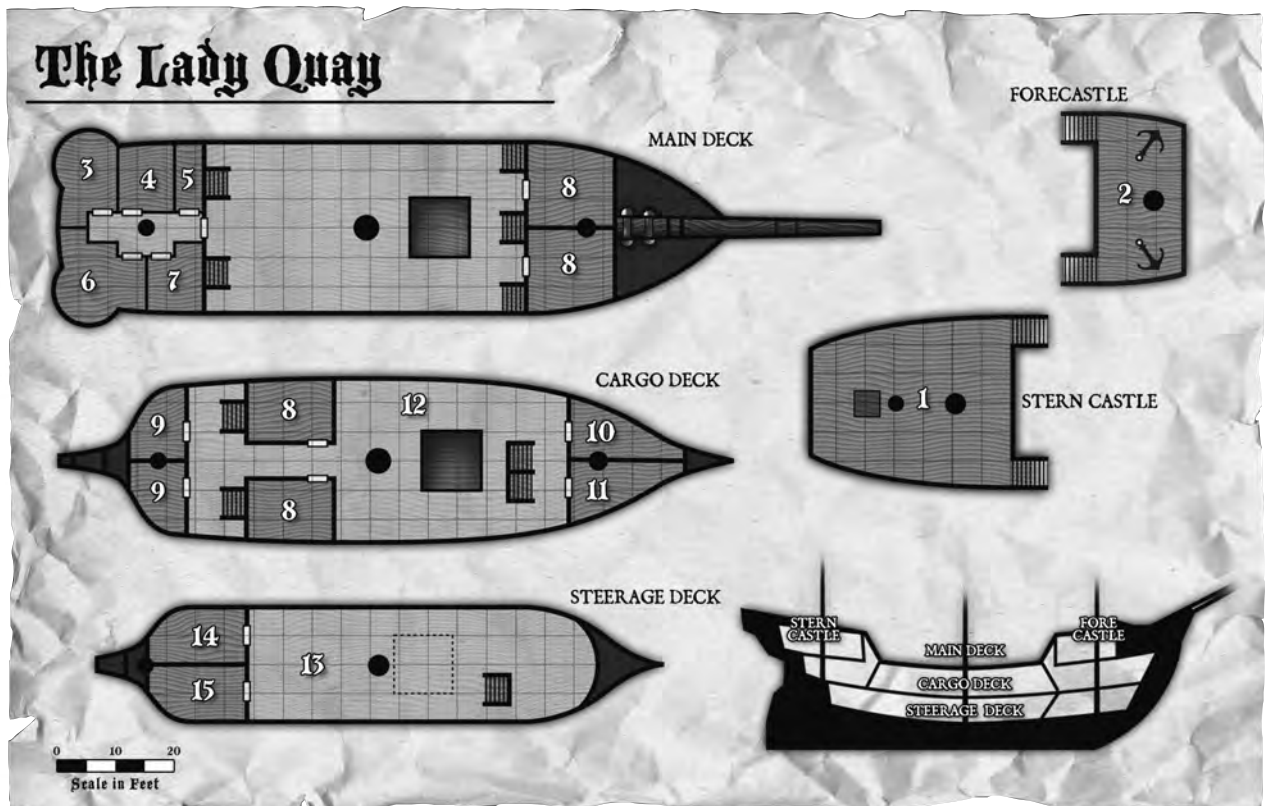
Possessions: Hide armor, heavy flail, pouch of 8 pearls (75 gp each), *goggles of night*, and a large leather valise in which he carries his *helm of underwater action*.

Personality: Rekello's small store of trust for his fellow man has been given entirely to his captain, Winnifer Miro. Though amicable with the PCs, if

somewhat stern as a taskmaster aboard ship, he never extends to them any measure of faith. Too often his friends have betrayed him. But what Rekello fails to invest in the rest of mankind he devotes entirely to Captain Miro. He willingly defends her every action, no matter how blurred by drink that action might be. Perhaps in his secret heart he has always loved her, though he would never put this feeling into words.

Aboard the Lady Quay

The *Lady Quay* is a ghost ship in disguise. In reality she appears as a wrecked bulk of planks and torn sails, of rotten shrouds and sagging yardarms. Her keel is irreparably split, her rudder nothing but a splintered stub. Fetid seaweed clings to her warped bulkheads like rotting flesh. By all rights she should be resting on the bottom of the brine. However, due to the power of the resident draug, the ship is held together with foul magic and propelled by a motive force from one of the Lower Planes. The draug is actually the *Night Heron*'s former quartermaster, Poshkin the Tame, who led the mutiny which brought about the ship's destruction. Upon his death, Poshkin was transformed into a draug, and it is his powerful yet dreadful presence that keeps the vessel afloat. Thus Poshkin and Captain Miro maintain a delicate and dangerous truce; without Poshkin, the ship will sink, and without the captain, the *essence ingots* will not be offloaded and the undead will never find eternal rest. Everyone agrees that the *ingots* must be removed. When the PCs board the ship, the draug and his undead



cohorts are skulking in the vessel's dark crannies so as to avoid detection. Captain Miro and Bo'sun Rekello are both fully aware of the undead beings lurking throughout the vessel, but they are powerless to expel them.

Captain Miro masks the ship's true appearance by using a potent magic item known as the *sextant of seeming*. Hidden within the privacy of the captain's quarters, the *sextant* produces a continuous illusory field, making the *Lady* appear whole and hale, as per the spell *mirage arcana*. For more details of the *sextant of seeming*, refer to **Chapter Five**.

When the PCs board the ship, give them time to mingle with the rest of the 12 crew members, all of whom have been hired straight off the Swordport dock within the last few hours. These men and women are a rather disparate lot, representing all nationalities and backgrounds. Rekello gives everyone a tour of the below decks area, then commands that the crew make ready to put to sea. There is little time to waste, as the medical supplies must reach Aegis Isle as soon as possible. The bo'sun offers no details of certain sealed parts of the ship, telling the PCs that any door held fast with one of the large iron locks is considered none of their business. They are being paid to protect the medical supplies, not to inspect them. All such areas are marked Locked in the descriptive text; only Rekello and the captain hold keys for these doors. After he's finished with his speech and his hasty tour, he introduces the sailors to their captain, the incomparable Winnifer Miro. For a full description of the captain, refer to Area 6.

Ship Door: 2 in. thick; Hardness 5; hp 20, Break (DC 18).

Other than the locked rooms, the ship is the PCs' to explore as they choose. Refer to the following keyed areas as they make their way around the *Lady Quay*.

1. Sterncastle

Captain Miro is often seen here, hands on the ship's mighty wheel, guiding her through the water. As the highest point on the vessel, the sterncastle offers a dazzling view of the sea. A catapult stands just behind the helm.

2. Forecastle

Hanging from the foremast is an ominous black leather bag. The bag contains the bo'sun's much-feared cat-o'-nine-tails, taken out whenever a sailor is in need of punishment. Thus the origin of the phrase, "he let the cat out of the bag."

3. Bo'sun's Quarters

Locked. Rekello calls this spartan cabin his home. His cot is tidy, his few personal effects stored neatly in his footlocker. Like the captain, Rekello keeps his personal wealth in certain strongboxes ashore, although his collection of nautical charts is second to none and could fetch as much as 2,500 gp if sold to the right buyer.

New Weapon

Cutlass: Small normal melee weapon, slashing, costs 15 gp, damage 1d6, critical 19-20/x2, weight 3 lbs.

Accurate sea charts are in high demand. Rekello also keeps a detailed ship's log, in which he chronicles not only the vessel's daily progress and position, but also a concise and rather objective account of all shipboard events. If the PCs peruse this journal, they learn the true fate of the *Night Heron* and the identity of the undead down in the cargo hold. Rekello also states matter-of-factly that Captain Miro's lover was killed by mutineers who had handled the "black bricks" and were subsequently raised as undead. Finally, the bo'sun reports on the captain's steady decline into a state of melancholia.

Other than the charts and the logbook, there is nothing of value in the cabin.

4. Galley

This is the mess where the ship's cook prepares meals for the crew. The current cook, only recently hired, is a dwarf who goes by the name of Scutlind. His statistics are similar to those of the sailor, although he replaces Profession (sailor) with Profession (cook). Scutlind is very superstitious, and admits to having heard strange sounds from below decks. He eagerly imparts all manner of tales concerning the captain, most of it baseless hearsay, but some small measure of it sounding the ring of truth.

5. Arms Magazine

Locked. This small locker holds 15 short swords, 10 cutlasses, 12 harpoons, 20 shortbows, 500 arrows, and a single, dented greatsword. One of the cutlasses, unremarkable from the others, is actually a +2 *anarchic cutlass of wounding*. As per the details in the DMG, such a weapon is infused with chaotic energy, dealing +2d6 points of damage to lawful opponents. If a lawful creature wields this weapon, he or she gains a negative level while doing so. When this weapon damages a creature, it inflicts a bleeding wound that deals 1 point of damage per round (negated by a standard-action Heal check at DC 15 or any magical healing). Multiple wounds are cumulative. The *cutlass* has a market price of 50,300 gp.

6. Master Stateroom

Locked. This lush cabin serves as the quarters for the ship's owner and captain, Winnifer Miro.

The ship's master cabin is a study in shadows and elegance. Though the expansive bay windows looking out over the bow are covered in heavy burgundy drapes, the glow from a single candle provides just enough light to discern the massive writing desk and its clutter of maps and navigation gear. A birdcage on a tall steel pole towers over the desk, though the cage's tiny door is open and there is no bird to be

seen. Though the bed is cloaked in the gloom, by its silhouette you can see that it is a large canopied affair, piled with quilts and pillows. A decidedly womanly smell permeates the cabin. The floor is covered in discarded clothing and empty rum bottles.

Captain Miro is striking in appearance, especially for a woman of 52 years of age. Her short, spiked hair is the color of her cutlass blade, a vibrant silver, and she is seldom seen without a sweat-stained strip of red silk tied around her head. This headband matches her waistcoat, the buttons of which are pure gold, as are the hoop rings that dangle from her ears. Like many sailors, the captain has spent her life barefoot, the better to tread the canting deck and navigate the shrouds. She dons boots only when battle is imminent. In her youth she was an arresting beauty, and though the rigors of her trade have left their mark in the wrinkles at her eyes and in the coarseness of her skin, she has matured into a handsome woman, if a somewhat unrefined one.

Winnifer Miro, female human Ftr3*/Mar4: CR 7; hp 56; see the **Appendix**.

Possessions: +4 leather armor, +3 cutlass of dancing, matching gold earrings worth 200 gp each.

Personality: Winnifer Miro lives with sadness. Her next of kin is the rum bottle, and she long ago bequeathed it the better part of her soul. Though she considers herself damned for the life she's lived, she's still quite full of vigor and a lust for derring-do. She vacillates from bouts of dour melancholia to fits of reckless joy. She is cunning in combat and as full of artifice as any illusionist, but she is also dependable in battle and a stalwart defender of anyone she calls her friend.

Treasure: The captain keeps little of value in her cabin, storing the bulk of her wealth at Swordport and other cities. She released the songbird from its cage on the morning after Thispin's death, setting it free to the open sky. One of the desk drawers contains a purse of four diamonds (500 gp each). The *sextant of seeming* lies innocuously atop the desk amongst several other navigational instruments.

7. Line and Anchor Storage

Ropes, hawsers, lines, and every other type of shipboard tie-down is stored here, usually in neat and precise coils, along with blocks (pulleys) and other devices that outfit the sails and masts. There is also an extra anchor, weighing 1,000 pounds.

8. Crew Quarters

Each of these rooms is strung with hammocks to accommodate dozens of crewmen. There are also many footlockers, pegs, hooks, and other places to store a sailor's dunnage. PCs hiring on as sailors,

rather than as marines, are billeted here. When off duty, the sailors play cards, dice, and other games, at varying levels of gaiety and inebriation, depending on the nature of the night.

Sailors, Male and Female Humans Ftr1: CR 1; hp 11 each; see the **Appendix**.

9. Marine Quarters

This room appears much like the standard crew quarters, if somewhat cleaner. If the PCs are employed as ship's defenders, they are quartered here, sleeping in hammocks and stowing their gear in the accompanying footlockers.

10. Brig (EL 1)

The door to this room is iron-shod oak. The interior reeks of sweat, feces, and desperation. The bulkheads are clawed and scraped with lewd aphorisms and ribald shanties. Before docking at Swordport, Rekello and Captain Miro cornered a **lacedon** here, one of the ship's former crew members who was transformed into an undead creature upon that last fateful voyage. This aquatic ghoul still wears the tattered raiment of a sailor. It tries to avoid the PCs, seeking to kill the bo'sun or the captain. Astute PCs might note the ghoul's odd behavior and its single-minded intent.

Ghoul, Lacedon: CR 1; hp 13; see the **MM**.

11. Carpenter's Stores

Stacks of lumber, barrels of pitch, and buckets of nails fill this room, along with other equipment used to mend the ship.

12. Upper Hold (EL 6)

This appears much like any ship's hold, stacked with crates, boxes, barrels, and other containers. Place any type of cargo here you desire. Typical items include rare spices, bolts of fabric, sacks of flour and potatoes, and exotic lumber. The PCs can easily spend hours rummaging around through the boxes, and none of the sailors hassle them if they do. However, for every minute spent searching, the PCs stand a 50% chance of disturbing 5 **brine zombies**. These undead were once members of the *Night Heron*, but drowned when the ship burned and sank.

Brine Zombies (5): CR 1; hp 24; see the **Appendix**.

13. Lower Hold (EL 8)

Locked. The trapdoor that opens onto the stairs leading to the lower hold is stoutly locked. Everyone knows that the medical supplies are stored here. Actually the door is sealed not only to keep the PCs out, but to keep the undead in. This large storage room contains the dreaded *essence ingots*, and is haunted by the former quartermaster Poshkin the

Tame and his fellow mutineers. They are now a **draug** and **4 brine zombies**. Unless the PCs provide their own source of light, the room is entirely dark.

Though one might expect this hold to be crowded with crates of all sizes, most of the space is unused. Only four small crates are lashed to the deck. Strangely enough, the crates are made of lead. Thick iron chains are wrapped about them, held fast with locks of exceptional quality. Though lead has many protective qualities against certain spell-like effects, it is actually a soft material, easily dented and shaped.

Lead Chests: 3 in. thick; Hardness 5; hp 30; Break (DC 25).

Ship rats gnawed through one of the containers and then chewed on the *essence ingots* inside. A suffusion of negative energy transformed the rats into **4 soul nibblers**. The draug doesn't wait long before attacking anyone who enters this area, leading his brine zombies into the fray. The tumult disturbs the soul nibblers, who are drawn to the warm flesh of living creatures and attack the PCs during the fight.

Poshkin the Tame, Male Draug: CR 4; hp 50; see the **Appendix**.

Brine Zombies (6): CR 1; hp 24; see the **Appendix**.

Soul Nibblers (4): CR 1; hp 2; see the **Appendix**.

Treasure: Other than the four lead crates, the cargo hold is empty. Each chest contains 30 small black bricks, each about six inches long. The bricks appear to be made of smooth, glistening stone. Anyone succeeding on a DC 15 Spot check notices faint impressions in the bricks, as if the ghostly images of tortured, screaming faces have been implanted in the stone.

What are These Things?

If the PCs crack open the crates and find the bricks, they'll likely expend at least a little energy trying to divine their purpose. Anyone succeeding on a DC 25

Bardic Knowledge check or casting *legend lore* learns the details in the **Essence Ingot Sidebar**.

14. Ship's Stores (EL 4)

This small room is crammed with crates of provisions, including six casks of pickled cabbage and radishes, eight 400-pound bales of ship's biscuits, a hogshead of sugar, and one 400-pound cask of dried peas, which are a favorite treat among the crew. There are several rat carcasses here, the remains of normal rats being feasted upon by 3 soul nibblers.

Soul Nibblers (3): CR 1; hp 4. See Area 13 for more information.

15. Wet Stores

Locked. Inside are two butts of grog (watered-down rum), 15 bottles of mediocre wine, and three baskets of fresh apples.

Confronting the Captain

If the PCs obey the bo'sun and stay away from the cargo hold and other areas, odds are they spend the journey unaware of the nature of their true cargo. If you'd like, one of the **brine zombies** can escape the hold and wander up to the main deck and attack one of the sailors, thus alerting the heroes that something might be amiss below decks.

If the PCs discover the weird black bricks that are the *essence ingots* and question Rekello, he tells them nothing. Not even under duress does the bo'sun betray his captain's trust. If the PCs confront Captain Miro about the draug, the *ingots*, and related events, she simply reminds them that they're not being paid to ask questions. If they persist, she sighs, but eventually acquiesces. After all, there's little to be gained by withholding information. She invites the adventurers into the master stateroom and breaks out her best bottles of rum. She drinks copiously and expects the PCs to do the same, as

Essence Ingot

An *essence ingot* contains the soul of a humanoid. It appears as a black brick, as smooth and glossy as obsidian; in fact, it is often mistaken as such. An *ingot* weighs 2 pounds. Rippling faintly across the brick's surface are the barely visible images of screaming faces. An *ingot* is actually a distilled spirit, condensed from the body and unable to pass into the afterlife. In this form, the spirit can be used as a type of energy to power certain rare and fabulous mechanical devices. Necromancers with advanced schooling in the art of engineering have been known to construct machines to carry out a variety of purposes. An *essence ingot* serves as the fuel for such machines. Negative energy contained within the machine is used to consume the trapped soul, and the force created from this reaction causes gears to turn and wheels to spin. An imprisoned soul may be released from one of these bricks by casting *remove curse*. This permits the spirit to move on to the afterlife, or return to its body within 1d4 rounds, so long as the body is within 50 feet of the *ingot*. If the brick is broken, the soul is forever destroyed. A character handling an *ingot* for more than one full minute must succeed on a DC 15 Fortitude save, with failure indicating that the handler has received one negative level.

Essence Ingot: Hardness 5; hp 10; Break (DC 20).

required by the unwritten code of sea companions. Though Captain Miro slowly sinks into inebriation, she is cold and reserved in her drunkenness; the drink loosens her tongue but does nothing to lighten her spirits. Sorrow has its own decorum, and even in her cups she strictly maintains it.

PCs who honor the code of the sea and act the part of sailor-comrades can expect the captain to disclose everything about the history of the *Lady* and the doomed enterprise that befell her. If the heroes are standoffish, refusing to share the captain's liquor, or — even worse — they insist on being incorrigible land-lubbers, then Captain Miro reveals only scraps of information. In truth she's been looking for a way to pump some of the bilge from her soul, and her conversation with the PCs proves to be a catharsis. She knows the *essence ingots* are dangerous, and she suspects that they were the cause of her crew's downfall. At the conclusion of her story, she vows to deliver the *ingots* to the sorcerer on Aegis Isle, collect her payment of 5,000 gp in pearls, and by doing so lay to rest the undead that haunt her vessel.

Voyage to the Isle

Refer to the Hawkmoon map, specifically that part designated as the Moonsilver Sea, to find the location of Aegis Island. Additional information concerning the other sites depicted on the map can be found in these products by Necromancer Games: *What Evil Lurks*, *A Lamentation of Thieves*, *Raise the Dead*, and *The Bonegarden*.

Anything can happen to the *Lady Quay* during the trip. Though you may beleaguer the ship with any kind of inclement weather, aquatic marauder, or other obstacle of your choice, the vessel generally travels at the speed of the standard sailing ship, modified by wind speed and other factors. See **Chapter Two** for details on ship movement. Feel free also to make use of the random weather charts included in this product. Finally, insert any of the following events during the course of the three-day trip to the island.

Gone Fishing

The Moonsilver Sea is rich in a variety of aquatic life, both mundane and magical. PCs trolling the waters, casting nets, or swimming around the ship can expect to encounter any of these creatures from the *Tome of Horrors*: bunyips, giant caribes, crayfish, giant moray eels, floating eyes, hippocampi, kelp devils, monstrous jellyfish, nereids, and giant tiger bars.

Dead Sailors (EL 7)

At some point during the trip to or from Aegis Isle, the lookout in the crow's nest descries the flotsam of a scuttled vessel, perhaps the remains of a recent battle in which one of the combatants was pulverized

by siege engines. Random bits of cargo float among the smashed spars and hull sections. If the PCs spend 1d4 hours recovering these slowly sinking parcels, refer to **Treasure**, below. The largest crate is held afloat by a large sheet of planks that were once the deck of the ruined ship's cargo hold. Even still, the crate is half submerged and obviously won't remain above the surface much longer. The crate weighs nearly 1,000 pounds for purposes of hauling it aboard the *Lady Quay*. The crate's original contents have been discarded and it now serves as the lair of **8 lacedons**, or aquatic ghouls. The lacedons attack immediately.

Ghouls, Lacedon (8): CR: 1; hp 13 each; see the MM.

Treasure: PCs who ardently search for drifting booty recover the following after 1d4 hours of plucking items from the clutches of the sea:

2d4 bottles of grog (watered-down rum)

2 bottles of premium rum (20 gp each)

+2 *light wooden shield* emblazoned with the symbol of an infamous orc tribe

a decorative oar inlaid with mother-of-pearl and engraved with mermaid images (100 gp)

a buoyant scroll tube containing the spell *call lesser demon*, as penned by a 12th-level wizard (this spell is described on page 75 of the *Tome of Horrors*)

a water-logged painting in a gilded frame, worth 500 gp if dried sufficiently; the portrait depicts Burgrave Malva, the current administrator of the city of Hawkmoon

A Woman in Need (EL 6)

Select a PC at random to witness the following sight.

No more than fifty yards off the port bow floats a small, crudely built raft. The craft has been lashed together of ill-fitting timber, sporting a single mast that bears a sail that appears to have once served duty as a bed sheet. One end of the pitiful raft is partially submerged, due in no small part to the large, seaweed-laden chest encumbering it. Water laps over the legs of the raft's single passenger, a woman in a sodden evening gown who pulls determinedly at the sea with a broken paddle.

Though it appears to the casual observer that this woman has found herself in a spot of trouble, actually the entire scene is a ruse. The woman is actually not a human at all, but rather a sentient plant known as a **kelpie**. Using its ability to transform into the guise of a lovely lady, the kelpie intends to trick the sailors into becoming its next meal. A second kelpie lies in its natural state in the bundle of seaweed atop the chest. These creatures are partners in the artifice, intending to share any meal they can catch.



Kelpies (2): CR 4; hp 27 each; see the **Appendix**.

Tactics: The “woman” doesn’t appear anxious for rescue. She scowls back at the ship if anyone hails her, continuing to paddle the raft as if intent on keeping the contents of her chest to herself. The kelpie hopes that by acting this way, it can lure the sailors closer, as their curiosity gets the best of them. In the end, however, the kelpie relents; after all, its primary goal is to draw one of the sailors into its deadly embrace. Though the “woman” doesn’t respond to anyone who hails her (kelpies can only communicate via telepathy with creatures they have previously touched), she eventually stops paddling and waits for a line to be thrown to her. She immediately begins trying to lash her beloved chest to the rope, but can’t manage the feat without assistance. Again, all of this pantomime is simply to bait one of the PCs. At their first opportunity, the two kelpies attack in unison, endeavoring to plunge below the sea with their captive.

Treasure: The chest is not locked, and it opens easily. Inside are the collected skulls of previous kelpie victims, along with a necklace of coral and pearl (750 gp), a jeweled dagger (400 gp), and an *amulet of the planes*.

Buried at Sea (EL 4)

Unbeknownst to anyone aboard, a **mummy of the deep** has managed to cling to the ship’s keel and is slowly pulling itself up one of the trailing ropes. This creature, all that remains of an evil man buried at sea, uses its

ability to control water in order to create a whirlpool under the ship. This throws the crew into a state of alarm. All hands rush to the gunwales to gauge the trouble. At least a few of them spy the mummy and could very easily fall prey to its *despair* ability. Until it is destroyed, the mummy makes life difficult for everyone.

Mummy of the Deep: CR 4; hp 42; see the **Appendix**.

Master of the Fathoms (EL 8)

A **giant octopus** attacks the ship. At one point when the winds are sparse and the *Lady Quay* has slowed, the octopus attaches itself to the bow and assaults up to eight different targets at once. The creature does not linger to trade blows with the PCs, but dives as soon as it successfully grabs one of them. The octopus then moves as rapidly as possible straight down into the sunless depths, taking its captive to a watery grave.

Octopus, Giant: CR 8; hp 52; see the **MM**.

Aegis Isle

Eventually the *Lady Quay* weighs anchor in one of the lagoons at Aegis Isle. The island is very small, being less than 5 miles across, abundant in jungle flora but otherwise uninhabited by any sentient beings save the **crabmen**, who use this island as a mating and assembly ground. Of course, the missionary-sorcerer also lives here, dwelling in a simple stone

cottage in the center of the island. The *Lady* moors several hundred yards off the dangerous reefs surrounding the island. Rekello sees that the crates from the lower hold are put into a dinghy. He and Captain Miro take the oars of this craft, while the PCs are instructed to follow in a second dinghy, just in case their sword arms and spells are needed along the way. No map of the island is provided, as it's simply a small stretch of jungle. Sketch a quick map as necessary.

Dealing with the Crabmen (EL varies)

Upon orders from the local sorcerer, the crabmen receive all visitors to the island. The crabmen are accustomed to dealing with seamen, often trading their own artistic creations in exchange for whatever oddities the sailors happen to have with them. Sometimes the sorcerer gives the crabmen specific instructions, and such is the case today. The crabmen are to alert the sorcerer whenever a cargo of boxes arrives on shore.

Captain Miro and the PCs aren't expecting to be met by these giant crustaceous humanoids, and a fight may ensue. There are no less than 40 crabmen on the island, though the PCs won't encounter them in any group larger than eight at a time. Though the crabmen are not combative by instinct, they readily fight if threatened in any way. In the end it doesn't matter if the PCs attack the crabmen, attempt to communicate with them, or try to avoid them altogether; Captain Miro's only goal is to get the crates to the sorcerer at the island's center.

The crabmen are here to help her achieve that goal. Once the crabmen inform the sorcerer that merchants have arrived bearing crates, the sorcerer gives one of the crabmen an arcane scroll bearing the spell *tongues*. This crabman ambassador then approaches the PCs and offers them the scroll, hoping that they'll use it to open a line of communication. During the ensuing dialogue, the crabmen say they are to pay 5,000 gp in pearls in exchange for the four chests. If the heroes agree (Captain Miro strongly advises them to accept the terms of the exchange), then a small contingent of crabmen hurry back to the sorcerer's cottage to fetch the payment.

If the heroes insist on dealing with the sorcerer themselves, the crabmen are clearly distraught, but they don't attack unless visibly threatened. If one of the PCs draws a weapon, the crabmen attack in groups of eight or ten.

Crabmen: CR 2; hp 19 each; see the **Appendix**.

The crabmen know little of the sorcerer himself, only that he is a recluse who sometimes favors them with a few baubles in exchange for the completion of simple tasks. A thick jungle surrounds the sorcerer's home, but the crabmen have made several winding paths leading through the trees. Without the paths, anyone succeeding on a DC 12 Survival check can easily lead the party through the foliage. When the PCs reach the cottage, refer to the **Master's Lair Map**.

The Master's Lair (EL 8)

The walls of this building are made of stone, and the door opening into Area 1 is barred from the inside. No one answers if the PCs knock on the door or hail the sorcerer. Incidentally, the knocker in the center of the door is a heavy piece of brass shaped like a coiled snake.

The design of the knocker is no coincidence. The master of the house is not a human sorcerer at all but a **greater medusa**. Using her Disguise skill, the medusa has been able to dupe the crabmen into believing that she is something other than what she truly is, that being a horrible monster bent on obtaining the ruinous *essence ingots*. Years ago a sorcerer actually built and inhabited this small stone cottage, but he hadn't dwelled here long before the medusa penetrated his house and turned him to stone. The medusa now uses this place as her base of operations, with the crabmen providing a buffer between her and the outside world.

The medusa's actions and location depend entirely upon whether or not she is aware of the PCs' presence on the island. If one of the crabmen has warned her of intruders, she prepares a reception for them in the house. See Tactics, below, for more details.

Stone Walls: 1 ft. thick; Hardness 8, hp 90; Break (DC 35).

Front Door: 4 in. thick; Hardness 5; hp 40; Break (DC 23).

What the Medusa Wants

The medusa is part of a shadowy network of mid-ranking villains working on behalf of a mysterious entity known only as Ribcage. As part of some far-reaching, tenebrous scheme, Ribcage seeks to acquire two magical (and malign) substances. One of these materials is something called *dreadium*. The other is a load of *essence ingots*. Hoping to curry favor with Ribcage, the greater medusa has contrived to take delivery on a large quantity of *ingots*, to be handed over to her crabmen servants by the unsuspecting Captain Winnifer Miro. After learning through her web of informants that a group of adventurers had discovered *essence ingots* in a place called the Factory in the Miasmoor swamp, the medusa contracted with Captain Miro to transport the *ingots* to Aegis Isle. Unfortunately for everyone involved, the *ingots* spelled disaster for the crew of the *Night Heron*. Ironically, by helping the captain complete her contract, the PCs are actually assisting a villain in the acquisition of a mighty element of evil.

If the PCs arrive at the island and simply offload the cursed *ingots* after communicating with the crabmen, then the medusa is pleased (see **Dealing**

with the Crabmen, above). She promptly spirits the *ingots* away and receives a substantial boon from the enigmatic Ribcage. However, if the heroes insist on handing over the *ingots* in person, then the medusa is forced to confront them.

Greater Medusa: CR 8; hp 70; see the Appendix.

Possessions: Shortbow, 7 arrows, dagger, and a small sack containing a 5-foot-long section of silk rope. The rope is not magical or in any way unique.

Tactics: It is likely that one of the crabmen has already reported the PCs' arrival to the medusa. But if this is not the case, and if the PCs enter the house quietly and the medusa fails a Listen check (either at DC 10 or opposed by the PCs' Move Silently skill), then she is lounging on her pillows at Area 5. Otherwise she positions herself behind the door in Area 2. The moment the first PC enters that room, the medusa presents herself, hoping to petrify as many of the intruders as possible.

1. Living Room

This room appears as a comfortable living area, with a rich rug spread across the floor and several comfortable chairs. The medusa seldom lingers in this chamber, preferring the secure comfort of her lair at Area 5. Though the PCs can spend time searching this room, there is nothing here of interest.

Trap: The floor directly in front of the door on the east is trapped with a covered pit. If more than 50 pounds of weight is placed on the cover, it falls away, revealing a 60-foot shaft of solid, unworked rock. PCs who survive the fall may ascend the sides of it if they succeed on a DC 18 Climb.

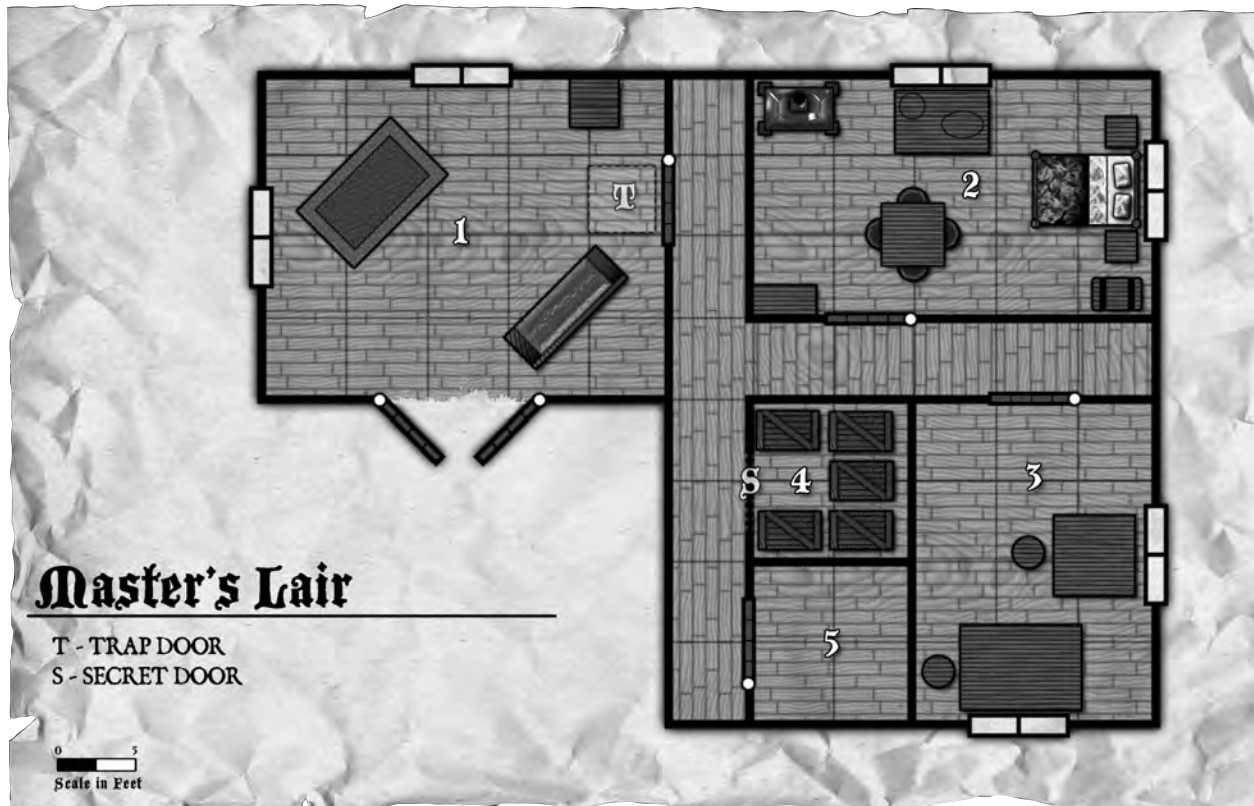
Trapdoor Pit (60 ft. deep): CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.

Treasure: At the bottom of the shaft lays the skeletal remains of one of the trap's victims from long ago. The skull was cracked on impact, as were several bones. Oddly enough, one of the skeleton's ribs is pure gold (300 gp). The story behind this rib of gold is yours to create.

2. False Boudoir

Formerly the bedroom of the cottage's original owner, this room is now little more than a repository of dust. All the furniture is dirty and obviously unused for quite some time. The medusa long ago removed anything of value from this chamber. Leaning against one wall is the statue of a disheveled man in night clothes; this is the sorcerer who was turned to stone by the medusa when the creature first arrived. One of the statue's legs has been broken off at the knee.

If the medusa has prepared a reception for the PCs, she positions herself so as to be hidden behind the door when the heroes push it open. She intends to



catch them flat-footed, attack with her dagger and poisonous snakes, all the while turning to stone all those who look upon her.

3. Ruined Lab (EL 7)

This chamber was once the office and research room of the sorcerer who was slain by the medusa who now inhabits this place. The room is a chaotic mess of wrecked beakers and shards of glass, broken chemical gear and tattered books. The medusa thoroughly ransacked the room and sold the most valuable items to seamen, using her crabmen servants as middlemen in the trade. Though the PCs may search the clutter for quite some time, there is nothing of value to be found.

There is, however, the kiln. Underneath a pile of wood and other debris is a large stoneware oven, used to fire and harden alchemical supplies. The kiln weighs 800 pounds and has a hinged lid that is 8 inches thick. Within the kiln is a trapped **firefiend** that attacks as soon as the lid is opened.

Firefiend: CR 7; hp 60; see the **Appendix**.

A putrid smell permeates the entire room, the result of some misbegotten alchemical experiment. Any PC spending more than 5 minutes here begins to suffer a slight irritation of the eyes and nose. Anyone remaining here for 10 minutes without getting a breath of fresh air must succeed on a DC 15 Fort save or be overcome with stomach cramps and watering eyes. They are considered to be nauseated and are unable to attack, cast spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn.

4. Hidden Vault (EL 2)

The hallway's smooth stone wall conceals a secret door, discovered only if one of the PCs specifically inspects that portion of the passage and succeeds on a DC 20 Search check. A successful check indicates that the PC has noticed the slight outline of the portal, though there is no discernable means of opening it. If the heroes do not use the lever in Area 5 to cause the door to grind out of its recess in the wall, then they must resort to smashing it down. If the medusa is not yet alerted to the presence of intruders, the act of breaking down the door gets her attention if she makes a Listen check at DC 5.

Secret Stone Door: 4 in. thick; Hardness 8; hp 60; Break (DC 30); Search (DC 20).

The vault's interior is totally dark and heaped with crates, five in all, each bearing a decrepit iron lock. The chests are quite large, almost too big to fit through the narrow doorway. The moment the first PC enters the room, a terrifying creature known as an **executioner's hood** drops upon them from the ceil-

ing. Remember that attacks inflicted on an executioner's hood deal half their damage to the hood and half to any engulfed target; damage from spells and spell-like abilities deals full damage to both the hood and its engulfed victim.

Executioner's Hood: CR 2; hp 11; see the **Appendix**.

If the PCs dispatch the executioner's hood, they can deal with the crates. Though the locks are feeble, one of them is trapped. The lock on Chest 4 is protected by a slender poisoned barb.

Wooden Crates: 2 in. thick; Hardness 5; hp 20; Break (DC 20).

Iron Locks: Hardness 10; hp 20; Break (DC 23); Open Locks (DC 15).

Poisoned Needle Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +5 ranged (1d6 plus poison, needle); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d6 Str/1d6 Str); Search DC 21; Disable Device DC 21.

Chest 1: 5,000 gp worth of pearls, to be given to Captain Miro upon delivery of the *essence ingots*.

Chest 2: 1,580 gp.

Chest 3: 2,300 sp, *pipes of sounding*, and a *darkskull*.

Chest 4: (Trapped); this chest contains only a single item, a long and somewhat frayed woolen cloak. This is the *shudderer's cowl*, detailed in **Chapter Five**.

Chest 5: 3,625 cp, +2 *chain shirt of arrow deflection*.

5. True Lair

If the medusa isn't aware of the PCs' presence on her island, she is coiled here amongst her pillows, languidly plotting her next scheme. Modify the following text according to conditions at the time of the PCs' entry into the room.

This small room is heaped with pillows of all shapes and sizes. Thick rugs cover most of the floor. A thin copper lever protrudes from the northern wall. Strangely, the room stinks of something reminiscent of reptile flesh.

The lever mounted on the wall opens the secret door to Area 4. Anyone succeeding on a DC 18 Search check finds what appear to be tiny snake scales scattered underneath the pillows. There is also a broken statue leg in the corner, once belonging to the sorcerer and now an object of amusement for the medusa who turned him to stone.

Treasure: Anyone succeeding in a Search check at DC 20 discovers within one of the pillows a pink *ioun stone*. Under one of the rugs is the *derelict's waggoner*, a new magic item detailed in **Chapter Five**.

Concluding the Adventure

The outcome of the adventure hinges upon whether or not the *essence ingots* are removed from the *Lady Quay*. The draug ship cannot be released from its curse until the *ingots* are taken from its cargo hold; it isn't necessary for the *ingots* to be given to the "sorcerer" of Aegis Isle, because the curse is lifted the moment the last *ingot* is taken ashore. Thus Captain Miro is only partially correct in her understanding of events. To lay to rest the spirits of the undead that haunt her vessel, she believes she must fulfill her original contract to deliver the *ingots*. In truth, all she must do is get them well away from her ship. If the PCs help her to accomplish this, she is grateful.

But without the dark power of the draug to keep her afloat, the *Lady* slowly begins to sink. There is nothing Captain Miro can do to stop this from occurring. If she is aboard the vessel when this happens, she willingly cleaves to the old mariner's code that demands a captain go down with her ship. If she is not aboard when the last of the *ingots* are removed, she is clearly distraught by the sight of her once-mighty vessel being dragged beneath the waves. She is despondent for quite some time, even though her heart feels at peace with the passing of the curse.

If the PCs have already destroyed the draug and all the brine zombies aboard, removing the curse might seem superfluous; after all, there are no longer any undead aboard to torment the captain. But she will never rest easily until the dark shadow of the curse is undone. Dreams of her lover, Thispin Venroth, torment her until she completes the final piece of her quest.

If the heroes hand the *ingots* over to the crabmen, the adventure is over. The crabmen trade them 5,000 gp in pearls from Area 4 in exchange for the *ingots*. The medusa takes command of the *ingots*, which eventually end up in the hands of the faceless Ribcage, who uses them as but one more piece in a grand and ever-developing gambit.

In a gesture of appreciation, Captain Miro offers to split this fee into five equal parts, keeping 1,000 for herself and giving the rest to the members of the party. She has enough money stored in the Swordport banks to purchase and outfit another ship, and she fully intends to do so. But if the curse is over and the *Lady* has sunk, the captain and the PCs find themselves in a quandary, as they are at least 100 miles from the mainland with only two dinghies between them. The heroes' next challenge is simply getting off the island...

Chapter Nine: The Isle of Bonjo Tombo

The Isle of Bonjo Tombo is an adventure designed for 4 PCs of 6th to 8th level, although this may be easily scaled for lower or higher level adventurers. The island itself lies to the north and east of Hawkmoon, in the vast Moonsilver Sea, along the tropics of this region. If the party intends to discover and plunder its many treasures, they must secure a ship, brave the high seas, and defeat deadly foes. A balanced party should do well, combining wit and strength of arm to conquer the tropical wilderness, the restless natives, and the diabolical pirates of the Moonsilver Sea. Of course, the locations described below can easily be transplanted to any large body of water, located in a southern clime.

Adventure Background

The fame and mystery of the Archipelago of Bonjo Tombo is legendary. In the far-off cities of the world, beyond the Domain of Hawkmoon, the islands are known to be a place of wild riches and high adventure. There its rubies and emeralds are traded alongside the plumes of its wild birds, and the weird, pot-bellied totems and fetishes of its natives are sold in dusty curio shops. Collectors greedily snatch up the latter grotesqueries for their supposed powers and abilities to put “hexes” on enemies.

In the Moonsilver Sea, much closer to the famed Archipelago itself, such curiosities are considered to be more than just idle centerpieces. Superstitious sailors from many lands consider the Archipelago a place of great danger, a cursed and inhospitable locale where evil dwells unchallenged. The tales they tell of the Archipelago, and specifically the great isle of Bonjo Tombo, speak of tragedy, shipwreck, cannibalism, the howls of great beasts, and the incessant pounding of the headhunters’ drums.

Adventure Synopsis

Refer to the Hawkmoon map. In the Moonsilver Sea, this adventure takes place on the islands marked “Archipelago.” The largest of these landmasses is known officially as Kull Island. To many sailors, however, and to those who have sojourned there, it is more commonly referred to as Bonjo Tombo.

This adventure begins with the PCs already aboard a ship; it’s up to you to get them there. You should make ready use of the random encounter tables presented in this book, as well as the new monsters, foul weather, and

other sea hazards to ensure that the PCs have an interesting journey across the Moonsilver Sea.

However the PCs are enticed into the adventure, searching for the *wheel of chaos* probably figures into the plot. Regardless, the PCs find themselves aboard the *Scryhawk*, within sight of the fabled isle of Bonjo Tombo. Once they land upon the island, the PCs must track down the pirates’ secret treasure vault while avoiding the man-eating apes, deadly plants, and cannibal tribesmen. Upon the island they may depart on various wilderness-related side quests, possibly joining forces with marooned members of a pirate crew, or go it alone across rapids and miles of thick and foreboding jungle.

Once the secret buccaneer vault is uncovered, they must brave traps set by pirates, face down undead foes, and match wits with long-dead pirate captains to gain the *wheel of chaos* and make good their escape before the demon ape known as Bonjo Tombo snatches them away to his volcanic throne and devours them for his dinner.

Finally, once the *wheel of chaos* is recovered and safe aboard ship, at the DM’s discretion the PCs may make their first official contact with the leader of the Brotherhood of Skulls, a deadly pirate named Captain Cho Sun, who desires the *wheel of chaos* for his own dastardly purposes.

Scaling the Adventure

5th and 6th level PCs: Change cannibal barbarians to warriors, reduce the levels of cannibal leaders by half. Change wights to ghouls in area Area 13. Do not allow an encounter with Bonjo Tombo, merely use him for drama and fear to chase PCs off the island should they tarry too long. Reduce number of Random Encounters Rolled.

9th and 10th level PCs: Increase level of cannibal natives and leaders. Example: Cannibal warriors are all 3rd level barbarians. Cannibal leaders gain 1-4 levels. Change juju zombies to barrow wights. Change wights to specters. Guarantee an encounter with Bonjo Tombo. Guarantee an encounter with Cho Sun and his crew of pirates.

Adventure Hooks

There may be some physical or geographical problems in getting the PCs to the adventure. These challenges offer the DM the opportunity to roleplay a sea voyage with the PCs prior to their arrival at the isle of Bonjo Tombo. Below are some examples of how to get the PCs involved in the search for the *wheel of chaos* and the elusive isle of Bonjo Tombo in the first place.

- The PCs are commissioned to retrieve the *wheel of chaos* for a collector of antiquities. The sage promises fair compensation for their journey, including the keeping of any other treasures collected along the way. The PCs are supplied with use of the *Scryhawk* and its crew for transportation to the Archipelago, and eventually the isle of Bonjo Tombo itself.
- The PCs discover a treasure map detailing the location of the island hidden within a small, grotesque, apelike, wooden idol discovered in a curio shop or amongst a treasure hoard from a previous adventure. A picture of a magical ship's wheel is drawn in one corner, and a naked ape sitting upon a black throne is drawn in the other. Further investigation of the scroll and its meaning leads the PCs to the *Scryhawk* and a hunt for the lost treasure.
- The PCs have their own sailing vessel, and shipwreck upon the Isle during a freak storm. The PCs encounter one or more of the marooned pirates upon the island and learn the tale of the *wheel of chaos* from them, and seek to investigate it while the crew of their vessel makes repairs.

Crew of the Scryhawk

Use the follow statistics for the crew of the PCs' ship, or supply a ship and captain already known in your campaign world.

Captain Rombartho, male human Ftr 2/Rog2/Mar2: CR 6; hp 39; see the **Appendix**.

Possessions: +1 cutlass, chain shirt.

Scryhawk Crew, Exp1 (15): CR 1/2; hp 6; see the **Appendix**.

Wilderness Overview

Roughly half of the adventure takes place in a steamy volcanic jungle setting, the dangers of which are not all of a form that may be easily slain by an adventuring party with swords and magic. Heat, terrain, weather conditions, and water currents all have bearing on the success or failure of the PCs in their quest to retrieve the *wheel of chaos* from its hiding place.

Heat and Humidity

Consider the climate within the Archipelago of Bonjo Tombo as equatorial or tropical, hot throughout the year, averaging between 95 and 105 degrees Fahrenheit. For this reason PCs walking, running or otherwise exert-

ing themselves may suffer the effects of heat damage, unless otherwise protected through the use of magic. Consult the *DMG* for information regarding heat dangers.

Due to the dampness, extreme humidity, and the salty sea air, non-magical, metal objects begin to corrode rather quickly. Objects made of ferrous materials (such as iron or steel), must be heavily oiled every day or make DC 10 a Fortitude save. Failure means the metals begin to suffer the effects of corrosion. Corroded weapons and armor lose 1 point of hardness for each failed Fortitude save. When their hardness reaches 0, they become useless. Masterwork weapons and armor gain a +1 to their daily Fortitude save.

Weather

To heighten the danger and increase the intensity of the adventure, refer to the tables presented in **Chapter Three**. Use the random weather events detailed in that chapter to give the PCs a realistic and possibly dangerous journey to the isle.

Terrain

The volcanic shelves upon which the Archipelago is formed are covered in dense jungle growth which reduces the PCs standard speed to 1/4 normal. PCs that succeed on a DC 15 Survival (jungle) check may move through the jungle at 1/2 their normal speed as they find easier footing through use of game trails or hunters' paths. See the *DMG* for details on movement through jungle or other terrain types. Many areas of the isle of Bonjo Tombo are also heavily hilled. Climbing an average volcanic hill upon the isle of Bonjo Tombo requires a successful DC 10 Climb check, meaning that they are not too terribly difficult to climb, unless encumbered with an armor check penalty and heavy gear.

Wilderness Locations

The following wilderness locations are not actually part of the isle of Bonjo Tombo itself but afford alternative stops for curious PCs on their journey to find the *wheel of chaos*.

Aegis Island. This island is detailed in the adventure *The Ghosting of Lady Quay*, included in this book.

Isle of Boa Bato. This island is one of the many in the Archipelago shown on the map. If you choose to have the PCs make landfall here, simply place the island anywhere in their path. Known as Boa Bato, the island is named after the native headhunters who dwell upon its southeastern shores. The Boa Bato people cover themselves in body paint derived from ash and the rendered fat of dire boars that they hunt on the island. Although the Boa Bato are headhunters they make a distinction between themselves and the cannibals which dwell upon the isle of Bonjo Tombo itself, and are known to be peaceable to passing sailors if they themselves are treated with respect and offered gifts from far off lands.

Random Encounters

Roll 1d20 once for every 2 miles the PCs travel upon the isle of Bonjo Tombo. Select a random encounter table based on the geographic location of the PCs.

Jungle Lowlands (Southern Isle between forks of river)

1. Girallons (1d4)
2. Dire Crocodile
3. Dire Tigers (1d2)
4. Ula Tombo Cannibals, Brb 3 (2d4)
5. Gambado*
6. Pterodactyls (1d2)
7. Dire Apes (1d4)
8. **Spiked Pit Trap (20 Ft. Deep):** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20.
9. Giant Constrictor Snake
10. **Tiger Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spears (Atk +16 melee, 1d4 spears per target for 1d6 each); Search DC 21; Disable Device DC 25.
11. Assassin Vines (1d4)
12. Giant Slicer Beetles (1d2)*
13. Tombotu (1d4)**
- 14-20. No Encounter

Northeastern Highlands and Western Island

1. Girallons
2. Dire Apes (1d4)
3. Pterodactyls (1d2)
4. Yellow Musk Creeper and Yellow Musk Zombies (1d4)
4. Boalisk*
6. Scythe Tree*
7. Huge Venomous Spiders (1d2)
8. Tri-Flower Frond*
9. Gorilla Bears (1d4)*
10. Shambling Mound
11. Spider Eater
12. Tombotu (1d4)**
- 13-19. No Encounter
20. Bonjo Tombo (See Monster Appendix for stats on Bonjo Tombo)**

Wo'Cuobo River

1. Piranha, school 1d10+10
2. Pin Fish, school 1d10+10
3. Crocodiles (1d4)
4. Giant Crocodile
5. Giant Leeches (1d4+1)*
6. Muckdwellers (1d10+8)*
7. Strangle Weed Patch (2d4)*
- 8-20. No Encounter.

*Indicates Monsters found in the *Tome of Horrors* by Necromancer Games

** Indicates Monsters found in Chapter Six of this book.

The Boa Bato favor weapons made from bronze and copper as they tend not to corrode so quickly in the humid climate of the archipelago. The tribe itself is rather small, consisting of about thirty headhunters and their family groups. Their ruler, Itua Tua, is counseled by his witch doctor, Bat Aibi. The Boa Bato worship Eliphaz, an ancient elemental totem, whom they deify in the form of the flaming mountain at whose feet they dwell.

Currently Chato Atua, the son of the Boa Bato chief, has been captured by the cannibalistic Ola Tombo on the isle of Bonjo Tombo. Drums from the southern island indicate that he is to be sacrificed to the demon Bonjo Tombo within two nights, and the rest of his raiding party is to serve as the feast after the sacrifice.

Should the PCs offer to mount a rescue raid against the Ola Tombo, Itua Tua offers the aid of six of his bravest headhunters, promising them a great magical treasure and a string of pearls should they return with his son alive and in one piece. The magical treasure is a *staff of fire* with 30 charges, as well as a string of pearls worth 500 gp.

Boa Bato Headhunters (30), Male Human Bbn2: CR 2; hp 15; see the **Appendix**.

Possessions: Leather armor, shortspear, *potion of cure moderate wounds*, *potion of delay poison*.

Itua Tua, Male Human Bbn6: CR 6; hp 51; see the **Appendix**.

Possessions: +1 leather armor, +1 shortspear, *potion of neutralize poison*, *potion of cure moderate wounds*.

Bat Aibi, Female Human Sor6: CR 6; hp 18; see the **Appendix**.

Possessions: Quarterstaff, *wand of sleep* (25 charges), *ring of protection +1*, *arcane scroll of 2 spells* (*rage*, *heroism*), *potion of cure serious wounds*.

There are also an additional 70 non-combatants such as children and elderly within the tribe.

Isle of Bonjo Tombo

As the PCs approach the isle of Bonjo Tombo, read the following:

The glowing peaks of the Demon's Horns light the sky with a reddish volcanic fire. The larger southern isle, easily the biggest in the entire archipelago, is dominated by the dark peak of a long extinct

Isle of Bonjo Tombo

ISLE OF
BOA BATO

ISLE OF
BOA NIMBLE



volcano cone. The isle is swathed in thick green vegetation and dank mists that legends claim can eat through a breastplate in a fortnight.

As the ship pulls closer to anchor in the bay on the south shore of the isle of Bonjo Tombo, your senses are assailed with the stench of rotting vegetation, bittersweet flowers and slow decay.

At this point the ship drops a landing boat that escorts the PCs to the south shore. The northern shore has been avoided, as the drumbeats of the island's inhabitants have made the crew of the vessel wary. The captain of the vessel, Rombartho, being very much a superstitious mariner, informs the PCs that neither he nor his crew will be joining the PCs upon the island. With a smile he hands them their oars and wishes them well. Rombartho tells the PCs that they have exactly three days to find what they are looking for, or they shall be assumed lost upon the isle and the ship will be leaving for good.

The Wo'Coubo River

This murky river flows from the bowels of Mt. Bonjo Tombo in the center of the island and has branches that flow north, south and southeast. The river averages a depth of 15 feet and has an average width of 100 feet. The water tends to be somewhat slow moving, making it an easy swim but for the swarms of piranha and the dire crocodiles that call its muddy channels home. Swimming across the river requires a successful DC 15 Swim check due to currents and whirlpools in the water. Paddling a canoe or dugout upstream requires a successful DC 14 Profession (Boatman/Sailor) check or a DC 18 Intelligence check to navigate without capsizing the boat. The exertion from such paddling is the equivalent of walking

over difficult terrain, granting a movement rate of 20 feet per round, although this may prove a much easier mode of travel than walking overland through the ape, serpent and insect infested island.

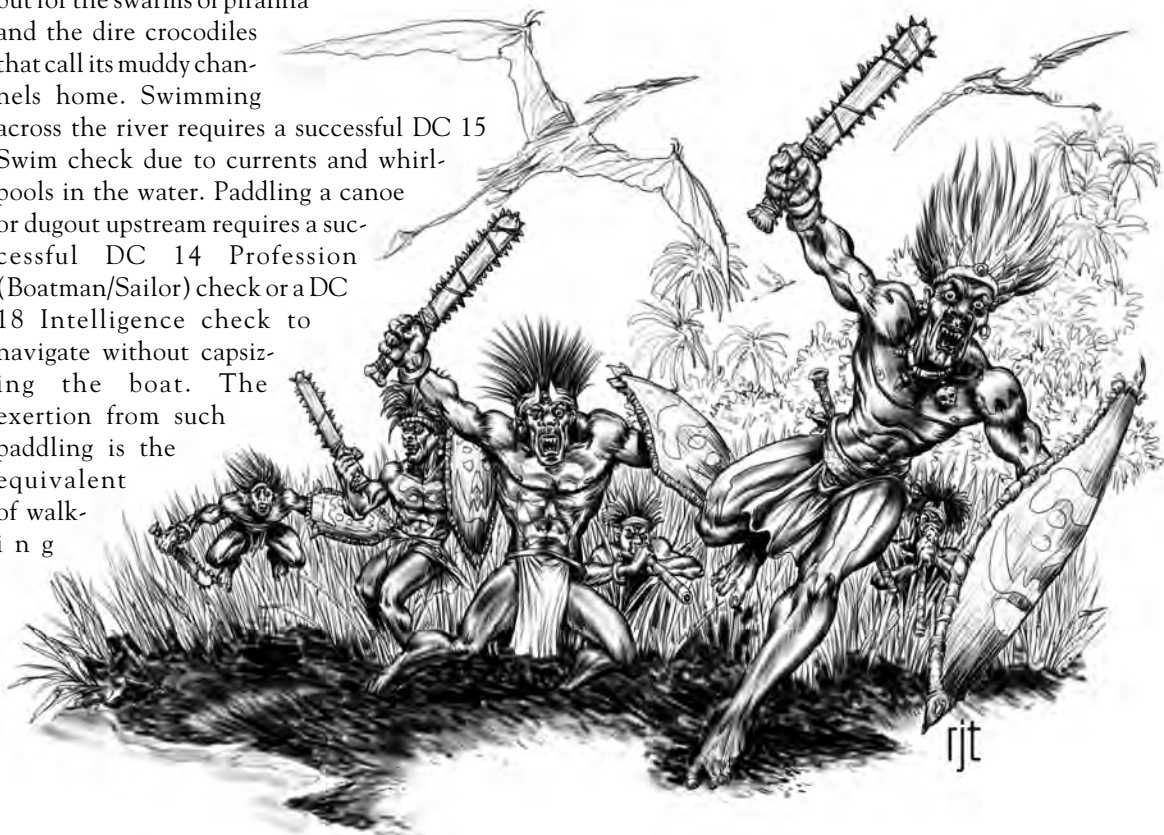
A: The South Beach (EL 7)

The south beach of the isle of Bonjo Tombo is a wide expanse of fine black sand. The beach is bordered to the north by tall saw grass and finally the dense expanse of jungle beyond. PCs succeeding on a DC 15 Spot check note the remnants of a landing craft and the ruins of a campsite no more than two years old. PCs succeeding on a DC 20 Spot check note a castlelike rocky outcropping to the west. A PC succeeding on a DC 25 Spot notices that they are being watched by several savages, carefully hidden in the saw grass.

In 1d4 rounds after the PCs arrive on shore, they are set upon by a party of 5 cannibals from the Ola Tombo tribe. The Ola Tombo tribesmen are naked but for loincloths, and each of their bodies is painted in the grotesque likeness of an ape. They bear maquahuils and blowguns whose darts are tipped with *small centipede poison*.

Ola Tombo Warriors (6), Male Human Bbn2: CR 2; hp 15; see the **Appendix**.

Possessions: Maquahuil, blowgun, 30 needles, javelin, heavy wooden shield, 3 vials of small centipede poison.



New Weapons: Maquahuit and Blowgun

Maquahuit: A maquahuit is a war club lined with razor-sharp obsidian chips or shark's teeth. Maquahuits are used primarily by primitive cultures. A maquahuit is a light melee weapon.

Cost: 1 sp; *Dmg (S):* 1d6; *DMG (M):* 1d8; *Crit:* x2; *Weight:* 3 lb.; *Type:* Bludgeoning.

Blowgun: The standard blowgun is nothing more than a hollow tube or reed used to blow small darts or needles at a foe. The needles are often tipped with poison to increase the effectiveness of such an attack. A blowgun is a simple ranged weapon.

Cost: 1 gp; *Dmg:* 1; *Crit:* x2; *Range:* 10 ft.; *Weight:* —; *Type:* Piercing.

Tactics: Four of the Ola Tombo tribesmen immediately charge into battle. The other two hang back and use their blowguns, attempting to poison and weaken the PCs. If the cannibals with blowguns see their allies dying, they fade into the jungle and make for Area C: The Ola Tombo Village.

PCs succeeding on a DC 20 Search check of the wreckage of the camp find an arm bone severed at the elbow, some broken camping equipment, and 1d6 blowgun darts.

The wreckage and darts are the remains of one of Captain Quimby's crew who did not escape when the Ola Tombo attacked their first campsite.

B: The Citadel

Above the PCs rises a sheer cliff face of volcanic rock approximately 50 feet tall. Characters succeeding on a DC 20 Spot check detect a wisp of smoke from a cookfire. The occupants of the cliff top must succeed on a DC 12 Listen check to hear the battle between the PCs and the islanders. This invites a stream of curses and warnings from above, demonstrating the pirates' desire to be left alone. If the PCs go unnoticed, they may try to sneak into the citadel. Otherwise they hear the voice of Captain Quimby calling down from the rocky protuberance. PCs may attempt to use Diplomacy, Bluff, or Intimidation to gain entrance into the citadel to parlay with the marooned pirates who live here. Should they fail their opposed checks, they soon find sharp stones followed by crossbow bolts raining down upon them from above. The stones do 1d6 points of damage due to their weight and the distance they are hurled.

Within the citadel are the 5 surviving members of Captain Quimby's marooned crew. Haggard from lack of nourishment, these grizzled sea dogs have

survived on milk from wild goats they have captured upon the island, fruit, and an occasional wild boar. The Citadel is easily defended by the band, as there is but one narrow approach. Someone taking this route must succeed on a DC 20 Climb check to navigate it without use of a rope ladder which the pirates pull up for defensive purposes. The top of the citadel is ringed with bamboo spikes, dipped in feces, which serves to keep apes from climbing into the compound. Climbing over the spikes deals 1d6 points

New Deity: Elmarran

God of the Sea and Change

Domains: Chaos and Water

Typical Worshippers: sailors, the elderly, sages, spies, actors, philosophers, fishermen, and the temperamental.

Favored Weapon: Net, Spear

Unlike deities of other pantheons, the divine beings worshipped in the Domain of Hawkmoon defy description and subscribe to no single alignment. They have no set forms and no gender. For the purpose of bringing their inscrutable natures closer to human understanding, worshippers have given them names and anthropomorphic characteristics, and attempted at least to surmise their realms of control and the areas they influence. All gods have been assigned a primary dichotomy, and several lesser fields of influence. Because of this complexity, beings of various alignments and vocations might pray to the same deity.

To this end, those who know Elmarran best — being themselves followers of the sea and the ever-changing portents its tide brings — picture him as a withered old man, with wise, dark eyes and a flowing white beard with blue streaks. Elmarran tends toward the chaotic, and since many of his followers have an evil bent, he is sometimes erroneously seen in that light. His influence extends beyond the ocean to rivers and lakes, and many who make their living upon these watery surfaces pay him homage. However, he is also the god of aging, disguise, and change. The old and infirm often send prayer his way, in the hope that they will encounter the final change on peaceful terms. Many sages and philosophers, as they enter their venerable years, take to a worship of Elmarran out of a learned respect for the wisdom that old age brings, and an acquired prerogative to ignore the whims and rules of younger men.

Elmarran is capricious, and many of his followers are of that ilk whose tempestuous passions randomly change course as a ship driven before the storm.

of damage per round against unarmored or lightly armored opponents, who must also succeed on a DC 14 Fort save or develop *filth fever* (See **DMG** for details on *filth fever*). The approach is only wide enough for one Medium creature to climb up at a time, thus denying the Ola Tombo tribesmen access to an aging food source.

Captain Quimby is a fifty-year-old sea dog that once made the mistake of crossing the pirate captain Cho Sun, and found himself set adrift on a life boat with ten of his men. With Quimby in the citadel are his first mate Keaton, second mate Milton, his ship's surgeon Clive, and his cook Wu Shu.

Note that the cutlass is a new weapon detailed in **The Ghosting of Lady Quay**.

Captain Quimby, male human Ftr5/Rog4: CR 9; hp 59; see the **Appendix**.

Possessions: Leather armor, +2 cutlass, light crossbow, 12 bolts.

Keaton, male human Ftr2/Rog3 (first mate): CR 5; hp 30; see the **Appendix**.

Possessions: +1 leather, +1 short sword.

Milton, Brd 2/Rog3 (second mate): CR 5; hp 22; see the **Appendix**.

Possessions: +2 leather, potion of cure moderate wounds, +1 dagger.

Arcane Spells Known (Cast per Day 3/1; save DC 12 + spell level): 0— dancing lights, daze, flare, ghost sound, read magic; 1st— animate rope, cause fear.

Clive, Clr5 (Elmarran, see New Deity sidebar)(ship's doctor): CR 5; hp 34; see the **Appendix**.

"The Cook" Wu Shu, Male Human Mnk3: CR 3; hp 16; see the **Appendix**.

Possessions: Quarterstaff, 6 shuriken, nunchaku.

PCs making a successful Diplomacy check of +5 or more than the Captain and his crew may convince the marooned pirates to join the party in their search of the island. The pirates might decide there is strength in numbers and feel safer around a well-armed force of adventurers. The citadel offers a safe place to stay should the PCs attempt to make repeated forays into the jungles of the isle. Aside from the pirates there are 6 goats, a small vegetable garden, and a store of dried meat and fruits.

Note: Although the marooned pirates are happy to see non-savage faces, they are still old sea dogs, and for the most part tend towards an evil bent, though that may not be quite immediately obvious. They committed many crimes on the high seas, and none feels a sliver of remorse or pity for the sailors they have killed nor the women they have sold into slavery. To Quimby and his men, that's just the price of doing business. A paladin amongst the PCs may have a moral problem dealing with these men, and at the same time have a religious quandary about rescuing them or leaving them to their fate.

C. Village of the Ola Tombo

Should the PCs approach the Ola Tombo settlement from the south, having only encountered the Ola Tombo in random encounters or not at all, read the following text when they are about 400 feet from the village. Refer to the Ola Tombo Village map.

The drumbeats are louder as you approach from the hills above. As the foliage clears you see a village surrounded by a spiked, bamboo wall adorned with skulls. Many of the island's natives writhe and dance in a blood ritual around a fire in the center of the village. Tied to stakes in the center of the island are several natives who obviously belong to a different tribe. They are bound about the wrists, ankles and throat by narrow cords of hide. A witch doctor has slashed the men, and it appears as if the villagers are preparing to move their prisoners very soon. At least one huge ape can be seen amongst the dancers of the tribe.

This is the village of the Ola Tombo. The Ola Tombo are currently preparing Chato Atua, the captured son of the Bola Bato chief, for sacrifice to Bonjo Tombo. Chato's comrades are being prepared as the main course in the tribal feast, after their demon god is sated.

There is a chance that 1d4 Ola Tombo sentries stumble upon the PCs. Allow opposed Hide and Move Silent checks, taking into account cover and terrain. If the PCs are discovered, the tribesmen begin shouting to rouse the hornets' nest. The entire village converges upon the PCs in 2d6 rounds.

Should the PCs remain Unseen, they have at least three options:

- They may continue to approach the village, with the intent of breaking up the Ola Tombo dinner party and bringing down the wrath of the entire Ola Tombo tribe. In this event the Ola Tombo use every trick in their power to kill, destroy, or fend off the PCs. The PCs may very well defeat the Ola Tombo, but at what cost in loss of life?
- The PCs may remain hidden in the jungle and follow the witch doctors and Ola Tombo chieftain to the northern branch of the Wo'Coubo River, where they board dugout canoes and take Chato Atua to Area D: Sacrifice Mound, as an offering to Bonjo Tombo.
- The PCs may wait until Chato Atua is taken from the village. Then, while the village is less defended, they can sneak into the village and have a look about, possibly rescuing Chato Atua's comrades from the cook pot.

If the PCs are discovered and fight the Ola Tombo in the jungle, several things may occur:

- The Ola Tombo cannibals intend to capture the PCs if possible for an eventual feast. Any PC captured by the Ola Tombo is brought to the village. They are stripped of their belongings, which are taken to Area C-3. Further, they are summarily beaten to 1 HP (subdual damage). The PCs are then tied to long poles as the villagers prepare to make offerings of their captives to Bonjo Tombo. Prisoners are tied to the long bamboo poles with soaked rawhide thongs. The thongs tighten as they dry, and are tied about the wrists, ankles and throat. Attempting to burst the thongs as a feat of strength requires a DC 22 Strength check. Failure results in 1d4 points of temporary Constitution damage as the thong about the throat constricts, cutting off breath and circulation. A PC making a successful Escape Artist check opposed by the cannibals Use Rope check somehow manages to work the knots or wriggle free from the rawhide ties and gain freedom.
- The PCs fend off and eventually destroy all of the Ola Tombo warriors by fading into the jungle and taking the cannibals out a few at a time. In this situation the PCs may freely explore the village after the jungle battle, while the non-combatants either cower in fear or flee to the west, returning after the PCs have finished plundering their homes.

Regardless of the choices the PCs make, the trek to Area D: The Sacrifice Mound, and the return trip, take the Ola Tombo about 2 hours, as they return to their village right about nightfall. Even if the PCs encounter tribesmen on the outskirts of the village and begin a major battle, the witch doctor and chief of the tribe hasten to appease Bonjo Tombo with their sacrificial offering, rather than defend their tribe, as they fear the wrath of the demon ape more than anything else they have thus encountered.

Village of the Ola Tombo

Refer to the Ola Tombo Village map. The village is populated by the following number of cannibals.

Ola Tombo Warriors (40), Male Human Bbn2: CR 2; see the **Appendix**.

Possessions: Maquahuilt, blowgun, 30 needles, javelin, heavy wooden shield, 3 vials of small centipede poison.

Chief Ba'a Balo, Male Human Bbn9: CR 9; hp 67; see the **Appendix**.

Possessions: Ring of protection +1, amulet of natural armor +1, +2 maquahuilt, potion of cure moderate wounds, heavy wooden shield, 3 vials of small centipede poison.

Va'a Ma'a the Witch doctor, Male Human Wdc9: CR 9; hp 40; see the **Appendix**.

New NPC Class: Ola Tombo Witch Doctor

The Ola Tombo witch doctor is a specialized version of the adept (NPC class found in the *DMG*). This class functions as an adept, with the exception of the spells he or she can cast. Substitute the list below for the one in the *DMG* when using an adept to create an Ola Tombo witch doctor.

Ola Tombo Witch Doctor Spell List

0 level—*create water, cure minor wounds, dancing lights, detect magic, ghost sound, guidance, inflict minor wounds, read magic, touch of fatigue.*

1st level—*bane, cause fear, cure light wounds, detect chaos, detect evil, detect good, detect law, doom, inflict light wounds, magic weapon, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, ray of enfeeblement, summon monster I*

2nd level—*aid, animal trance, barkskin, bulls strength, cats grace, cure moderate wounds, darkness, endurance, fog cloud, inflict moderate wounds, resist elements, scare, see invisibility, summon monster II, summon swarm, web.*

3rd level—*animate dead, bestow curse, contagion, cure serious wounds, deep slumber, deeper darkness, inflict serious wounds, ray of exhaustion, remove curse, speak with dead, stinking cloud, summon monster III.*

4th level—*cure critical wounds, enervation, Evar's black tentacles, inflict critical wounds, minor creation, summon monster IV.*

5th level—*cloudkill, command, insect plague, summon monster V, wall of stone, wave of fatigue.*

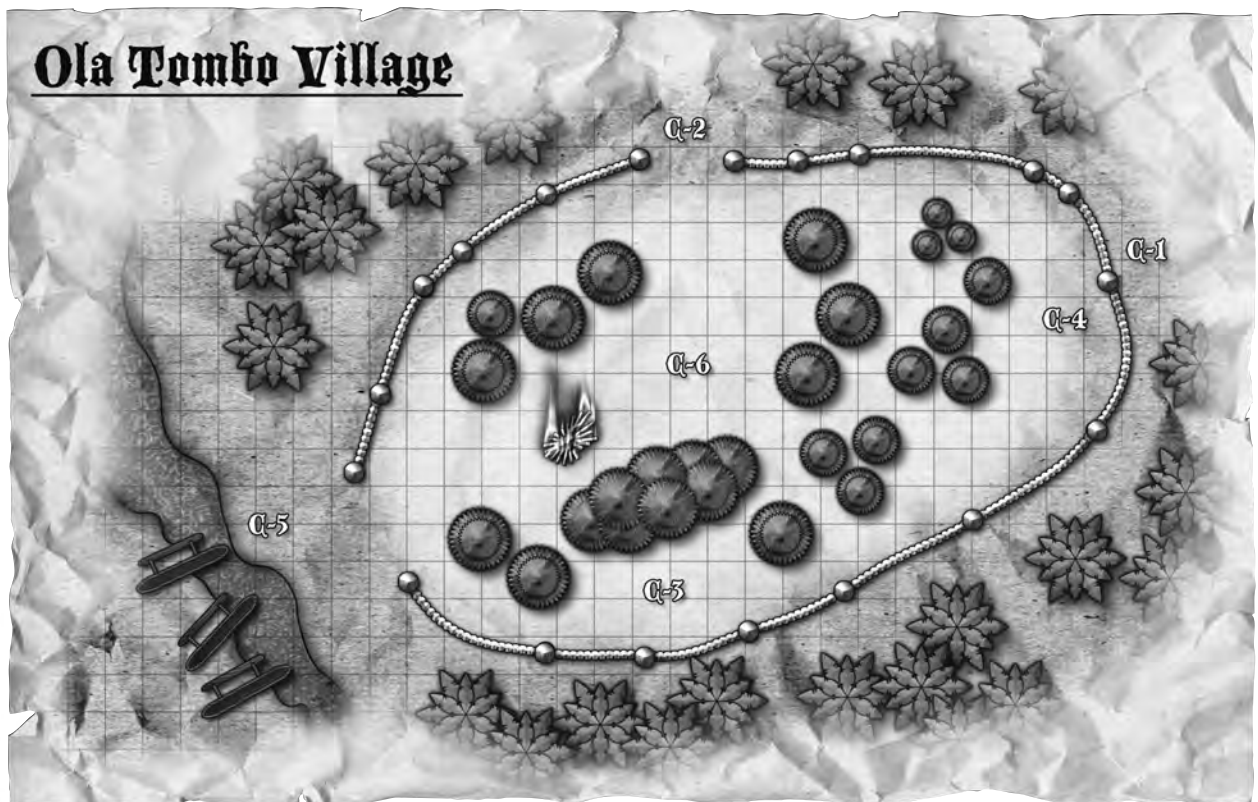
Possessions: +1 dagger, wand of cause critical wound (30 charges), cloak of resistance +2, wand of obscuring mist (17 charges), bone necklace of natural armor +2 (functions as amulet of natural armor).

Lesser Witch doctors, Male and Female Wdc3 (4): CR 3; hp 10; see the **Appendix**.

Possessions: Dagger, potion of invisibility, arcane scroll of two spells (summon monster I [x2]), wand of ray of enfeeblement (15 charges).

Dire Apes (1d4): CR 3; hp 35; see the **MM**.

Typically, 5d8 Ola Tombo warriors are within the village at all times, repairing weapons, caring for their familial needs, or resting. If the PCs are captured by the Ola Tombo, there is a 100% chance that the chief and witch doctor are in the village.



An additional 80 individuals are present. All are non-combatants, being the women and children of the Ola Tombo. The elderly are sacrificed to the ape, or eaten if emergency food sources have run out.

C-1: The Gruesome Walls

The entire Ola Tombo village is surrounded by a 10-ft.-high spiked bamboo wall. The fence is topped with rotting heads and intermittent skulls that crawl with maggots and buzz with swarms of fat flies. The bamboo walls have a hardness of 5 and 20 hit points per 5-ft. section. A PC attempting to climb the fence must make a successful DC 20 Climb check. The only entrances to the Ola Tombo village are via Area C-6: The North Beach, or through area C-2: The Totems.

C-2: The Totems

Two 10-ft. tall carved hardwood totems flank the gate to the Ola Tombo village. The totems are carved in the shape of ferocious apes, their clawed hands are outstretched as if holding something in the empty space between them. The statues are actually **large animated objects** that emanate a *fearful presence* to beings of any non-evil alignment with 2 HD or less, requiring them to make a Will save (DC 14), or flee in fear for 1d4 minutes. Beings of greater than 2 HD must make a Will save (DC 14) or suffer a -1 circumstance penalty to all

attack rolls, saves, and skill checks for the next hour.

The totems animate and attack only if a PC of Lawful Good alignment attempts to enter the village of the Ola Tombo freely.

Large Animated Objects (2): CR 3; hp 52; see the MM.

C-3: Tribal Longhouse

The tribal longhouse is home to the Ola Tombo chieftain Ba'a Balo, and his five wives. Ba'a Balo's wives are deadly and thoroughly evil and defend the longhouse and their children to the death. If any of the PCs are captured by the Ola Tombo, their gear is brought to the longhouse. If PCs enter the longhouse they are attacked by the wives of Ba'a Balo. The wives are armed with maquahuilts and shortspears. Two stand guard over the children while the other three attack, fighting to the death if necessary.

Wives of Ba'a Balo, Brb 1 (5): CR 1; hp 13; see the Appendix.

Possessions: Maquahuilts, shortspear.

The longhouse stinks of the sickly sweet smell of partially cooked human and demi-human flesh. Bones and remains of victims have been fashioned into all manner of crude artwork, utensils and decoration. Many are painted with the strange pictographs of a primitive culture driven mad with

bloodlust. Ba'a Balo's wicker throne is adorned with feathers, dire tiger pelts, and the grimly painted skulls of his many victims. Pottery bowls are filled with what at first appear to be pearls, but closer inspection reveals that they are actually human teeth.

Treasure: Amongst the items are a *potion of bulls strength*, 3 *potions of cure serious wounds*, a *potion of cats grace*, and 400 gp worth of finely carved coral jewelry. The wives of Ba'a Balo may use the potions if necessary to survive an attack by the PCs.

C-4: Hut of Ma'a Va'a

A small pen of a dozen chickens stands to the side of this decrepit hut. The hut is filled with unclean smells and strange beast totems carved from teak. Dominating the far wall of the circular hut is a wildly carved likeness of a great four-eyed, heavily tusked apelike creature. Jagged knives of obsidian and strange pictographs drawn in ash and blood upon sheets of palm bark are strewn about the place. Everything seems to indicate that this is the hut of the village witch doctor.

As the PCs enter the room, 4 **zombies** step from the corners of the chamber and attack. The zombies' flesh is grotesquely painted and pierced with sharpened bones. One of the zombies appears to have once been a sailor, as he has a tattoo of a bloody skull upon his chest.

Zombies (4): CR 1/2; hp 16; ; see the MM.

The ape idol is imbued with a permanent *desecrate* spell and acts as an unholy channel to Bonjo Tombo. Ma'a Va'a prays before the idol nightly, and Bonjo Tombo grants his devoted witch doctor evil powers through dreams and visions. If the idol is destroyed, Ma'a Va'a loses his ability to cast spells until he crafts a new idol. A bowl before the altar contains a set of *caster's bones* (refer to **Chapter Five** for a description of this item). There are many items of obvious value tucked away here and there in woven

baskets, as Ma'a Va'a is the village's resident crafter of magical items, potions and scrolls.

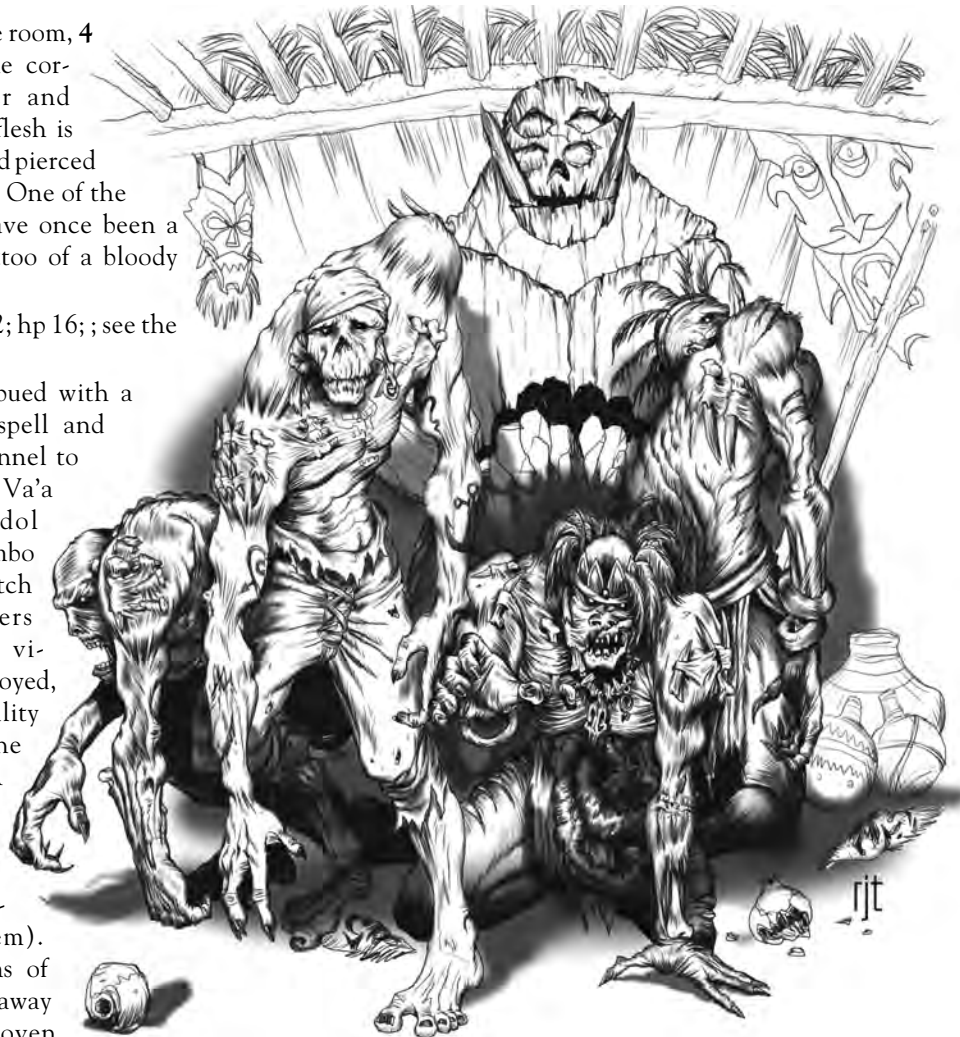
Treasure: Among the baskets and bowls in Ma'a Va'a's hut are a *scroll of protection from good*, a *wand of detect magic* (10 charges), 2 *potions of cure serious wounds* and 3,000 gp worth of alchemical supplies and material spell components which can be used in crafting magical items.

C-5: The North Shore

A half-dozen dugout catamarans sit here, pulled up on the black sand beach. The cannibals use these boats, which hold about ten rowers each, to raid neighboring islands in the Archipelago for heads and meat. The catamarans are excellent for short island-hopping excursions, but are not stable enough for long sojourns across the sea.

C-6: Village Commons (EL varies)

The village commons contains a large roasting pit, where victims are ritually sacrificed, then buried over hot coals and roasted by the Ola Tombo. Bamboo cages serve as holding pens for "live food". The cages have a hardness of 5, and 15 hit points. **Dire apes**



move freely about the common area. There are typically 1d4 dire apes within the commons at all times.

Dire Apes (1d4): CR 3; hp 35; see the MM.

If the PCs have not rescued the four surviving Boa Bato tribesmen from the village, by the time the PCs arrive, the Boa Bato have been quickly executed, flayed, boned, and are currently cooking in the village roasting pits. Their heads are hung from the bamboo fence that surrounds the village as a grim warning to their enemies.

D: Sacrifice Mound

Across the silt-laden black waters of the river heading east by northeast, the land begins to rise. A few miles below the dominance of Mt. Bonjo Tombo lies a low hillock, devoid of any vegetation. The hillock rises from the jungle lowlands like a great reddish-brown pustule upon the face of the taller mountain. Foot trails from the west lead to the top of this hill, pierced in places with post-holes left behind from previous sacrifices to the natives' demon god. Strewn about the ground are bits of bone, shattered palm trunks, and trodden-upon fetish idols, left behind by devotees of a pagan sacrifice to an unspeakable evil.

If the PCs are tracking Ba'a Balo, Ma'a Va'a, and their prisoner(s), they find that the Ola Tombo tribesmen stop at the top of this hillock and plant their bound prisoners in the earth facing Mt. Bonjo Tombo. Once this task is completed, the tribesmen make prayers of supplication to the demon-ape and quickly evacuate the area, heading back towards their village. PCs attempting to hide from the Ola Tombo must make opposed Hide and Move Silently checks against the tribesmen's Spot and Listen checks to successfully avoid (or ambush) the cannibals.

The PCs have 2d12 rounds to free any prisoners who are staked upon the sacrifice mound before Bonjo Tombo arrives to claim his sacrifices and take them to Area H-2 to be devoured. For statistics on Bonjo Tombo see **Chapter Six**. For statistics on the Ola Tombo party see the beginning of Area C.

E: Marmoset Isle (EL 8)

This small isle to the southeast of the isle of Bonjo Tombo, separated only from the main isle by the southeastern forks of the Wo'Coubo River, is so named for its rather large family of 11 **giant marmosets**. The marmosets never venture onto the shore of the larger island, unless food is readily available and escape from some of the islands fiercer apes is ensured. The marmosets do not tend to bother those who would land on their isle in search of fresh water as long as their supply of mangos and papayas is left unmolested. There are enough fresh fruits growing on Marmoset Isle to feed a crew of 100 sailors for two weeks. Picking the fruit would take 6 men one full day of labor.

Giant Marmosets (11): CR 1; hp 16; see the **Appendix**.

F. Gambado Lair (EL 8)

This thickly forested area is perforated with numerous 6-ft.-deep pits covered with the detritus of jungle foliage, which require PCs to make a successful Search check (DC 20) to locate. Roll a 1d6 for every 30 feet PCs travel in this area. On a natural roll of 1 the PC has stumbled upon a gambado pit and is instantly attacked. There are 5 **gambadoes** that live in this region and fight to the death.

Gambado (5): CR 3; hp 26; see the **Appendix**.

G. Tombotu Nest (EL 7)

At the foot of Mt. Bonjo Tombo is a nest of his foul **tombotu** offspring. Allow these half-apes opposed Spot and Listen checks, and likewise allow similar checks for the PCs as the tombotu hang above the PCs in the trees. The tombotu immediately attack PCs they discover trespassing within their domain. The tombotu are fully detailed in **Chapter Six**.

Tombotu (5): CR 2; hp 26; see **Chapter Six**.

Tactics: A favorite tactic of the tombotu is to hang above the PCs and attempt to grapple them, dragging the PCs into the trees to either hurl them to the ground or strangle them while their friends wait helplessly on the jungle floor.

H. Mt. Bonjo Tombo

The following areas detail the mountain of Bonjo Tombo, including the climb up the mountain itself.

H-1: The Ascent

Mt. Bonjo Tombo rises like a grim black face from the floor of the jungle, about 2,500 feet into the air. It is thickly overgrown with vegetation for 2,000 feet before giving way to broken rock and sharp obsidian.

Climbing Mt. Bonjo Tombo requires a PC to make a successful DC 10 Climb check for every 200 feet to maintain footing and not tumble down its slopes. Failure means the PC cannot move further up the hill without assistance. Failure by a score of more than 5 means the PC falls 1d100 feet, suffering any incremental falling damage in the process.

H-2: Throne of Bonjo Tombo (EL 14)

A pair of cyclopean, 12-ft.-high slabs have been crudely thrown together to form a seat of sorts for some huge beast. The seat stands before a black cave mouth that

exudes a stench of sulfur, rotting flesh, and beasts. Broken and shattered bones from all manner of men and animals are strewn everywhere, and skulls of various creatures are piled on all sides of the megalithic throne.

This is the throne of Bonjo Tombo, the demonic ape that has taken up residence upon this dreaded isle. The throne itself exudes a supernatural aura of evil. Anyone coming within 50 feet of the throne must succeed on a DC 15 Will save or become shaken, suffering -2 to their attack rolls, saves, and skill checks for 1d4 hours.

If Bonjo Tombo has not been encountered previously by the adventurers, there is a 1 in 3 chance that he is here.

Once he sees the PCs with a successful Spot check, he attacks, defending his lair. PCs taken prisoner by the Ola Tombo are brought to the throne of Bonjo Tombo to be devoured by the beast. If Bonjo Tombo is present, he lets out an ear-splitting roar that shakes the entire jungle. If he is absent from his lair, a pair of Tombotu ape-men slink about the foot of his throne, and Bonjo Tombo's roars can be heard from somewhere in the eastern jungle. Bonjo Tombo is never encountered in the western or southern ends of the island, as he is afraid of water. Bonjo Tombo is detailed in Chapter Six.

Tactics: Bonjo Tombo is devastating in combat, and has many immunities to magical and non-magical effects. If Bonjo Tombo takes

considerable damage, he jumps away from combat and hides in the jungle until he is healed enough to ambush the PCs later on.

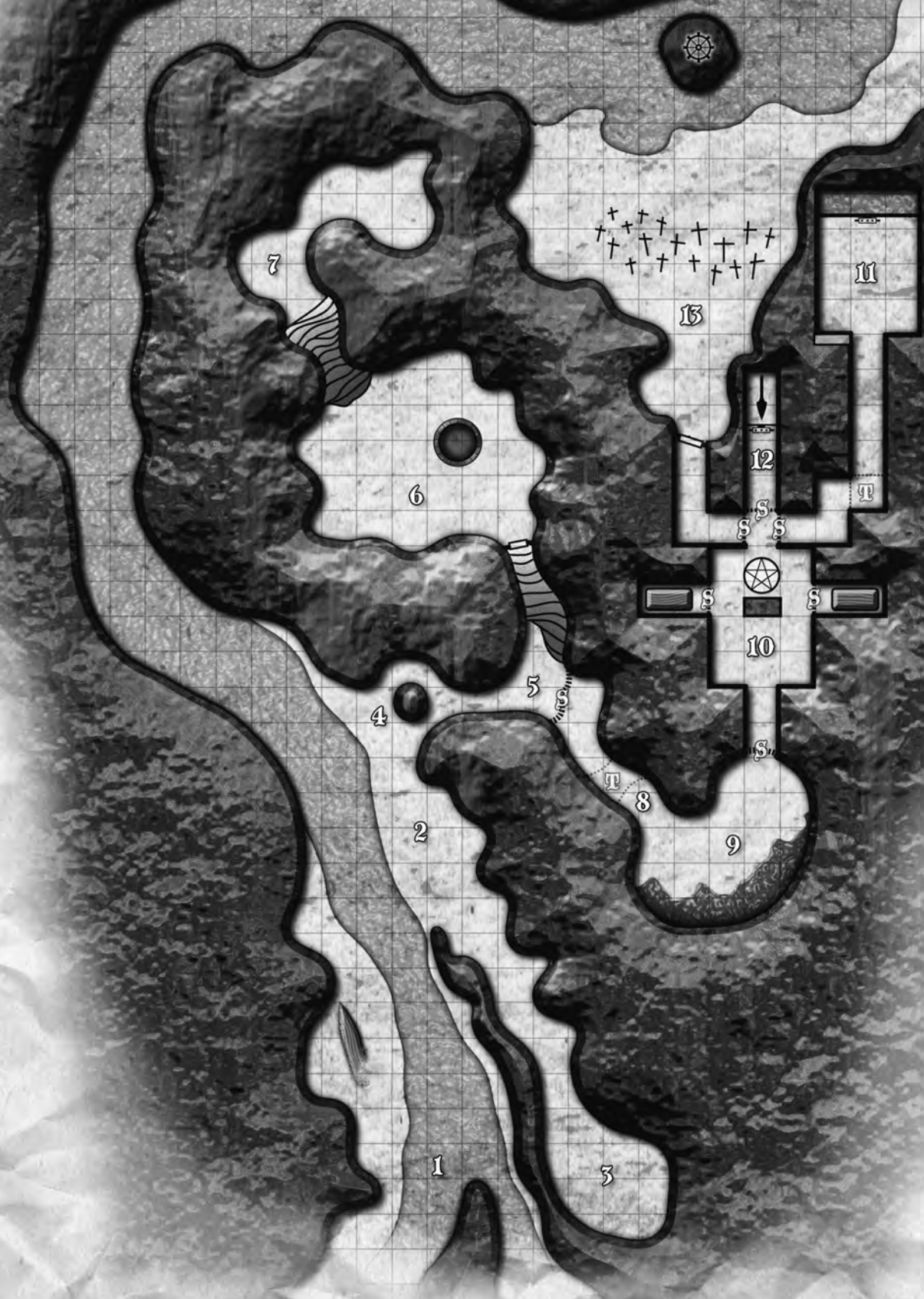
Treasure: A PC succeeding on a DC 20 Search check of the shattered piles of bones that flank the throne of Bonjo Tombo find a +2 *dwarven waraxe* and a *belt of dwarvenkind*. Also amongst the human and bestial refuse is a *wand of cure serious wounds* (10 charges), a *wand of lightning bolt* (caster level 5, 12 charges), a *ring of jumping*, and the *anchor of weighing*, a new item detailed in Chapter Five.



Pirate Cave

S - SECRET DOOR

T - TRAP



I. Pirate Cave

The pirate cave is about a third of the way up Mt. Bonjo Tombo on the south side, and is the source of the Wo'Coubo River, which is also fed in large part from rains and condensation of mists on the middle slopes of the mountain and surrounding hills. The pirate cave has been used by various pirate captains for centuries as a place to hide their booty, including the *wheel of chaos*. The pirates have rigged much of the cave with complex traps and wicked curses to protect their ill-gotten gains from those who would stumble upon them. So secretive are the layout and passwords of the caverns that only the High Captain of the Brotherhood of Skulls has access to the secret documents that detail them all. These documents are of course kept under lock and key at Umbregio Cove, the hidden base of the Brotherhood of Skulls. Refer to the Pirate Cave map.

1. Cave Entrance (EL 3)

The dark waters of the Wo'Coubo River pour forth from the mouth of this darkened cave. A narrow ledge leads into the cave upon the left hand side. Large numbers of bats shriek out in waves disappearing into the jungle. A wider path of black volcanic sand leads into the cavern on the right-hand side of the fast moving river. The river here is about 20 feet wide and appears to be 20 feet deep. The water is fast moving, and the sounds of rapids can be heard clearly, farther to the north, somewhere in the darkness of the cavern. The ledge on the right-hand side is narrow, being barely 4 feet wide and quite slippery from the dampness and proximity to the river. Walking along its narrow pathway may only be accomplished in single file and requires PCs to make successful DC 12 Balance checks or slip into the swift current of the Wo'Coubo River. Refer to **Chapter Two** for details on swimming against strong currents.

The river may be paddled up but requires a successful DC 20 Profession (boating) check for every 30 feet paddled upstream, and a successful DC 15 Profession (boating) check to paddle across the fast-moving currents. Failure results in no forward progress being made. Failure by more than 5 means that the boat capsizes. Paddling across any of the rapids indicated on the map requires a successful DC 25 Profession (boating) check. Failure by more than 5 on the Skill check indicates that the boat capsizes.

PCs walking along the sandbar on the left-hand side of the cavern opening find a ship's longboat half buried in the sand. The boat is in poor condition (hardness 5, 5 hit points remaining), but is otherwise water-worthy. Hidden on the underside

are 5 small monstrous centipedes that have made the bottom of the boat their home.

Small monstrous centipedes (5): CR 1/4; hp 2; see the MM.

2. The Opposite Shore

The sandy shore on the right side of the cavern may be accessed by successfully walking along the narrow ledge, or by paddling across in a boat, or via magical means. Once the PCs have landed on the right-hand shore, they note a passage leading to a southern cavern, as well as a narrow opening to the northeast. PCs making a successful DC 10 Spot or Search check note the presence of undisturbed footprints. A character succeeding on a DC 15 Survival check notes that the footprints are several years old, or so indicates the amount of bat guano that has collected in them.

3. The Southern Cavern (EL 3)

PCs entering the southern cavern note a glint of what appears to be gold, or perhaps a pair of deadly eyes gazing at them in the darkness. It is in fact the lair of an eye killer. Allow PCs opposed Spot checks to the eye killer before it attacks.

Eye Killer: CR 3; hp 30; see the **Appendix**.

Tactics: The eye killer attempts to use its *death gaze* on any torch- or lantern-bearer before closing to grapple with other opponents.

Treasure: A PC succeeding on a DC 15 Search check finds the crushed bones of a pair of pirates. Their rusted cutlasses and a set of masterwork thieves' tools lie amongst large piles of bat guano.

4. Shot Put (EL 4)

PCs approaching the northeastern opening in the cave who make a successful Spot check (DC 14) notice a skeleton half buried in guano, with its arms outstretched toward the river. A careful Search (DC 18) reveals a rotting pouch grasped in one skeletal hand, and a rusted cutlass grasped in the other, as well as a bandoleer containing 4 corroded daggers. The skeleton's bones appear to have been broken about the neck and shoulders.

Touching the cutlass or stepping within 5 feet of the skeleton triggers a Shot Trap, which drops a 40-lb. catapult ball upon the head of the person stepping on the hidden touch plate, before careening down the hallway over others and into the river to the west.

Shot Trap: CR 4; mechanical; location trigger; manual reset; multiple targets (All targets in the five squares from the trigger plate to the river, see below); Initial Atk +15 melee; stone shot (3d6, bludgeoning); Secondary Atk (Reflex save DC 20

to avoid); Search DC 25, Disable Device DC 20. **Note:** The individual triggering the Shot Trap receives no saving throw and is instead affected as if by a melee attack. The Shot Trap affects a 25-ft. straight line from the touch plate to the river. Anyone standing on any of the affected squares must succeed on a DC 20 Reflex save to leap out of the way of the rolling shot or suffer 3d6 points of damage. Also, as a ball of shot lands on the touch plate, or strikes the first target, a second ball of shot is automatically triggered. The trap has ten such balls before it is emptied of ammunition.

Treasure: The cutlass is a +1 *cutlass*, although it is covered in grime and appears to be rusty and worthless. A sack containing 20 gp and 345 gp worth of precious gems and jewelry is partially buried beneath the torso of the skeleton.

5. The Secret Way

The cavern makes an L-shaped turn to the north where a natural staircase leads upwards. A PC making a successful Search check (DC 20) notes a secret door at the corner of the L.

6. Shot Trap Loading Chamber (EL 8)

A rusted iron door at the top of the natural staircase leads to the chamber that loads the Shot Trap (Hardness 10, 50 hit points, Break [DC 28], Open Locks DC 20).

Beyond the door is a large cave with a wooden and iron rack built around the outside of the wall. Several withered figures move about the room, lifting large stone balls from a pile and loading them onto the rack. There is a circular pit in the center of the floor into which the stone balls fall. A natural staircase in the northern wall of the room leads upwards.

The figures are 7 **juju zombies**. The juju zombies attack immediately. The first pair of juju zombies attempts to grapple the initial PC through the door and throw him down the pit. PCs falling down the pit take 2d6 points of falling damage. Another juju zombie has a release handle that then dumps a stone ball from the rack on top of the PC thrown down the pit (See Area 4: Shot Trap). The Juju zombies are dressed in ragged pirate clothes and are armed with cutlasses.

Juju Zombies (7): CR 3; hp 19; see the **Appendix**.

Treasure: A PC succeeding on a DC 15 Search check of the juju zombies' bodies reveals a rolled note inside the skulls of each of the zombies which says, "Made with loving care, Grunesha the Crone." The notes have no actual value. A PC making a successful DC 25 Bardic Lore check, recalls that Grunesha the Crone is known to haunt the folk of

Storm Pass Isle, many leagues to the northeast of the Archipelago, taking their living blood in exchange for obscure oracles. Should Captain Quimby or any of his pirates be with the PCs when they discover these notes, they recall that Grunesha was the name of the witch that Captain Kang kept at his side. They spit if her name is spoken and make the sign of the evil eye.

7. Davey (EL 7)

As the PCs enter this cavern they are ruthlessly attacked by a **flesh golem** made from the various, sewn-together parts of long-dead pirates. The skin of the flesh golem is thickly tattooed with various names of pirate sweethearts and mothers, anchors, skulls, and sailing ships. A thick tattoo across the golems chest reads "Davey."

The golem attacks any living being that enters the cavern who is not dressed in pirate fashion or does not know the password, "maelstrom". If Captain Quimby happens to be with the PCs when they enter this chamber, he recalls the password and staves off the golem's attack. The Captain may command Davey as he wishes, adding the flesh golem to the party as an excellent trap-finder and lock-picker until he is destroyed.

Davey the Flesh Golem: CR 7; hp 79; see the MM.

A large boulder in the back of the chamber blocks the actual pirate stores. The boulder is huge and requires a DC 19 Strength check to move out of the way, but the flesh golem may move it easily if commanded by a pirate captain to do so.

Treasure: The pirates' stores contain 200 pounds of dried meat hanging on hooks from the rafters, 4 kegs of rum (1/2 barrels), 2 kegs of wine that have turned to vinegar, two barrels of hard tack and two barrels of dried beans, which have been almost completely devoured by the 15 dire rats which make this section of the cave their home. The rats have not eaten the salted meat, as something in the seasoning is not to their taste.

Dire Rats (15): CR 1/3; hp 5; see the MM.

8. Crushing Wall Trap (EL 10)

A crushing wall trap is located at this point of the narrow corridor. The trap does not trigger until the second person has stepped upon its triggering device.

Crushing Wall Trap: CR 10; mechanical; location trigger; automatic reset; no attack roll required (20d6, crush); Search DC 20; Disable Device DC 25.

9. Dag's Cave (EL 3)

This cavern appears to be a dead end. The southern half of the cavern is filled with a large pool of brackish smelling water. Submerged beneath the water is Dag,

a swamp troll who hides within this cavern rather than get caught out in the jungle by Bonjo Tombo. If Dag does not believe he can defeat the party easily, he remains hidden unless he is bothered.

Dag the Swamp Troll: CR 3; hp 28; see the Appendix.

Treasure: Dag has a waterlogged chest containing 2,000 sp that he found washed down the Wo'Coubo river a few years back. He keeps the corroded coins to pay off anyone tougher than himself, in order to save himself. The first opportunity he gets to catch a PC alone or unaware, Dag attacks.

A PC succeeding on a DC 22 Search check finds a secret door in the northern wall of the cavern. The unlocked secret door opens into Area 10.

10: Riddle of the Wheel (EL varies)

A strange site meets the eyes of those who enter this chamber. A large set of scales flanks an altar made of soapstone, covered in dried blood. The scales are supported by chains that run through holes in the ceiling. The altar is carved with the markings of a lost religion to some long dead god. Standing behind the altar is a statue of a primal being with tentacles for legs, four arms, four sharklike heads, and spined fins running the length of its body. The four webbed hands grasp four of the six handles of a huge, bronze ship's wheel. There is writing in Infernal upon the floor of the chamber that reads:

On the altar
give to me that what sets a pirate
free.

The answer to this riddle is a hangman's noose. Hanging is really the only time in his life that a pirate is free. PCs who place a noose (even a crudely tied one) upon the scales cause the balances to move and the statue's hands to lift from the ship's wheel. Upon being released, the ship's wheel rotates one turn to the left with a loud grating clank.

After the wheel has made one turn, the hands drop back down upon the handles of the wheel, although only barely touching the wheel this time. Once the

ritual is completed, the writing on the floor of the chamber changes and now reads as follows:

If pirate be, then stand ye ground
And face the awful, stirring sound
Of ocean's riddle, with six to grasp,
Choose ye well or breathe ye last.
The first — a damsel, loved and lost,
Two — a pirate, who paid the cost.
Three — a wheel, and captain's gold,
Four — sharp adventure for the bold.
Five — eighteen graves tell every story,
Six — a burning, molten glory.

The handles are numbered as to their starting position clockwise one through six.

Handle #1. Pulling the first handle opens a secret door on the left-hand side of the chamber, releasing a **groaning spirit** from her imprisonment. Angileena grew to be a lovely girl among the wealthy merchant's daughters of Swordport, many years ago. Her life was happy, if a little boring, until Lord Kennison took notice. Being the Earl of Swordport, Lord Kennison was in a position to demand the attention and devotion of



Angileena. At first theirs was a happy union, but cruelty and madness boiled beneath Kennison's pleasant façade, and soon Angileena sought every opportunity to escape. When she made good on the effort, it was into the arms of another she fell, a young sailor by the name of Ahusafael. They fell in love. Lord Kennison discovered the infidelity and, in a fit of rage, nailed Angileena into a coffin, alive. He hired a particularly roguish sea captain, Captain Talbot, to dispose of the evidence, and for a few hundred gold pieces, Angileena was laid to her unrest here. Ahusafael still roams the seas today, now a notorious pirate himself, who seldom rests easily from the memory of his first love.

For her part, Angileena immediately and ruthlessly attacks the PCs.

Treasure: A gold locket worth 100 gp hangs from her neck. It is inscribed "*With Eternal Love, Lord K.*"

Angileena the Groaning Spirit: CR 7; hp 45; see the Appendix.

Handle #2. Pulling the second handle opens a secret door to the right-hand side of the chamber, releasing the specter of Captain Talbot. Captain Talbot was executed by keel-hauling when his crew discovered the cursed cargo, the body of Angileena. His body danced along the keel of the ship until it was broken near to pieces. What little that remained of him after his keel-hauling was buried in this crypt behind the wall across from the sweet, mistreated Angileena.

Captain Talbot's Spectre: CR 7; hp 45; see the MM.

Treasure: A pair of *boots of speed*, and a +2 *cutlass* are buried in Talbot's crypt.

Handle #3. Pulling the third handle opens a hidden doorway behind the altar that leads to Area 11.

Handle #4. Pulling the fourth handle leads to Area 12.

Handle #5. Pulling the fifth handle opens the door to Area 13.

Handle #6. Pulling the sixth handle forces the individual pulling the handle to succeed on a DC 17 Will Save or be *teleported* into the mouth of a volcano on the Isle of Boa Nimbe, taking 20d6 points of damage per round. See the DMG for description of lava dangers.

II. Captain's Quarters (EL 7)

The hallway leading from Area 10 ends at this richly appointed chamber. Within it are a silk-covered billet and a captain's desk and chair. The walls are hung with varnished hardwood paneling. Finely rendered oil paintings of famous sea battles hang upon the walls. Hanging from the far wall of the chamber is a fantastically wrought ship's wheel. The wheel appears to be inlaid with abalone, mother of pearl, and electrum, with handles of solid gold.

Attempting to remove the wheel from the wall causes a stone block to fall, blocking the hallway from Area 10,

and triggers a flooding-room trap as water is suddenly diverted from the Wo'Coubo into the chamber.

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. Note: See map for square that is blocked off by the trap.

Flooding Room Trap: CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in room); never miss; water; Search DC 20; Disable Device DC 25. Note: Room fills with water in 4 rounds, see DMG for rules on drowning.

Treasure: The paintings, mariners' equipment, and false *wheel of chaos* have a total value of approximately 6,000 gp. The false wheel weighs about 20 lbs.

12. Another False Wheel (EL 2)

A narrow hallway opens behind the altar of the wheel. At the end of the hallway is a fantastic ship's wheel, exactly like the one described in Area 11. Touching the wheel triggers a spear trap.

Spear Trap: CR 2; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, crit 19-20, +2 keen longspear); Search DC 20; Disable Device DC 20. Note: 200 ft. max range, may skewer individuals within 5 ft of each other in straight line from wall.

Treasure: The spear is a +2 *keen longspear*, the false wheel is worth 600 gp, and weighs 20 lbs.

13. The True Wheel

A secret door from Area 10 opens to a hallway leading to a natural cavern. The cavern floor is black volcanic sand and earth. There are 18 graves marked with rusted cutlasses sticking from the ground, each with a dusty, wide-brimmed felt cap or rotted bandanna tied around its cup-shaped hilt. Beyond the 18 graves is an underground portion of the Wo'Coubo River. A small island sits in the center of the water and rapids, with a series of six moldy stepping-stones that lead to the island. Upon the island is piled several treasure chests and broken sacks, spilling gems, jewelry and various coins, and a large glowing ship's wheel that sits atop the glittering booty. Jeweled cutlasses, rapiers in ivory scabbards, and finely crafted crossbows and bandoleers of daggers round out the tableau.

The glowing ship's wheel is the real *wheel of chaos*.

Any PC crossing the moldy stones to get to the island must succeed on a DC 15 Balance check or fall into the Wo'Coubo River. If the PCs take any treasure upon the island, with the exception of the *wheel of chaos*, the graves open up and 18 **wights** attack the PCs mercilessly.

Wights (18): CR 3; hp 26; see MM.

Treasure: *Wheel of chaos**, +2 *rapier of shocking burst*, +1 *cutlass*, *mariner's eyepatch**, *ring of water walking*, +1

dagger, (2) javelins of lightning, minor ring of elemental resistance (acid), wand of dispel magic (7 charges), folding boat, potion of jump, potion of sneaking, potion of blur, potion of fly, and 5,000 gp in various coins, gems and jewelry.

* These items are detailed in **Chapter Five**.

Retrieving the Wheel

Once the wheel is retrieved, the PCs must lug it off the island and back to the *Scryhawk* before its captain decides to maroon them upon the island. As the *wheel of chaos* attracts chaos to itself like a magnet, the PCs have double the number of random encounter checks until they get to the shore and signal a boat to pick them up and take them back to their ship.

DM Option: Cho Sun and the Brotherhood of Skulls

To enhance the excitement and intrigue of the adventure, Cho Sun, the High Captain of the Brotherhood of Skulls, has pulled into the harbor and taken the crew of the *Scryhawk* prisoner. As the PCs approach the *Scryhawk* in their landing craft, Cho Sun's vessel, the *Rapier*, pulls into view. Cho Sun calls out from the deck of the *Scryhawk*. He tells the PCs that he will begin killing crewmembers if they do not turn the *wheel of chaos* over to him. If they refuse, the pirates kill one helpless crewman of the *Scryhawk* every 10 minutes until the PCs surrender the *wheel*, or the crew of the *Scryhawk* is dead... unless the PCs act quickly.

The relatively young, finely dressed Cho Sun, acting on information extracted from the PCs' benefactors, has followed them to the isle of Bonjo Tombo, hoping that the PCs will retrieve the *wheel of chaos*. He intends to take the *wheel* from them and leave them marooned on the island, as he marooned Quimby and his men all those years ago.

Cho Sun is bloodthirsty and ruthless. Cho Sun seeks the *wheel of chaos* to outfit his warship, the *Storm's Desire*, hidden at his base in Umbrego Cove. Cho Sun, like his master Kang before him, will stop at nothing to get the *wheel of chaos*. If the PCs fight with Cho Sun and his men, the pirates fight until either their ship suffers 50% damage, or they lose 50% of their crew. Although

Cho Sun wishes to have the *wheel* to himself for his own nefarious purposes, he does not fight to the death. Cho Sun will do anything in his power to stay alive, even if it means sacrificing his own crew to do so.

Captain Cho Sun, male human Ftr 8/Rog4: CR 12; hp 69; see the **Appendix**.

Possessions: +3 chain shirt, boots of speed, +2 keen cutlass of speed, +1 light crossbow, 20 bolts (poisoned with blood root poison), ring of elemental command (water), brooch of shielding (fully charged), cloak of protection +2, 1,500 gp total value of gaudy jewelry.

Mr. Sharpley, Ship's Wizard, Wiz7: CR 7; hp 24; see the **Appendix**.

Possessions: *Potion of cure moderate wounds*, scroll of 3 arcane spells (*dispel magic*, *displacement*, *fly*), scroll of 2 arcane spells (*blur*, *gust of wind*), wand of silence (41 charges), wand of shocking grasp (33 charges), ring of protection +1, amulet of natural armor +2.

Mr. Crowe, Ship's Physician, Clr6 (Elmarran; see **New Deity** sidebar above): CR 6; hp 40; see the **Appendix**.

Brotherhood of Skulls Pirates, Rog2 (20): CR 2; hp 11; see the **Appendix**.

A Battle in the Bay of Bonjo Tombo

Should the PCs attempt to fight it out with Cho Sun and his band of cutthroats, the Brotherhood of Skulls is happy to oblige them. Mr. Crowe casts *animate dead* on any fresh sailor corpses, to assist the Brotherhood of Skulls in battle.

If the PCs are at range, the pirates attack with ballista from both ships as Mr. Sharpley and Cho Sun attack with crossbow and ranged attack spells, using his scrying spells to guess at the PCs' tactics.

If the PCs gain the deck and wrest control of one of the vessels, fighting continues deck to deck between the boats until Cho Sun has been reduced to half his hit points, at which time he gathers what forces he has remaining and flees the scene, *wheel* or no *wheel*.

Conclusion

The adventure is completed when the PCs have successfully survived the dangers of the isle of Bonjo Tombo, and gained (or lost) the *wheel of chaos*.

Chapter Ten: Where the Ocean Meets the Sky

Where the Ocean Meets the Sky is a nautical adventure for 4 characters of 9th level, featuring sea battles, exotic islands, coral cities, and underwater excursions. Anyone whose heart yearns to discover the unknown will enjoy the endless possibilities of the open sea, hoping to find beyond each new crest strange races, jungle islands, or even horrors from the deep. The sea calls to the true adventurer, whose compass points not north but whichever way the wind happens to blow. This adventure has those men and women in mind.

*We sailed upon a moonsilver sea
Like gods, the oceans ours to part
The hull breaking swells like a loveless heart
Chasing strange stars through the night
From pain and fear released and free.
Like mist on the wind we see
Our gloom returned as we know
Nothing lasts forever though
We thought and even hoped it might
When we sailed the Moonsilver Sea.*

Adventure Background

In every port there can be found that one singular ship among the galleons and clippers, between the ketch, junk and sloop; its black, burdened hull riding low in the water, its red sails never completely furled, keen for the freshening wind and ebbing tide; its captain well known for the far-off look in his eye and the common thread in every story of shores unseen, seas unsailed, and women unloved. Only the stoutest of hearts, the nimblest of tight-rigging walkers will sail with such a wandering soul. Every man aboard pines not for home but for distant, strange lands. All hands walk the deck, waiting for the call to weigh anchor. With the safety of ports-of-call ever astern and strange stars haunting the navigator's dreams, ship and captain aim their bows toward that distant point where the ocean meets the sky.

A distant legend has resurfaced, and a group of daring mariners, led by the fanatical and famous Captain Crow, is out to explore the island city of Coralis. Unknown fortunes and dangers await those who are brave enough to sail with the indomitable

captain to the center of the Moonsilver Sea. Creatures from the deep, from alien worlds, and from Coralis itself stand in the way of this sturdy ship and her fearless crew. The sails are set and the wind is freshening...

Adventure Synopsis

Swordport, the City of Shrouds, on the east coast of the Domain of Hawkmoon, holds in its bosom a glistening harbor on the Moonsilver Sea. The bay boasts uncounted ships of every make and many a nationality, while the docks are home to every kind of mariner imaginable, from captains to cabin boys. Among their number is a startling, raven-haired beauty named Sandi Crow. She is well known for her adventurous bent, rarely taking on any crew or cargo bound for known ports, preferring to scout unknown waters. She has been patrolling the dockside taverns in search of a crew to set out for the semi-mythical city of Coralis. All interested parties are to report to her ship, the *Crow's Nest*.

Coralis, the city of legend, was supposedly built upon a coral reef by a race of vastly superior beings near the end of the Age of Kings, some 1,000 years ago. With the end of dynastic rule came the fall of society, and certain groups of people built tall ships and sailed toward the dawn, seeking to spread their wisdom and establish a new realm of peace. They settled on a large island in the very heart of the Moonsilver Sea. They have remained there ever since. As they are not explorers, they never leave their homeland, and, rather strangely, they require very little imports from passing merchant ships. Thus Coralis remains an isolationist colony, one rumored to contain wizards known as songchangers, who use their magic to shape the elements like sculptors with clay.

Captain Crow recently decided to seek out Coralis and see what it's all about. What kind of booty is there? Are the natives willing to part with the secrets of the songchangers? Recently she uncovered a map she believes will lead to her goal. Following the map takes the PCs through uncharted waters and encounters with sea serpents, lost ships, and faraway islands.

The people of Coralis shun outsiders because they fear the peace of their society would be shattered. As

Scaling the Adventure

Though the adventure has been written for 4 PCs of 9th level, it can easily accommodate characters of a variety of levels by making the following adjustments:

7th and 8th Level PCs: Reduce the number of fanged sea serpents encountered on Day 5 to 2; reduce the number of mummies on Day 16 to 2; Reduce the number of Kuah-Lij in Coralis to 20; ignore certain powerful encounters in and around Coralis, namely the giant sea anemone.

10th and 11th Level PCs: Replace the fanged sea serpents encountered on Day 5 with 1 brine sea serpent; double the number of mummies on Day 16; Increase the number of Kuah-Lij in Coralis to 40.

pacifists, they have no desire to become embroiled in the conflicts of petty nations. Coralis has been a haven of peace for over a millennium. However, no one could tell from the current state of things. An alien race has invaded the planet, targeting the occupants of Coralis. Fortunately the Coralites have managed to hold the invaders to a stalemate. When the PCs arrive they must sort through the various factions to determine what side to take and how best to stop the invasion. This last part involves an underwater trek.

In the harbor of Coralis, two great powers wrestle for control of a powerful artifact, one that can turn the tide in either direction. The PCs' ultimate task is to recover the artifact, rescue the Coralites, and repel the invaders.

Running the Adventure

Every adventure needs some modification in order to fit into the ongoing campaign. Although **Where the Ocean Meets the Sky** is set in the Domain of Hawkmoon, proceeding from Swordport across the Moonsilver Sea, the action can easily be transposed to any game world by altering the names of cities, seas, nations, gods, et cetera. Any port of size set upon an ocean extending into the unknown is suitable. Coralis could be out there, anywhere. If you desire to integrate Hawkmoon into your campaign, more information and adventure can be found in these Necromancer Games products: **What Evil Lurks**, **A Lamentation of Thieves**, **Raise the Dead**, and **The Bonegarden**.

An adventure of this style also has the advantage of incorporating nearly any type of "side adventure." If you want the PCs to visit an exotic port-of-call, have the ship put in for supplies. If there's a pirate ship terrorizing trade lanes, their jolly roger appears on

the horizon. There's no end to the tropical islands and belligerent marine life that might cross the adventurer's path. Add any appropriate encounters along the way or remove those that don't fit into your campaign. In fact, **The Isle of Bonjo Tombo**, another adventure in this book, could easily be inserted as an extended encounter in this adventure. Keep in mind that any battle that significantly damages the *Crow's Nest* could end the adventure prematurely.

Coralis cannot be reached overnight, and any seekers should be put through their traces, much in the same way the original explorers were challenged. As written, the adventure has the PCs arriving at Coralis after three weeks at sea, but you may find it expedient to shorten this time. However, the journey should still seem quite arduous and give the PCs the feeling of a long process. The various encounters of the great ocean odyssey should provide the PCs with an experience on the high seas they'll never forget.

Adventure Hooks

Perhaps the easiest way to entice the PCs to board the *Crow's Nest* lies in their inherent desire for adventure. Captain Crow is an excellent motivator. If she is played to the hilt and makes an appealing plea for the aid of the PCs, they may join the crew for the promise of new discoveries, which no doubt include piles of gold. While the PCs are enjoying a brew in the dockside tavern, have Crow enter and make her pitch.

Not all players are susceptible to such tactics. They may require other motivation, like a quest for some item important to one of the PCs, such as a rare spell component. Fortunately there are a number of locales in the Moonsilver Sea which may be used as the abode of some necessary item, the obvious item being the *Moonsilver Orb*. However, since none of the antagonists wish to part with the *Orb*, the PCs may find it difficult to obtain. Optionally, several of the special Kuah-Lij items may be useful to PCs headed to other watery adventures and could serve as a suitable goal. If need be, place an item of your own design among the Coralites, who would gladly trade it for the assistance of the PCs.

Finally, if all else fails, shanghai them. Sea captains have been known to arrange for potent sleeping draughts to find their way into the local beer, and last night's revelry could end in a rude awakening, miles at sea, the next day. The danger in this approach is that the PCs will most certainly resent being taken advantage of and may have the magical means to abandon ship. This method, if used, must be supplemented with an inspiring appeal from Captain Crow, replete with promises of great wealth at the end of the journey.

Part I: Odyssey on the Sea

The following events are listed in chronological order, from the day the PCs first encounter Captain Crow to the day they make landfall on the shores of Coralis. You are encouraged to refer to the random weather generator in **Chapter Three**, and also to the new monsters of **Chapter Six** to liven things up for the PCs even further. Their journey across the Moonsilver for the next 21 days should be extremely eventful.

Crow's Log, Day 1: Welcome Aboard

For the layout of the *Crow's Nest*, use the map of the *Lady Quay*. Captain Crow calls all crew and passengers on deck, then greets them and wishes them a safe and profitable journey. This is the time for the PCs to get to meet their new shipmates.

Assisting the captain are 1st mate Mr. Trevor, 2nd mate Mr. Savage, and the 3rd mate, known only as Sponge. The cook is called Mr. Laws, and the cabin boy is a ruddy faced lad called Jerrilo. The ship's surgeon is a woman named Kinnia Parneux. Statistics are provided only for the captain and 1st mate; the other men and women should be detailed as needed. For your convenience, a brief sketch of their personalities is provided below. Every member of the crew has one thing in common: they've all had at least one body part and had it regenerated through the beneficence of Captain Crow. Through the years these men have lost a body part to some common sea accident, and the nicknames still remain. Lefty, Righty, Gimp, and One-eye are all on board, though there is apparently nothing wrong with any of them. For some unknown reason, these men who have undergone regeneration have also found their home with this crew.

Captain Sandi Crow, Rog6/Exp2/Nav5: CR 12; hp 61; see the **Appendix**.

Possessions: Pearl necklace (2,300 gp), +3 *leather armor*, +2 *cutlass*, a *deck of illusions*, and *boots of levitation*.

Personality: Captain Crow is at times dangerous, at other times compliant, depending on her whim at the moment. Her main desire is for adventure, for places she's never seen before. She becomes almost physically ill if required to stay in one port for too long.

Mr. Trevor, male human Exp9: CR 8; hp 31; see the **Appendix**.

Possessions: Coral belt (340 gp), cutlass, armbands studded with pearls (500 each), a sharkskin pouch containing 23 gp, and a scrimshaw knife.

Personality: Bold, harsh, and loud; these are the three traits that best describe Mr. Trevor. He is almost always fair in his dealings with the crew, though he proves a difficult man to befriend.

Crow's Nest Crewmember, male or female human Exp1: CR 1/2; hp 6; see the **Appendix**.

Mr. Savage: Tall and startlingly thin, Mr. Savage looks odd while climbing in the shrouds, his limbs jutting out at strange angles, but he is quite adept at his trade and equally willing to share his knowledge with any PC who wants to learn.

Sponge: His face crisscrossed with scars, Sponge is a ghastly sight. He never wears a shirt, and his belly hangs over his homespun trousers like a sandbag. He is much younger than he looks, and somewhat naive.

Mr. Laws: A secret drunk, Mr. Laws spends most of his time in the galley, where he can be to himself and not worry about anything but the dinner he's cooking and the bottle of rum he's consuming. He loves to listen to tall tales, and offers the PCs extra rations in exchange for a story-telling. Replace his Hide and Move Silently skills with Profession (cook).

Jerrilo: The brunt of many jokes aboard ship, Jerrilo nonetheless seems content with his lot in life. He is 13 years old, and dreams of one day being Monarch of the Moonsilver Sea.

Kinnia Parneux: Kinnia came to sea to run away from her past. Her older sister, a warrior named Devisha, entered a foul place called the Bonegarden and never returned. Kinnia hopes that one day Devisha will come back from that haunted place, but weeks have passed without word of her condition. Kinnia has skin the color of rich mahogany and faraway eyes. She is a fairly skilled healer; replace her Hide and Move Silently skills with Heal +4.

Crow's Log, Day 2: Rat Hunt (EL 2)

Mr. Sponge reports an unusually large rat infestation in the cargo hold. The rats must be expunged, otherwise the food supply will suffer. He relates the problem to the captain, who asks the PCs if they'd be willing to handle it.

Once in the cargo hold, the PCs face a veritable plague of rats. The fight should be an interesting one, as the characters must navigate stacks of boxes and chests, under inadequate lighting and in cramped conditions. The rats definitely have the advantage! At your discretion, the tight confines might impose a -2 penalty to attack rolls. The rats must be reduced to at least 25% of their original number in order to ensure the safety of most of the food. Note that at least 10 rats always escape through various nooks and crannies, as no ship is ever able to be completely rid of these disgusting little beasts. Survivors slowly begin to rebuild the rat population.

Rat Swarm: CR 2; hp 13; see the **MM**.

Crow's Log, Day 3: Pirates (EL 11)

Just after sunrise, the pirate sloop *Fang* closes in on the *Crow's Nest*. You may play out this encounter any way you choose. The *Fang* might give chase for several hours, or the *Crow's Nest* might turn and immediately attack. Base your decision on the general attitude of the players. If you sense that they're hankering for a fight, have



Captain Crow give the order, “All hands to battle stations!” If the players seem more favorably disposed to taking on the pirates from a distance — with spells and missile weapons, for instance — then Captain Crow orders her helmsman to keep away from the *Fang*. Few events are more exciting than a full-scale boarding action, with the PCs directly in the midst of a bloody, sword-swinging mob.

Battle on the high seas isn’t entirely about clashing cutlasses. During the melee, the PCs might be required not only to fight, but also to cast off enemy boarding hooks, climb the mast to free a tangled sail, cripple the enemy rigging, and other sorts of feats requiring a variety of skill and ability checks. However it ultimately plays out, be sure to energize this encounter with unexpected happenings, so that the players see how a fight between two ships isn’t at all like a fight in a dungeon.

The *Fang* is captained by a belligerent, yellow-bearded dwarf named Yulfario. His first mate is a human rouge called Ravi. If it looks as if the pirates are going to lose the engagement, they attempt to break off and flee. Captain Crow does not pursue unless the PCs encourage her to do so. She does not want to be swayed from her mission of finding Coralis, but inspired roleplaying on the part of the PCs can persuade her. The pirates surrender if reduced to 25% of their original number.

Yulfario, male dwarf Ftr8: CR 8; hp 83; see the Appendix.

Possessions: +2 cutlass, 6 saltwater pearls (150 gp each), and a *brooch of the dolphin*. This is a new magic item detailed in Chapter Five.

Ravi, male human Rog7: CR 7; hp 26; see the Appendix.

Possessions: Short sword, thieves’ tools, *potion of cure light wounds*.

Pirates, male humans War1 (15): CR 1; hp 11; see the Appendix.

Treasure: If the *Fang* is taken, the PCs and the crew of the *Crow’s Nest* can storm her cargo hold, where they find 14 bolts of silk (500 gp each) and 3 casks of rare spices (700 gp each). Beneath one of the barrels, discovered on a DC 12 Search check, is a small chapbook of poems entitled, *Moonponies and Other Wonders*. Finally, the captain’s quarters contain four barrels strapped together with heavy cord. The barrels are filled with rocks and lead shavings. They are actually *ballasts of buoyancy*, a new wondrous item detailed in Chapter Five.

Crow’s Log, Day 4: Dead Man’s Tale

One of the crewmen is found dead. The cook’s assistant, Mantyr Boshin, is discovered by one of the PCs, sprawled facedown in the companionway between the galley and the steps up to the main deck. There is no sign of foul play. In fact, there isn’t any outward indication at all of how Mantyr died. His footlocker reveals only standard supplies and a few worthless personal effects.

The truth of the matter is that Mantyr died of an extreme allergic reaction to the combination of spices used in last night's meal. The PCs can discern this through the use of various divinatory magic, though using *speak with dead* only confuses the issue, as Mantyr believes he was poisoned — why else would he have had such pains in his stomach and lungs? This could set the PCs on the trail of a murderer that doesn't exist.

Crow's Log, Day 5: Sea Serpents (EL 10)

While the ship's sails are struck to permit a handful of sailors time to attend to a slight leak in the keel, panic ensues as **4 fanged sea serpents** attack unexpectedly. The serpents attack the sailors, and only alert PCs have the chance to act before at least one of the men is killed.

This battle should be epic. The sea serpents turn the water into a churning frenzy as they fight to the bloody death against the PCs. Soon the water around the ship is stained a telling red. Sea serpents are detailed in **Chapter Six**.

Fanged Sea Serpents (4): CR 6; hp 76 each; see **Chapter Six**.

Crow's Log, Day 6: Whaler (EL 9)

"Ship to the starboard!" rings out from above, as the *Crow's Nest* approaches a becalmed ship, her sails furled. The ship in question is listing badly to one side, nearly taking on water because of the severe angle of the deck. Hanging from a spar by a complicated assembly of block and tackle is a tremendous fish. Bluish-black and glistening with an oily sheen, the beast is a pincushion of spears, bleeding from countless wounds. Into the open mouth, a man lowers a bucket and retrieves an oily substance which is transferred on the deck to large barrels. The whaling ship is alive with activity, despite the pervading smell of death.

This is the whaler *Long Day's Night*, out of Swordport. The ship and crew are well known in the Moonsilver Sea as mariners of exceptional skill and whale hunters unparalleled. Their captain, Jon Amos, is well liked for his rough sense of humor, his knack for avoiding dangerous seas, and his ability to turn huge profits by bringing in his ship over-laden with whale oil on every voyage. Captain Crow pulls alongside to ask of any news from the sea and purchase a few small kegs of oil to fuel the ship's lanterns.

Captain Amos reports ominous storms ahead, though the *Crow's Nest* may or may not encounter them at your discretion. Of other news he is strangely silent. He and his crew appear to be interested only in

finishing their task and moving on. During the encounter, a man slips into the water from the whaler and tries to sneak aboard the *Crow's Nest*. He succeeds unless a PC succeeds on a DC 20 Spot check. The man's name is Clem, short for Clemency. He wants desperately to escape the whaler, not because of anything sinister, but because he is quite mad. The daily displays of bloodlust and death are too much for him, and he is insane with depression. If he succeeds in reaching the *Crow's Nest*, he attempts to hide below deck. If discovered, he appeals to the captain, who will not take him aboard unless persuaded by one of the PCs. Once safely on board, the madness gradually takes over and Clem tries to slay crew members in their sleep and set the ship on fire repeatedly. Play him as a cunning and sneaky adversary, as those touched with insanity often are.

Clem, male human Rog9: CR 9; hp 38; see the **Appendix**.

Possessions: Hidden in a hollow boot heel is an uncut sapphire (150 gp, 500 if finished by a jeweler).

Crow's Log, Day 7: The Isle of Song (EL 9)

The ship comes upon an uncharted island. The captain calls for a longboat to approach the isle and conduct reconnaissance. The PCs are selected for the task; after all, this falls directly in their line of work, so Captain Crow asks them to survey the tiny landmass.

Upon investigation, the PCs discover that the island is only 300 feet across, comprised almost entirely of jagged rock. Birds beyond number have come to roost here, as the stony barren provides the perfect resting place for a long flight between islands in the Moonsilver

Onium

Pronounced "oh-nee-um," this extremely rare element is found only in minute deposits in the Domain of Hawkmoon. Onium resembles iron in many ways, with one obvious exception: it is perfectly transparent.

Onium can be alloyed with carbon and other materials to produce various grades of steel, but it then loses its transparent quality. To maintain its natural clarity, onium must be kept in its raw state. This means it is subject to rusting, so owners of onium weapons are wise to oil their gear regularly, otherwise the clear blades will be discolored with rust. Onium blades also need sharpening more often than their steel counterparts. Each blade must be sharpened every 20 times it strikes a target, otherwise subtract -1 from the overall damage.

Onium: Hardness 10; hit points 30 per inch thickness; Break (DC 25).

Sea. Much of the island is covered in bird droppings, and several crags contain nests. The entire place smells of feathers and fish, as many of the birds feast on fish plucked from the water. If the PCs spend more than 10 minutes roaming the rocks, they become subject to the alluring yet deadly song of **6 harpies**.

Anyone captivated by the harpies' song falls prey to the creatures' club and bite attacks. The harpies fly off if reduced to half their original number.

Harpies (6): CR 4; hp 31; see the **MM**.

Treasure: Among the bones of the harpies' victims can be found 28 gold coins from a foreign land (worth 2 gp each), a gold earring inscribed with the name "Aliza" (200 gp), and what appears to be a glass dagger. Actually the dagger isn't made of glass at all, but rather a substance known as **onium**. See the sidebar for details.

Crow's Log, Day 8: Sea Spider (EL II)

Approaching the ship at a very rapid rate is an eight-legged monstrosity that skims across the water in a blur of movement. If the PCs succeed on a DC 10 Spot check they see the creature while it is yet 1d6 rounds away. Otherwise, it reaches the ship so quickly no one is aware until it attaches to the ship.

The beast is unrelated to an octopus despite its revealing number of legs, and is instead a member of the arachnid family. The sea spider is truly massive, nearly half as large as the ship itself, and affixes its body to the stern of the ship via the sticky hairs on its rear legs. This situation leaves the mouth, fangs, and forelegs at deck level.

Sea Spider: CR 11; hp 120; see **Chapter Six**.

Tactics: The spider strikes out with all four front legs, trying to grapple opponents and pull them toward its mouth. If the combatants stay out of range, the spider directs its wrath toward the ship, biting at the stern castle and slapping at the rigging with its legs, quickly disabling the vessel. If this tactic doesn't draw opponents near, the spider submerges and resurfaces at another point of the ship. See **Chapter Six** for a complete description of this monster and its combat techniques.

Crow's Log, Day 10: Soothsayer

During mid afternoon, read or paraphrase the following text.

Suddenly in the distance, perhaps 200 yards off the starboard stern, a great geyser erupts from the ocean's surface. At first it appears to be a whale emitting air through its blowhole, but after a moment it becomes apparent that this phenomenon is something altogether different. The jet of water rises 30 feet into the air, its source remaining hidden beneath the surface. The water is a

majestic white plume, and it seems to sparkle, as if motes of silver were contained in its stream. The geyser continues in this manner for several seconds, with no sign of stopping. It is as mysterious as it is beautiful.

By chance, the ship has come across the fabled **Oracle of Elmarran**. Being the god of water and of change, Elmarran has many faces; sometimes he likes to obscure the truth, while at other times he wishes to expose it. The Oracle is either a creation of one of Elmarran's immortals or — who knows? — it might even be Elmarran himself, as no one in Hawkmoon truly understands the beings they venerate as gods. Regardless, the Oracle moves through the Moonsilver Sea, appearing in apparently random locations. Years have passed without the Oracle being spotted by anyone. Only by happenstance (or perhaps fate!), have the PCs come across this relic.

The Oracle lingers for 3d6 minutes. During that time, anyone who physically touches the geyser must succeed on a DC 15 Wisdom check. Failure means that the character takes 1d8 points of electrical damage (DC 15 Fort save for half damage), as energy crackles through the water. Success means that the PC receives a limited vision of his or her future. How this vision manifests is up to you. It may be as detailed or as vague as necessary. It's a good idea for you to come up with several options in advance, tailoring each vision toward that character's personal life, including NPCs he knows, his goals, his homeland, et cetera. Whether or not this vision comes true is completely arbitrary. Because the Oracle only persists for 3d6 minutes before sinking back into the sea, it is likely to disappear before the PCs act, unless they boldly approach and investigate it.

Crow's Log, Day 11: Needful Things

The lookout spots an approaching vessel. This ship flies the colors of Swordport — two ropes crossed on a blue field — and appears to be an unarmed merchant schooner. The captain orders Mr. Savage to use the semaphore flags to contact the ship. In a few minutes, the two vessels are exchanging greetings, and presently pull abreast of each other. The schooner is named *Jungle Scout*.

The captain of the *Jungle Scout* is a jolly and barrel-chested trader called Vanglus Noorae. He deals primarily in exotic wood and spices, both products originating in the steamy jungle islands that dot the Moonsilver Sea. If the PCs have any desire to own rare lumber or curious spices, Noorae is their man. If the heroes spend any time speaking with Noorae, he eventually makes them an offer. Sensing that they are the type of people who might make good use of such

items, he suggests they follow him to his cabin and take a look at his *cannibal hearts*. He offers to sell the *hearts* for 2,500 gp each (he has one of each type), or the equivalent in trade. Refer to **Chapter Five** for an extensive description of these rare wondrous items.

Vanglus Noorae is your opportunity to introduce any kind of new and odd object, animal, or spell into your campaign. Perhaps the *Jungle Scout* carries a special wood that is as strong as metal, or one that dissolves when it comes into contact with saltwater. Other possibilities include a spice that can be used as a hallucinogenic, a parrot that not only talks but can memorize spells, and a crate of coconuts whose milk protects the drinker from the effects of heat and humidity. Noorae could and likely does possess any kind of enigmatic item you wish to make available in your campaign, but his *pièce de résistance* is certainly his collection of *cannibal hearts*.

Vanglus Noorae, male human Com 11: CR 10; hp 14; see the **Appendix**.

Possessions: Noorae is equipped with whatever you deem appropriate, having collected a variety of goods, weapons, and wondrous items from all across the sea.

Crow's Log, Day 12: The Prisoner (EL 2)

At some point during the middle of the night, read the following to the players.

A huge force rocks the ship! Without warning the entire vessel shudders violently, as if it has struck a great obstacle.

When the PCs rush to the main deck, or if they are already on deck, continue with the descriptive text.

The ship has rammed into something that can't be seen. The vessel's bowsprit, carved into the likeness of a winged woman, has been smashed to splinters, and by the cries of the sailors, it's apparent that the bow has taken damage. Though the sails are still filled with wind, the ship has stopped dead in the water, obviously because it has run directly into something. Yet nothing appears beyond the ship but the open sea and the black night sky. Shouting sailors rush back and forth between the bow and the storage lockers, quickly mending the fractured portions of the hull. What's obvious is that the ship has come to a sudden and violent stop; what's a mystery is why.

The *Crow's Nest* has struck an invisible island. No more than a tiny islet, this piece of rock measures just 50 ft. in diameter. Upon it has been constructed a hut made of stone, also invisible. The hut's inhabitant is

a man named Estaboth. He has been marooned here and hidden with a permanent *invisibility*, so that no one would ever find him.

Estaboth is a bookkeeper by trade. He once worked for a shipping company based in the city of Hawkmoon. His mistake was attempting to embezzle money from the company, which was actually owned by the Lucre King, Sivian Ulphar, guildmaster of thieves. Upon learning of Estaboth's betrayal, Ulphar had him beaten and dragged in chains to face judgment. Estaboth is quite intelligent and quick-witted, and Ulphar hated to execute such a valuable resource. But punishment had to be meted out. He posed a riddle to Estaboth, with death being the outcome if the bookkeeper failed to answer correctly. Fortunately, Estaboth gave the proper answer, so instead of being killed, he was sentenced to 20 years of gulag.

That gulag took the shape of a tiny section of rock in the middle of the Moonsilver Sea. Sivian Ulphar ordered his wizards to use *fabricate*, *stone shape*, and other spells to construct a hut for Estaboth. Then they cloaked the entire area in a permanent *invisibility* so that Estaboth would not be seen by passing sailors. They left him with several fishing nets and a *decanter of endless water*.

That was 7 years ago. Since then, Estaboth has taken quite ill from the lack of anything to eat but fish and seaweed. Though quite adept at fishing, he is also on the verge of madness. When the *Crow's Nest* runs aground on his prison isle, he is shaken from his sleep and quickly rushes from his hut. He sees the ship and believes that at last his deliverance is upon him. He begins shouting for help, but over the din of the yelling sailors, he might go unheard. Have each PC make a DC 18 Listen check to hear Estaboth crying out for rescue.

The island and anything on it are under the effects of *invisibility*. If the PCs explore the rock and the hut, they too become invisible.

Estaboth, male human Com 3: CR 2; hp 7; see the **Appendix**.

Dealing with Estaboth

Estaboth will do anything to get off the island. He will swear any oath and make any promise. He harbors no desire for revenge against Sivian Ulphar; he wants only to be free. He tells the PCs the entire truth, that he swindled the Lucre King and has been exiled here indefinitely. Ulphar's exact words to Estaboth were, "You will dwell on that rock until I grow tired of having you there." Estaboth truly thought he would die here, and becomes servile and sycophantic in the presence of potential rescuers.

It's up to the players how they deal with Estaboth. He can become a henchman or ally, or he could simply be set off at the nearest port and never seen

again. The PCs might even decide to use Estaboth is some kind of scheme against Sivian Ulphar. The possibilities are truly limitless. They might also consider the fact that the Lucre King will be none too pleased to hear that his captive has been rescued...

Treasure: Strewn about the invisible hut are 4 fishing nets, 5 pieces of driftwood, a handful of shark teeth, and a silver flask that is actually a *decanter of endless water*.

Crow's Log, Day 14: Sole Survivor (EL7)

The lookout in the crow's nest of the ship shouts, "Land, ho!" Not far away lies a verdant island, lush with vegetation. Though the island itself is rather small, being less than 2 miles across, it appears to teem with life, as birds can be seen flying above the treetops in great number. Most of the island is covered in a dense jungle. The white beaches bear evidence that this place has been used as a port by many vessels through the years: old longboats and dinghies can be seen here and there, along with the detritus that sailors leave behind after an excursion ashore.

According to the captain, mariners often anchor here and meet on the shore in informal gatherings to exchange gossip and inexpensive trade goods. Personally, Captain Crow has never harbored here, though she tells the PCs she's willing to drop anchor if they'd like to row to the beach and give the island a closer look. She agrees to give them 3 hours to conduct an investigation, just in case there's something of interest there.

Unfortunately for anyone who goes ashore, the island is dominated by a ferocious **triceratops**.

Refer to the map of the Moonsilver Sea and the island marked "Lost Mage Island." Years ago this island was once much larger, though now most of it has sunk beneath the waves. The entire isle was created by a wizard of staggering ability; his magic created a place of solace in the middle of the sea, where he might come and relax. He populated his island retreat with all manner of amazing beasts. Eventually he moved on, or was slain in magical combat, or ascended to another plane of existence. Wherever he went, he left behind his island menagerie. The creatures began to hunt one another, and the sole survivor — aside from a few agile monkeys — is the triceratops.

The triceratops is a scarred veteran of many combats. It has fought literally hundreds of battles of survival, most recently against explorers who have come seeking adventure on the island. The triceratops looks brutal; it has endured arrows, swords, and spells. It bears the scar tissue of these travails. Over the years its hide has become hardened through combat, hence its unnatural damage resistance.

Dinosaur, Triceratops: CR 9; hp 196; SQ DR 10/magic*; see the **MM**.

*A quality unique to this triceratops.

Tactics: The triceratops is master of the island and has become quite adept at sensing interlopers. Make a Listen check for the creature, opposed by the PCs' Move Silently skill, to determine whether or not the characters can make it onto the island without being heard. The triceratops can also be warned of danger through its scent ability. Its usual tactic is to break through the trees at high speed and charge its target, which could result in double damage and a trample effect. If reduced to 35 hit points, it retreats.

Treasure: If the PCs spend at least an hour combing the sand, they are permitted a DC 18 Search check to collect a total of 23 gp, 3 pearls (130 gp each), and a sealed keg of some of the finest port wine they've ever tasted. The keg holds 10 gallons and weighs 80 lbs., and can be sold for as much as 500 gp to a wine merchant. The lid is labeled "Laughing Noble."

Crow's Log, Day 16: The Swimming Dead (EL8)

Four **mummies of the deep** attack the ship. An hour after sunset, one of the PCs on deck must make a Listen check opposed by the mummies' Move Silently skill. Failure means that the mummies launch a successful surprise attack by climbing up the hull; they catch everyone flat-footed.

These mummies are the bloated and stinking remains of 4 footpads who were executed for theft and buried at sea by a merciless captain. They now prowl the Moonsilver seeking revenge against all living beings.

Mummies of the Deep (4): CR 4; hp 42 each; see the **Appendix**.

Crow's Log, Day 17: Doldrums

Inevitably upon the Moonsilver Sea, one encounters areas where the wind quits its normal practice. The breeze simply stops completely, so that the air hangs hot and humid and utterly still. Ships have been becalmed, sometimes for weeks, with no sight of land or salvation, slowly depleting their supplies. The *Crow's Nest* encounters these doldrums on day 17. Give the PCs a good dose of boredom with a touch of desperation. After 3 days the crew begin to lament their fate, and prophecies of doom abound. During this period, if the PCs keep a diligent and daily watch on the horizon, and succeed on a DC 15 Spot check, they are rewarded by the discovery of a glint on the water, not far off. Closer inspection reveals a magnificent magical construct known as a **glass whale**. The glass whale, detailed in **Chapter Six**, is an automaton designed for sea exploration. How it got here is a mystery. Refer to its description for details on gaining entry and using its abilities.



Crow's Log, Day 20: Desperation Island

Before you lies an idyllic scene: smooth beaches of fine, white sand, tall palms swaying in the breeze, the clear, blue, placid seas rolling to the inviting shores. The gentle sloping landscape promises hidden grottoes with bubbling springs, and tropical fruits falling from the trees. In answer to your unspoken desires, Captain Crow announces that the ship will anchor here for some much needed shore leave and re-provisioning.

The island is indeed a paradise, with plenty of fresh water and food to bolster the sagging stores aboard ship. Bananas, mangoes, and papayas grow in abundance. The weather is perfect, but should a rainstorm approach as per the guidelines in **Chapter Three**, shelter is readily available in several shallow caves in the hillside. Unfortunately, there is no way to predict the nefarious effect this island has on its inmates. There are signs, to be sure, but not until the PCs try to leave do they realize the jeopardy they are in. The island is so inviting that no one who steps upon the shores wishes to leave. As DM you may want to reinforce the idea with subtle references to the warm, content feeling the PCs have after only a short time ashore. Everything around them is perfect, with some few exceptions.

Should the PCs venture to the other, leeward side of the island, they find there a large, green lagoon, perfect for practicing the backstroke and soaking up the tropical sun. The only problem lies in the fact that the lagoon is full of old bottles. Over a hundred bottles of every sort float here, brought inexorably to the shore by the constant current. The sight is truly remarkable. In fact, this inlet would make a fine harbor if not for the fact that sailing away from it is nearly impossible thanks to the opposing current and the lack of wind. This fact is readily evident to the captain as it would be to any trained mariner, who would never venture to harbor here. The bottles each contain some missive, most from the forsaken souls of marooned sailors, others from their lonely counterparts back home. Some 128 bottles reside here, messages that never reached a friendly ear, relieving castaways of their last hope without their ever knowing. Should the PCs examine the notes, roll 1d100 each time a bottle is opened, ignoring any repeats. On a roll of 77, the PCs discover a scroll containing the spell, *aerial pilot* (detailed in **Chapter Seven**), otherwise the bottles are either empty or full of a note, some being more than 400 years old. You should prepare in advance a few sample notes to read to the players should they uncork some of the bottles. An example note is as follows.

My dearest Annabelle,

Too many suns have set since last I saw your radiant eyes. That sun envies you, I think, so it is conspiring to keep us apart with its constant rising and falling. If you receive this missive before next we meet, know that every day on this ship I look at the sun and realize anew that its heat cannot warm me half so much as the touch of your hand.

*Until the world goes dark, I remain,
Your loving "M"*

Along the hillside there are a number of different shallow caves; each no more than a slight depression affording the occupant scant but adequate protection from any squall in the area. One of these hollows can be properly called a cavern, being some 30 ft. in diameter. Along the walls of this cave are various tribal markings, hieroglyphs of a long lost native population. One does not need any special skill to read the tale, which proceeds from a quiet, peaceful existence, to tragedy and sorrow, to the eventual death of the entire tribe. Resting on a narrow, stone ridge in the wall is a *+1 blow gun*, which is easily found if the PCs succeed on a DC 12 Search check.

On the highest point of the island, surrounded by towering palms, is a gnarly, withered tree of unknown type. This 20-foot specimen is actually known as the **Tree of Sorrows**. In a freak magical accident the tree was transported here from some far layer of the Abyss. The effects of the tree are two-fold: people are compelled to stay on the island and they eventually find their stay intolerable. From the moment the PCs step on the island they are met with this dichotomy. They have an uneasy feeling, vague and indefinable, but also feel strangely drawn to this ideal setting. The net effect is this: any PC who heeds the uneasiness can return to the landing craft on a successful DC 15 Willpower save. Anyone who chooses to explore this paradise is gradually drawn in so that the DC increases by 1 for every hour ashore. Thus a PC announcing her intent to depart after 5 hours of frolicking must succeed on a DC 20 Willpower save before she can leave. PCs who fail their save can only be removed through force. They must be subdued completely or they will find a way to escape transport and remain on their new home. Any of the PCs may join the landing party, which consists of the first mate and 6 sailors. Captain Crow reluctantly leaves behind anyone who refuses to return for the good of the mission. Those unfortunate enough to be left behind slowly realize the desperation, after which the island is named. The sweet breeze becomes a haunting moan, the ripe fruits rot on the tree branches, and the cool spring water tastes salty. Within one month all NPC inhabitants universally take their own lives. A clue to this fate hangs from the tree in

the form of two rotting bodies. The PCs may not realize this portent, thinking these two to be mutineers when in fact they are suicides. One of the nooses is actually a *rope of climbing*. Arranged beneath the tree as a sort of offering are three large black pearls.

Treasure: *rope of climbing*, *+2 blow gun*, 3 pearls (500 gp each), a scroll with the arcane spell *aerial pilot*. See **Chapter Seven** for a description of this spell.

Crow's Log, Day 21: Landfall

At last the *Crow's Nest* approaches the reefs and small islands that dot the sea near the coastline where Coralis awaits. The crew celebrates with a night of drunken debauchery, but Captain Crow declines to participate. She spends the evening in her quarters. If one of the PCs has befriended her, she might invite him/her to join her for a peaceful night of conversation, wine, and perhaps other pursuits.

Part II: Coralis

Coralis rises from the sea, a sun unto itself, like a grand cathedral to Elmarran, god of the depths. Tall spires capture the light of the sun, transforming the dawn into a multitude of gems floating in the sky. Four towers reach from their watery foundations up to the heavens, appearing to be made of precious stones: emerald, sapphire, ruby and topaz. The reef of coral below the towers is clearly visible through the crystal waters, extending out of sight in either direction, effectively blocking further passage. Numerous islands, sporting tropical foliage, emerge along the reef. Fires burn on several of the islands, hinting that all is not well. The ruins of four other towers confirm your suspicion that a massive battle has occurred recently. From this distance, there are no signs of life.

A millennium past, the Coralites fled the imminent collapse of their respective society to make their way alone. The last thousand years have been turbulent as the Domain has carved out a nation of relative peace from a bastion for murderers and thieves of all kinds. It hasn't been an easy road, and the Coralites have avoided much turmoil, living in peace until only a few months ago.

An alien race known as the Kuah-Lij has invaded the planet. The invaders focused their attack upon the Coralites. The Kuah-Lij desire a certain wondrous item currently in the possession of the Coralites. This item, known as the *Moonsilver Orb*, supposedly holds the key to saving the Kuah-Lij homeworld. Refer to **Chapter Six** for more details on the Kuah-Lij and the Coralites.

The initial assault was both surprising and effective, leveling many of the beautiful towers and slaying a number of the Coralites. The remaining Coralites retreated to the most solid structure to await the final onslaught. The siege was quickly broken by an unlikely

Coralis Random Encounters

Roll 1d12 for every 30 minutes the PCs spend investigating the sandbars, mainland, or tower region.

1d12	Encounter
1	Weedge Patrol (5)
2	Coralite patrol (3)
3	Kuah-Lij patrol (4)
4	Mermen (10)
5	Aquatic elves (10)
6	Sea Spheres (8)*
7	Fluting Sea Serpent*
8	Spitting Sea Serpent*
9-12	No encounter

*New Monster detailed in **Chapter Six**

Full information on the Weedge, Coralites, Kuah-Lij, mermen, and aquatic elves is provided in those areas of the text where the creatures are encountered. Refer to these sections for complete statistics and tactics.

Sea Spheres (8): CR 9; hp 148; see **Chapter Six**.

Fluting Sea Serpent: CR 9; hp 76; see **Chapter Six**.

Spitting Sea Serpent: CR 9; hp 102; see **Chapter Six**.

source: the Weedge servants of the Kuah-Lij blew a hole in the side of their masters' ship, sinking it. The Weedge, it seems, are bored with their inferior role.

Back on the Kuah-Lij homeworld, the amphibious Weedge have long been the subservient race, doing the bidding of the more powerful Kuah-Lij without question. The Kuah-Lij are masters of mechanical contraptions and have developed wonderful machines for exploring their own watery world and the farthest reaches of space. Recently, environmental conditions have changed on their planet, resulting in massive flooding of the few habitable lands there. Several ships were sent to other worlds in search of a solution, magical or technical, for their flooding world. The Coralites happen to have an artifact that can help the flooding problem — the *Moonsilver Orb* — and the Kuah-Lij are bent on having it. Unfortunately for them, their usually obedient servants, the Weedge, have chosen this moment to declare independence. Their mutiny has more than halved the numbers of the invaders and brought their space-faring ship, and only means of return, to the ocean floor.

The Kuah-Lij invaders have taken control of one of the four remaining structures of Coralis, making forays below to assay the condition of their damaged ship and search for the artifact. The Weedge have a tower of their own, and continue guerilla tactics against the Kuah-Lij while gauging the attitude of the Coralites toward peaceful relations. The Coralites are only concerned with

repelling the invaders, protecting their home and the *Moonsilver Orb*, and rescuing one of their missing comrades. There are also communities of mermen and aquatic elves nearby that are laying low until the outcome of the battle is decided. Each faction approaches the PCs to discover their intent and possible aid in the ongoing standoff. Further details concerning the motivations of these new races are described in **Chapter Six**.

In a cave at the harbor's bottom, the Coralites keep the *Moonsilver Orb*. The *Orb* is a sphere with a silver center, having certain powers over tides, currents, and other aspects of the sea. The most powerful of the Coralites, a mage named Acuan, has retreated underwater to protect the *Orb*. Acuan's considerable skill is required to mask the *Orb*'s location from the Kuah-Lij. The PCs face a considerable challenge: choosing to align with one or more factions or going it alone. One sure fact is that no faction will part with *Moonsilver Orb* without a fight.

When the islands surrounding Coralis at last comes into view, read the following:

The signs of battle do not lie; the Kuah-Lij have destroyed several towers, or at least the magic holding them together, and pushed the Coralites into one of the four towers still standing. Captain Crow remains wary and anchors the ship well out of bow range, suggesting that the PCs scout the islands and structures to ascertain the situation. The captain follows this course unerringly, insisting that the PCs are on the journey for just this purpose. A boat is lowered, and the PCs may approach any of the four towers or one of the many nearby islands. Though none of Coralis' inhabitants intentionally venture out to meet the PCs, the heroes may encounter a patrol, or some malicious creature, as explained in the sidebar.

Patrols and the PCs

All of the patrols attempt to communicate with the PCs rather than attack, to ascertain their intentions and usefulness. If a parley can be reached, the patrol leader escorts the PCs back to the appropriate tower where they are apprised of the situation, at least from one perspective. If the PCs attempt to approach an occupied tower, they are met with the same tactic and invited to parley, provided language barriers can be overcome. Each faction tries to enlist the aid of the PCs with various stories and promises, as detailed in the tower descriptions.

The four towers are all that is left of what was a much larger city. Evidence of several destroyed towers is obvious; many outlying towers were also destroyed in the onslaught, along with their inhabitants. The main reason for the extent of the destruction is the peace-loving nature of the Coralites. They were unprepared for war and slow to react. They are now much reduced and confined to a single tower. The empty Ruby Tower is detailed first, and though the outside of each tower appears different, the floor plans are identical, being a

combination of the creative bent of the Coralites with their love of symmetry and detail. The same map is used for each tower, and since none of the groups are willing to let the PCs explore their tower unmolested, room descriptions are generalized.

Mermaid Island

Of the dozen or more islands visible from the ship, only two are inhabited, and then only in a manner of speaking. One of the closest islands is a picturesque, tree-covered atoll surrounding a placid lagoon of deep green. Known locally as Mermaid Island, it is home to a community of merfolk who have lived here since long before the arrival of the Coralites. The island itself is a ring of land jutting up from the reef that has enclosed a small bit of the ocean. The reef below is pock-marked with tunnels to enter the lagoon and caves used as homes for the merfolk.

Creatures: These 30 merfolk have lived with the Coralites as close neighbors for several hundred years, coming and going as they please, spending their lives between this quiet lagoon and distant lands. They have no desire to enter into this conflict, though they offer their hospitality to the PCs.

Merfolk (30): CR 1/2; hp 6; see the MM.

Treasure: Over the years the merfolk have assembled 2,000 gp worth of coral jewelry and 1,200 gp worth of saltwater pearls.

Elven Enclave

Islands situated upon coral reefs are often composed entirely of dead coral, having broken off of the living coral, accumulated along the reef and decomposed over centuries into a fertile base for plant growth and life support. Other islands are of a more typical variety: formed by shifts in the earth's crust, thrusting spurs of land to the surface of the ocean. Most of the islands on the reef are of the former type though the most prominent of the islands is obviously an undersea mountain emerging from the depths, rising to a peak some 100 feet above the sea. It is within this mountain that a group of aquatic elves has made a home in an underground lake. One overland entrance exists near the top of the mountain and can be reached on a successful DC 15 Climb check. The entrance can be seen from the east side of the island on a successful DC 17 Spot check but becomes apparent if someone reaches the summit and succeeds on a DC 10 Search check. No map is provided of the elven lair; draw one only if necessary, using these guidelines. Beneath the waves, an underwater passage extends 30 feet before opening into the lake. The passage is 40 feet below the surface and heavily guarded. If the PCs gain entrance, through force or parley, they discover 12 grottoes where the elves take shelter from the storm and an underground lake 30

feet in diameter with a narrow shoreline. Approaching the passage, or descending to the lake shore brings the attention of an elven patrol.

Creatures: The 40 aquatic elves are lying low, having already communicated with the Coralites and finding the Kuah-Lij beyond their ability to fight. They talk guardedly with the PCs and offer aid, but do not venture from their haven. If the PCs successfully drive off the Kuah-Lij and permit the Coralites to return to their homes, the elves reward each of the PCs with one item from their modest treasure trove (see below).

Aquatic Elf (40): CR 1/2; hp 3; see the MM.

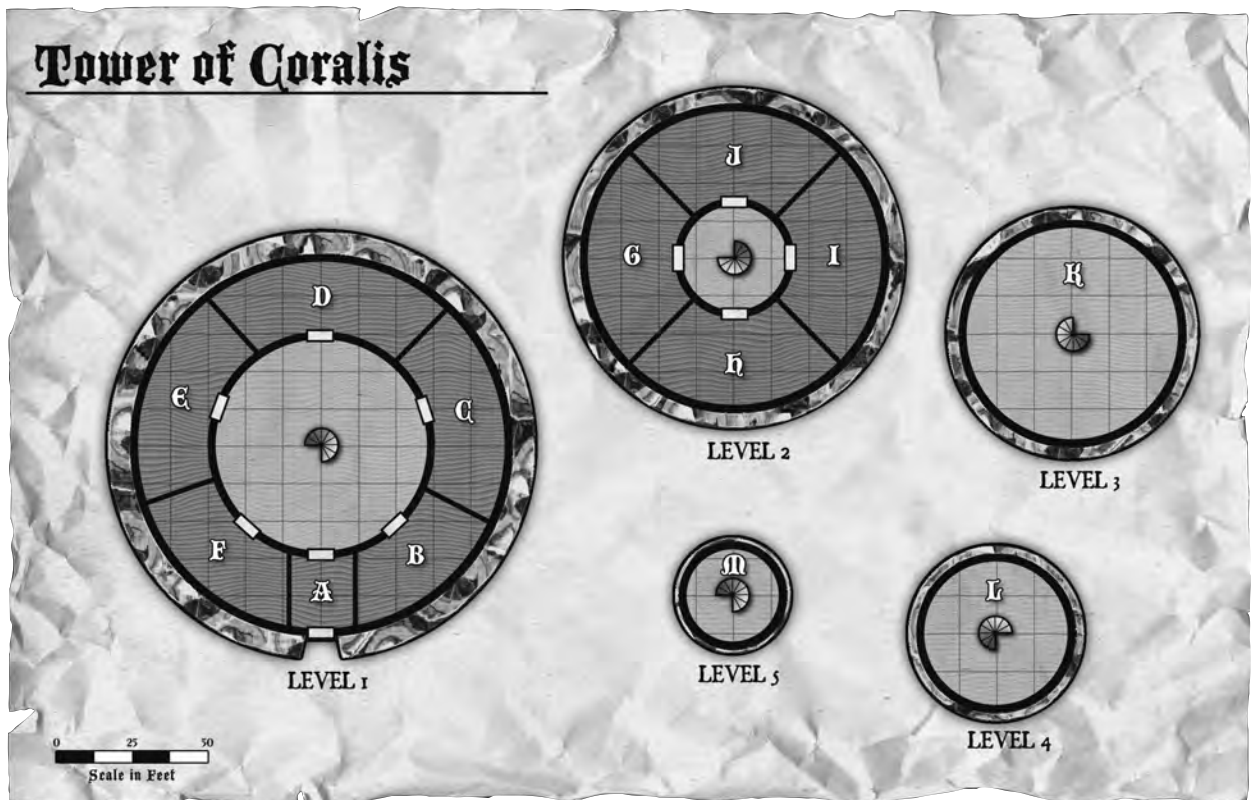
Treasure: *exile's wood*, *Ortho's love*, *compass of Pelora*, and four *lung leaves*. These items are all detailed in Chapter Five.

The Four Towers

Each of the towers has the same floor plan, though the exterior architecture is wildly varied, from sharp and angular to swirling, random designs that resemble creatures of the deep and birds in flight. The towers have 5 levels and are designed to house several family units of Coralites. The first two levels have the shape of a torus, with compartments for sleeping along the outside walls and a central common area with a spiral staircase. Level 3 is a large gallery used primarily for study and creative enterprises. Most of the Coralites have at least a passing interest in the magical arts, and each tower is outfitted with a laboratory on level 4. The top level is actually an open observatory, and as the levels are 20 feet tall, the top floor is 80 feet in the air and commands a wide view. The most startling features are the sweeping walkways that connected each tower. Running from roof to roof and spanning several hundred feet, they once defied gravity and engineering. None of the remaining towers is still connected, as their bridges led to towers now destroyed.

The towers are formed from precious minerals, created by the power of the strange Coralite wizards, the songchangers. The songchanger is a powerful new prestige class that combines sorcery with musical ability to create astounding effects. The new prestige class is detailed in Chapter Four. The songchangers are able to manipulate the very fabric of creation and produce structures out of all manner of materials. The remaining towers are like huge, hollow gemstones: ruby, emerald, sapphire, and topaz. Some of the more powerful songchangers can bend fire, water and air to their wills, allowing people to live in these hostile environments. Most of their larger creations require routine maintenance, and if left alone they degrade to a more natural state. Soon the Kuah-Lij and the Weedge must face this dilemma. For now, the Ruby Tower is the only one that shows signs of the failing

Tower of Coralite



magic. Many of the doorways that once opened on command have sealed utterly or cover only half of the opening. Most of the contents have long since been looted.

For ease of reference, the status of each tower is presented here.

Tower	Status
Ruby Tower	Nearly empty
Emerald Tower	Kuah-Lij headquarters
Topaz Tower	Weedage headquarters
Sapphire Tower	Coralite headquarters

The towers themselves could be extremely valuable, as they are made of precious gems. But they are also highly resistant to being chipped, broken up, or otherwise shattered and taken as plunder. If the PCs spend time trying to wrest free pieces of the towers, every 1 pound of tower wall they take is worth 2,000 gp. PCs mindlessly chopping away at the towers are sure to invoke the ire of the tower's occupants.

Gemstone Towers: Hardness 10; Hit points 15 per inch (tower walls are 4 inches thick); Break DC 35.

Ruby Tower

This tower is all but deserted, the sad ruins of a once-beautiful civilization.

A. Ruby Hall

The entrance to the Ruby Tower stands wide open, permitting easy passage. A short hall leads

into a large, round room approximately 50 feet in diameter. In the room's center, a spiral staircase leads up through the 20-foot-tall ceiling. Around the perimeter, five doors are in various states of closure. The doors themselves are made of the same material as the rest of the tower, apparently ruby, and are only noticeable because of the way they are framed. Before the war, as one approached a door and gave a command it would vanish, allowing passage and then reappearing once the threshold was crossed. Now the doorways to rooms B and C are wide open, while room F is completely sealed. Rooms D and E are partially closed by the ruby partition and medium-sized creatures can pass one at a time. Make a DC 20 Listen check for the PCs at this point. Success indicates someone hears a noise within the sealed chamber of room D.

B-E. Bedchambers

These rooms are all the same. Once they housed the sleeping Coralites, though all that remains as evidence are broken pieces of furniture. The beds and chairs do not function and can barely be made out as such, but the rich craftsmanship is still evident. Carved of bamboo and teak, whalebone and coral, each piece was a work of art; the Coralites take their work seriously and all of them are artists at some level. Mattresses of palm leaves and dried seaweed are torn and strewn about the rooms. All articles of value are long gone, rescued by their owners or pilfered by the invaders.

F. Prisoner

The PCs may hear the occupant of this room stirring or may simply be curious enough to attempt entrance. The portal is completely blocked by a solid wall of ruby, and no amount of coaxing can open it. Since this wall actually functions as a door, a *knock* spell will cause it to dissolve. Otherwise it must be chipped away.

Ruby Door: Hardness 10; Hit points 30; Break DC 25.

Within the chamber is a lost Coralite. The violence of the attack caused some malfunctioning of the magic in this tower, and it is slowly falling apart. This poor soul was knocked unconscious and awoke to discover all means of exit blocked. He has spent several days here and knows nothing of the political situation abroad, though he can broker an agreement between the PCs and the Coralites if they so desire. He can also supply a healthy dose of Coralite history and culture, but knows nothing of the invaders.

Ju Linn, Coralite Ftr7: CR 7; hp 57; see the **Appendix**.

Possessions: None, other than a small bit of food and water.

Personality: Ju Linn is eager and trusting, though at times somewhat naïve.

G-J. Upper Bedrooms

These rooms are in a similar state of disrepair as their counterparts downstairs. Smashed furniture, abandoned toys and a few examples of the wispy, silken clothing of the Coralites is all that is left to distinguish the former function of these rooms. You may choose how difficult it is to enter these rooms, setting the doors in various positions from sealed to open.

K. Gallery

This large open chamber is well lit by open spaces that serve as windows, looking out over the reef. In this room the inhabitants painted, composed, sculpted, prayed, studied, and practiced their various disciplines. It serves as studio, gym, library, and gallery. Several items betray its former use, including a few musical instruments, various artists' tools, and a lone painting upon the wall.

Treasure: Among the items left here in the evacuation, two glow faintly under magical examination: *mercy's mandolin* and the *portrait of self-examination*. Both are described in **Chapter Five**.

L. Laboratory

Perhaps this was a typical wizard's lab before the recent war, but the contents have been utterly destroyed. Glassware litters the floor, while the ruined songbooks, their musical scales smeared across the page, lie in heaps. The remnants of musical instruments and spells components can be seen strewn about as well.

Treasure: Under a pile of broken glass, in a small leather pouch are a set of *caster's bones*, described in **Chapter Five**.

M. Roof

From this high vantage point, the PCs can take in a commanding view of the reef and surrounding ocean. The bases of other destroyed towers are apparent, and smoldering islands lie within a few hundred yards, though the reef still seems to extend endlessly north and south and is, in fact, over one hundred miles long.

The ruby bridge is shattered and the jagged end is about 10 feet away, broken where it turns to orange as it connects to the Topaz Tower.

Emerald Tower

The Emerald Tower is deep green, resembling seaweed sprouting from the reef and dancing with the sunlight reflecting off the ocean. After the traitorous turn of the Weedge, the Kuah-Lij were forced to regroup and rethink their strategy. Quickly making their way into this abandoned tower, they have been plotting their next move. Their numbers are reduced to about half of what they began with, leaving 25 able-bodied souls. The Kuah-Lij are the most active faction, seeking to learn the strength of their adversaries and the location of the *Orb*. For them the *Orb* represents their planet's salvation, or at least the starting point.

Creatures: The Kuah-Lij's designated leader is the captain of their ship, who commands 6 patrols. At any time, 3 patrols are in the tower and 3 are moving about, 2 below the surface. They have salvaged two of the large machines used for underwater exploration, which are always on patrol. They also have 6 of the diving suits used by underwater explorers. To sail the sea they have harvested trees from the nearby islands and constructed light catamarans that hold a single patrol and skim smoothly across the water. The captain rules completely. His name is Jacinth.

Jacinth, Male Kuah-Lij Wiz12: CR 12; hp 35; see the **Appendix**.

Possessions: 2 silver daggers, spell components, 3 *potions of cure light wounds*, and a *staff of power*. The head of the staff is cast in the shape of a toothed wheel.

Male Kuah-Lij Ftr6: CR 6; hp 49; see the **Appendix**.

Possessions: short sword, leather armor, 6d6 gold rings (1 gp each, used as Kuah-Lij currency).

Male Kuah-Lij Wiz8: CR 8; hp 29; see the **Appendix**.

Possessions: each carries a variety of strange and intricate tools, for use in the creation of their sundry mechanical devices.

Treasure: Under close guard within the tower are 10 large chests each containing the equivalent of 1,000 gp in the platinum rings the Kuah-Lij use for currency.

The chests are locked with a keyless and complicated mechanical device (Open Lock DC 30).

Dealing with the Kuah-Lij

Ideally, the Kuah-Lij wish to return to their planet with their ship, their slaves, and the *Moonsilver Orb*. They would gladly leave the Weedge behind to accomplish this. They barter with the PCs, offering wondrous items in return for the PCs agreeing to penetrate the Sapphire Tower and learn from the Coralites the location of the *Orb*. They offer such items as the *wetskin of the Kuah-Lij* and the *aquascope of the Kuah-Lij*, two items detailed in **Chapter Five**. If they don't get the terms they desire, they become quite aggressive.

Sapphire Tower

A tower of glistening blue sapphire rises in repeating geometrical patterns. As the full extent of the attack was discovered, the Coralites quickly convened in this tower to lay out a plan of action. The explosion of the invading ship leveled several towers and has made the remaining Coralites extremely cautious. There are as many as 80 Coralites packed into the tower, though only 30 are potential combatants. Being a community of pacifists, the Coralites are reluctant to launch an attack, and are waiting and watching. The most powerful of their number — a songchanger named Acuan — has retreated beneath the waves to protect the *Moonsilver Orb*, an artifact that serves to keep the seas and weather placid near the reef.

Creatures: The 30 **Coralites** capable of engaging in combat are divided between wizards, priests, and fighters. They keep a constant watch on their new neighbors, making forays both on and beneath the surface. Each of the 10 patrols has a fighter, a wizard, and a priest. They travel in light canoes of bamboo that are powered by magic, known as *bamboo skiffs* (see **Chapter Five**). When they dive they are equipped with magical means to deal with pressure and breathing. At any time, two patrols are active, leaving 24 Coralites to defend the tower.

Male Coralite Clr9 (10): CR 9; hp 55; see the **Appendix**.

Possessions: +1 coral longsword, +1 coral armor*

Male Coralite Wiz6/Son6 (10): CR 12; hp 30; see the **Appendix**.

Possessions: mismatched coral weapons, makeshift pieces of armor, et cetera; all the trappings of a desperate people.

Male Coralite Ftr7 (10): CR 7; hp 60; see the **Appendix**.

Possessions: +1 coral longsword, +1 coral armor*

Treasure: If the tower is completely plundered and all of the Coralite possessions liberated, the PCs find the following: 5 *bamboo skiffs*, 10 *coral lungs*, various finely crafted musical instruments, countless books on music, history and science, 15 *coral swords*, 1 pair of *boots of the*

waves and hospitality's hammock. These magic items are described in **Chapter Five**. the Coralites have no need for money, and thus keep no coins.

* These items are detailed in **Chapter Five**.

Dealing with the Coralites

The Coralite nation is in mourning and shock. Over a thousand years they have built a small but thriving society devoted to learning and peace. Their grief at the loss of hundreds of lives is evident in their grim and tear-streaked faces. They agree to just about anything to see the invaders repelled, including turning over the *Orb* if necessary, or other wondrous items such as *bamboo skiffs* and *coral lungs*. If the PCs are willing to help, they send them below to the Tower of Water to deal with Acuan, who is the most learned and powerful of the songchangers. Any plan that avoids violence is likely acceptable, as the Coralites sternly disagree to being the aggressors. The Coralites gladly supply any helpful party with the *coral lung* to aid in breathing underwater if the PCs agree to swim down to the Tower of Water and meet with Acuan, who guards the *Orb*.

Topaz Tower

The tower of topaz boasts chaotic swirls and spires that reach well beyond the height of the other towers, though the interior layout is exactly the same. Since the Weedge find it difficult to hoist their bodies up the staircase, they rarely travel to the second floor and have made only one trip beyond that. They prefer to relax on the lower level or in the ocean surrounding the tower. The Weedge keep a constant vigil and are ever ready to attack. Being the weakest of the three combatants, their only advantage is in numbers. There are nearly 50 **Weedge** still alive and well. They are divided into patrol groups like the others, and generally stay close to the tower. The Weedge would be the most likely to make an overture to the PCs. The Weedge are a fairly uniform group, being all of the same class and level except for the supervisors, who are slightly more advanced. They have served the Kuah-Lij as both workers and soldiers and are prepared to fight to the death for freedom.

Creatures: The amphibious Weedge are all fighters, male and female alike, having no skill for magic and no need to steal. Generally, they travel in groups of 6, though at any given time most of these groups are present in the tower or swimming around it, along with the supervisors. Forty-nine Weedge survived the wreck, 8 groups of 5 plus 9 supervisors. They have chosen one from among the supervisors to speak for the rest, though they make decisions as a group. The speaker is called Lugber and was chosen for his enormous size.

Weedge Supervisor, Ftr7 (9): CR 10; hp 95; see the **Appendix**.

Possessions: +2 trident

Personality: The Weedge supervisors are thoughtful and deliberate. They are competent overseers and motivators who treat the others fairly, having been there themselves.

Weedge Patrol, Ftr5 (5): CR 8; hp 65; see the **Appendix**.

Possessions: Spear, 2 harpoons

Treasure: The Weedge have nothing of value save their weapons and their lives.

Dealing with the Weedge

The Weedge are newly freed slaves. As such, they have never governed themselves or even had to make decisions. If the PCs approach the Weedge or are captured by them, they are brought before the council of supervisors. The supervisors tell their story, including the Kuah-Lij quest for aid and their own rebellion. They tell the PCs that they managed to sink a Kuah-Lij ship and that the vessel currently lies below the water. If the Kuah-Lij are able to repair the ship, they will hold a distinct advantage over the other factions. Perhaps even now the Kuah-Lij are down inside the wrecked ship, affecting repairs.

The Weedge listen closely for the advice of the PCs and then deliberate for several hours about what to do. They cast their lot with anyone who guarantees their freedom, including the Kuah-Lij, as they only desire to begin a new life on this planet. Unfortunately, by the time they decide to act, the action may already be beyond the climax. Mainly they want to defend themselves and their freedom.

What do the PCs do?

At some point the PCs should venture below the ocean in search of the *Moonsilver Orb*, the Coralite mage named Acuan, or the Kuah-Lij vessel. One way or another, the PCs are likely embarking on an underwater jaunt.

Underwater adventuring presents many new challenges to the DM and the players alike. For one thing, combat takes on a third dimension making the use of maps difficult; it's as if everyone suddenly knows how to fly. The added problems of pressure effects and limited movement should test the players as well. Acquaint yourself with the map of the Kuah-Lij ship and adjust your orientation to account for three dimensions. For example, you may treat the interior rooms like slices of pie by viewing them in cross-section. Keep in mind, though, that monsters and PCs alike could easily be above or below each other as well as beside. Refer to **Chapter Two** for rules regarding underwater combat. Most importantly, the PCs need to breathe; by dealing with any of the above

paces, the PCs might acquire *lung leaves*, *deep suits*, *coral lungs*, or an *apparatus* to aid them. Otherwise they must supply their own means of respiration.

Regarding map references, the Kuah-Lij Ship and Tower of Water lie just off the shore, only 150 ft. below the surface. The two locales are separated by less than 300 feet. PCs diving into the harbor have no trouble spotting both.

Kuah-Lij Ship

Read the following as the players approach the sunken ship.

A vessel resembling an oblong sphere of seamless, shining metal rests on the ocean floor. A long gash mars the otherwise perfect exterior, allowing water and fish easy passage into the interior. Lengthwise along the equator of the huge ship, weapons and tools of all uses protrude from the hull, each near by a small porthole. The metal appears uncorroded, indicating it is either a very resistant alloy or has only recently descended to its rest. Stray bits of metal and strange tools litter the sandy floor, scattered as far as 200 feet away. A large, hinged door is open at one end of the ship, leading to a deep darkness.

Refer to the map of the Kuah-Lij ship. The Weedge were integral to the functioning of the ship and easily sabotaged the power source, causing an explosion. Deprived of the magical energy needed to remain aloft, the great ship fell to the sea. The explosion wreaked havoc on several Coralite towers and ignited fires on the neighboring islands. While the massive ship sank, the Kuah-Lij and the Weedge fled by any means, taking some of the Kuah-Lij machines from the ship's hold. A few unfortunate souls went down with the ship and now haunt the sunken vessel, along with some malicious sea creatures who have taken up residence.

A. Black Hole

There are two open entrances to the ship. The first is a jagged opening, one that obviously should not be there. The explosion that brought the ship low has left a gaping hole in its side. The edges are ragged and blackened, with strange conduits protruding from the mangled remains of the wall. These conduits emit occasional flashes of energy, all that's left of the magic that once powered the vessel. The hole is quite large and can be easily entered, but there is a 10% chance that a random bolt of energy discharges while someone is passing through the wall. If any PC attempts to enter, roll 1d10. On a result of 1, a violet bolt of energy strikes the PC, doing 3d6 points of electrical damage (DC 16 Fort save for half damage).

The interior of the room is dark and featureless. Whatever may have been here was completely destroyed by the sabotage. The residual power is decreasing, and soon even the flashes of energy will cease. Already, the weapons and tools hang lifeless in their sockets, no longer able to function. It would take the Kuah-Lij months to repair the ship; it is far beyond the PCs to do so. One open door leads out of this room into a 10-foot circular hallway that disappears into impenetrable darkness.

B. Death's Hold (EL 10)

This vast chamber once held all the cargo most precious to the Kuah-Lij: their fabulous machines. Most of those are now a pile of wreckage on the floor, having dislodged with the explosion or crash. The heap is a tangled morass of metal, comprised of hollow, man-shaped tubes and large, bulbous containers, with strange articulated arms protruding at odd angles and sporting claws and spikes for hands. The random air bubble sometimes escapes the maze to weave its way to the surface.

Around the sides of the great room, still securely affixed to the bulkheads, are bins and lockers of every shape and size. Most are open, having been emptied by the Kuah-Lij or Weedge, but some few remain locked. There are clearly blank spaces that must have once contained the various machines now congregated on the floor. Two machines yet hang in their proper places. These are jealously

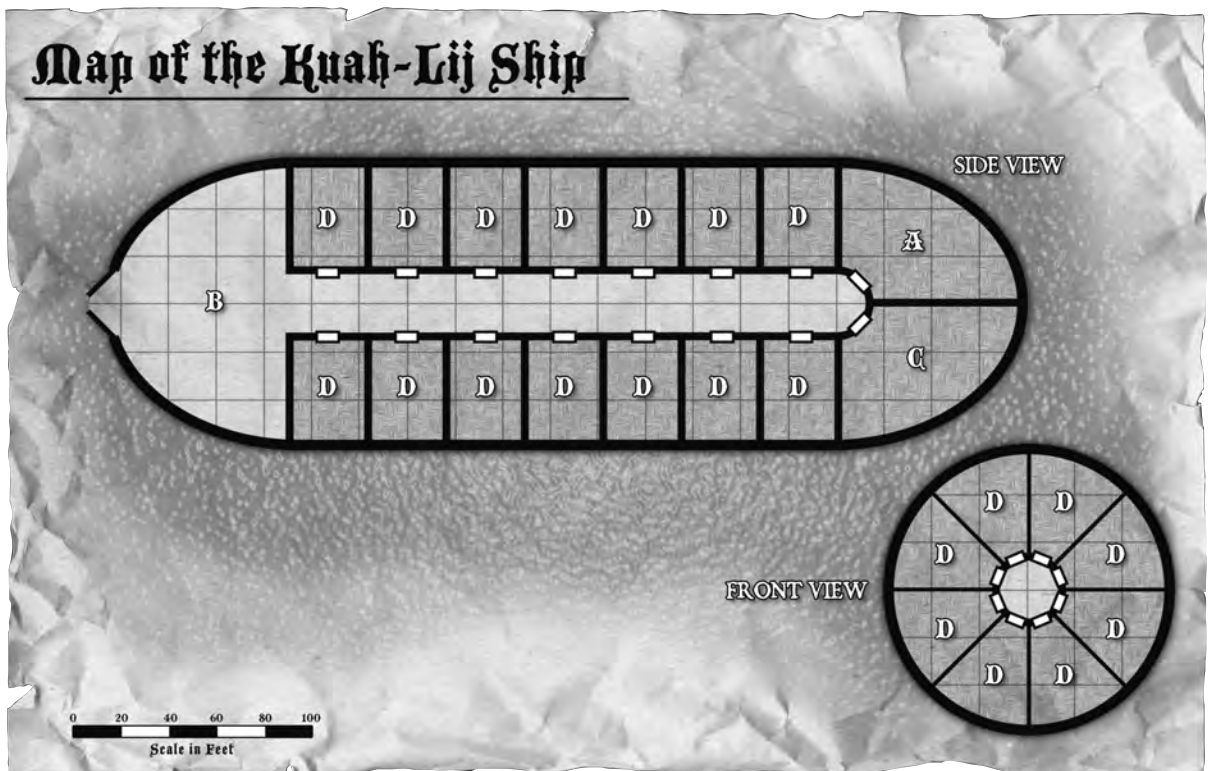
guarded by the last inhabitants of the ship; various undead Kuah-Lij and Weedge.

Creatures: Those crew members killed by the fall of the ship or by drowning as it sank are still clinging to their final resting place. They appear as grotesque and bloated semblances of their former selves, though these **24 brine zombies** care nothing for life or the living.

Brine Zombies (24): CR 1; hp 24; see the Appendix.

Tactics: These creatures would not present a problem for many PCs if not for their numbers. Therefore they always try to flank and overbear their opponents. Keep in mind that the room is very large and the undead can come at the PCs from all directions, maneuvering to get above and below them. In other words, PCs can be threatened from above and below, as well as the usual directions.

Treasure: Attached to the wall and still in working order are two machines: an *apparatus of the crab* and a *deep suit of the Kuah-Lij*. Several zombies wear earrings which belong to a set called the *captain's horn*. Three of the earrings can be found here, while the other seven, including the captain's, are on living Kuah-Lij in the Emerald Tower. Finally, at the bottom of the wreckage, found on a DC 25 Search check is a cylinder flanked by two globes. This is the powerful *rod of air and water mastery*. Read the description of these items in Chapter Five.



C. Shattered Vision (EL 13)

Adjacent to the power supply, this room suffered dearly from the blast. Though it doesn't look like the ship's bridge, this space once served in that capacity. Multiple levers and stops (valves that control the flow of magical power) line the walls, arranged in several different groups. One area controls weapons while another allows for navigation, though the PCs find it almost impossible to divine the functions of these control boards. You might permit a DC 35 Use Magic Item or bardic knowledge check if the PCs are intent on learning the function of these items, designed by the alien Kuah-Lij mind.

In the center of the flat ceiling, a shallow circular depression glows faintly violet. Directly beneath it, crumpled in a heap on the curving deck, lies a sphere of smoky glass, shattered on the bottom and cracked throughout. Moving the sphere reveals another depression with a faint violet light emanating from it. Before the crash, the sphere was held suspended by the flux of energy coursing from one depression to the other. Several Kuah-Lij helmsmen would surround the globe, peering into it, where they would see a projection of the area of space near the ship. By calling out commands to the pilots, they could navigate through the stars, as well as direct the weapons and tools protruding from the ship. The blast has ruined the globe and left the Kuah-Lij with an enormous task of repair if the ship is to fly again. Deep in the corner of the room, where flat and curving walls meet, some undersea life has taken root and blossomed.

Creature: What at first appears to be some underwater plant form is actually a **giant sea anemone**. This animal was on board the vessel and transported here after the crash to serve as a sentinel of sorts. Refer to **Chapter Six** for details of this creature.

Giant Sea Anemone (1): CR 13; hp 152; see **Chapter Six**.

Tactics: The sea anemone waits for someone to investigate before it launches an attack. As soon as it latches on to an opponent, it attempts to swallow them.

Treasure: Lying amidst the debris of the wrecked ship is what appears to be a pair of strange lanterns connected by a 200-ft.-long silk rope. This is actually an *aquascope of the Kuah-Lij*, detailed in **Chapter Five**.

D. Lurking Surprises (EL varies)

All of these rooms are virtually the same, having served as quarters for the crew of the vessel. The rooms are arranged like the spokes of a wheel, each spoke containing eight doors off the central hub, opening onto eight identical rooms. The dimensions are the same with one exception: the two forward

spokes have rooms that are 30 feet wide rather than the usual 20 feet. These rooms belonged to the Kuah-Lij overseers, while the smaller rooms housed the Weedge. Some of the rooms have controls and windows in the walls, which are used to manipulate the weapons or tools attached to the outside of the ship. None of these now function, the magic having waned too completely. In the Weedge rooms, there are large, fully enclosed tanks where the amphibious creatures could relax.

This part of the ship is extensive though redundant in its design, and it is left to you to decide how it should be populated. Insert monsters, traps and treasure as desired, though the rooms are basically simple sleeping chambers with cots affixed to the walls for the Kuah-Lij. Most personal belongings have been removed, though a strange memento or two may have been left behind.

Creatures: It is suggested to use various ocean monsters to populate this area of the ship. Roll 1d6 for each room the PCs enter. On a 1, place a monster from the following list or one of your choosing. Refer to **Chapter Six** for details of these creatures.

Breath Taker (3): CR 5; hp 49; see **Chapter Six**.

Dire Lamprey (3): CR 4; hp 38; see **Chapter Six**.

Gray Nisp: CR 8; hp 84; see **Chapter Six**.

Treasure: Vary the treasure according to the general affluence of the campaign.

Tower of Water

Without the aid of the Coralites, it is very difficult to enter the undersea cavern that houses the *Moonsilver Orb*. They have placed in front of it a structure made of water, that to all appearances seems just another part of the sea, effectively concealing and blocking the entrance to the cavern (DC 20 Spot check to see the entrance). This Tower of Water is currently home of the most powerful of the Coralites. A wizard and songchanger called Acuan has retreated to this fortress to guard the *Orb*. The Tower of Water has been called into existence through the power of song and magic, after the fashion of the songchangers (read more about this new prestige class in **Chapter Four**). Acuan is able to make it appear any way he chooses, and to fill the hollow interior with living spaces and air. The special watery walls created by the songchanger's power is considered to be as strong as a 2-inch-thick *wall of stone*.

Tower of Water Walls: Hardness 8; hit points 30; Break (DC 24).

The PCs may arrive at this point through many different circumstances. If they are looking for the *Orb* on their own, they must succeed on a DC 20 Search check to find the entrance, though it is still blocked and must be broken down or chipped away. If the Coralites have aided them by giving them



directions, the DC is only 12. The PCs must be creative to talk with Acuan, as they have to overcome the restraints of conversing underwater. If they have the goodwill of the Coralites, Acuan invites them in and discusses the current situation. The “tower” is simply a domed space filled with air and surrounded by the walls of water. It is quite warm, dry and peaceful inside. Together, the PCs and Acuan can enter the cave beyond, retrieve the *Orb*, and return to the Sapphire Tower. If they attempt to bypass Acuan, he races them into the chamber of the *Orb*, takes the item, and flees. He would rather do this than needlessly slay the PCs.

However, the PCs almost certainly face a Kuah-Lij patrol before they can contact Acuan. The patrol moves along the reef at regular intervals, and should the PCs be seen searching the reef, the patrol comes to investigate (make an opposed Spot check for the Kuah-Lij). If the PCs have made a deal with the Kuah-Lij, they can attempt to explain what they are doing; otherwise the Kuah-Lij attack.

Creatures: Refer to the section on the Emerald Tower for details on the Kuah-Lij patrol. The patrol uses an *advanced apparatus of the crab* and the *deep suit of the Kuah-Lij* for their underwater excursions. These items are detailed in **Chapter Five**.

Kuah-Lij Patrol: Details can be found under the description of the Emerald Tower.

Acuan, Male Coralite Wiz5/Son10: CR 15; hp 60; see the **Appendix**.

Possessions: 1,400 gp in a type IV bag of holding, a pear of the sirines, and a brooch of the desert (see **Chapter Five**).

Personality: Acuan is a sage to a community of sages. He is quiet, dignified, and learned, though like all Coralites he shares a passion for creating and can be at times compulsive about his sculpting. He tries relentlessly to maintain peaceful relations with all he contacts.

Moonsilver Caves

Refer to the map of the Moonsilver Caves. Beyond the wall of water constructed by Acuan is a large depression in the reef. This cave is the entrance to the chamber where the *Orb* is kept and is the only way to approach the *Orb*. The caves beyond are magically altered, using the abilities of the songchangers to control the elements. Into each cave, some part of the elemental planes has been transported, effectively masking the location of the *Orb*, as it is actually surrounded by the raw stuff of the elemental planes. Additional spells have been woven into the very fabric of the reef, barring passage by magical means, such as *passwall* or *teleport*. The only way to get to the *Orb* is to parley with Acuan, use spells like *dig*, or to burrow through the reef like underwater miners. On the rare chance that Acuan is slain or made to retreat, then the PCs must brave the dangers of the caves alone. Because Acuan can manipulate the elements, he is able to open a clear path through each room.

A. Behind the Wall (EL 9)

After passing through the Tower of Water, the PCs find themselves in a low, round chamber. The cave is alive with the writhing motion of many gray and white snakelike fish. These fish are 10 feet long and fill the cave in a twisting swarm. There are no apparent exits from the cave as the way out is concealed and requires a DC 17 Search check to find. While searching the PCs may disturb the **10 fire eels**.

Creatures: The fish left here by the Coralites are fire eels, and if left unmolested they swim benignly to and fro. If they are attacked the cavern erupts in fire as they all begin to excrete their oil. Refer to **Chapter Six** for details of these creatures.

Fire Eel (10): CR 2; hp 25; see **Chapter Six**.

B. Cave of Air

This chamber is filled with air. The water in area 10A is held at bay by Acuan's magic. Creatures that are accustomed to breathing water, even artificially, are suddenly bereft of their source of oxygen. The wind has been summoned from the Elemental Plane of Air and is swirling in a violent vortex. Visibility is reduced to 1 foot, making it difficult to find the exit, which can be discovered by groping the walls or following the heat emanating from the next chamber (DC 13 Search check).

C. Cave of Fire

A blazing inferno engulfs this cavern, imported directly from the Elemental Plane of Fire. Anyone

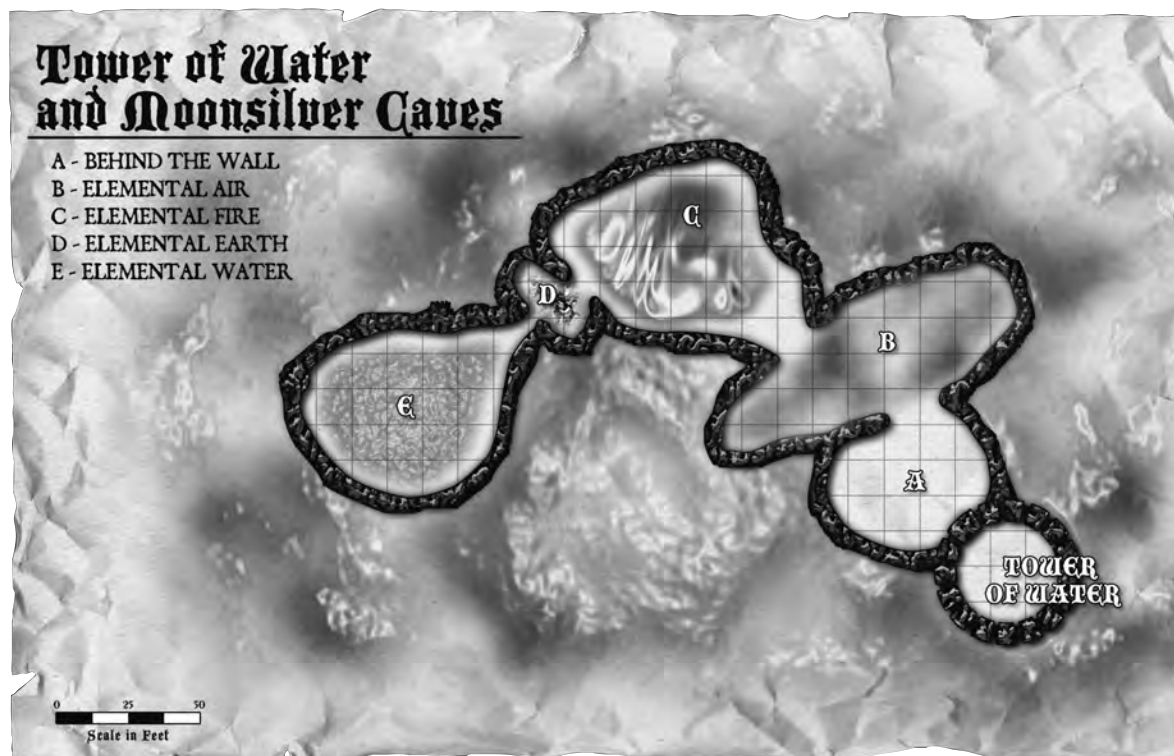
entering the flames takes 2d6 points of damage every round (DC 15 Fort save for half damage). No area of the cave is empty of flame, so that the PCs are either being buffeted by the wind or burned by the flames unless they can magically tame one of the elements. In the center of the flames, found on a DC 20 Search check, is a 2-inch sphere glowing red but completely cool to the touch. There are no other exits from this room, though the far wall sparkles in the firelight because of the bits of mineral and metal embedded in it. This is the entrance to area 10D. Either Acuan can cause the mineral wall to vanish with his songchanger ability, or the PCs can smash it down.

Mineral Wall: Hardness 8; hit points 20; Break (DC 20)

Treasure: The glowing sphere is not the *Moonsilver Orb*, but rather an item known as *dissension's digit*, described in **Chapter Five**. The PCs may falsely believe they have discovered the *Orb*.

D. Cave of Earth

Since this area is entirely filled with material from the Elemental Plane of Earth, it cannot be properly called a cave. If the PCs can tame the fires of the previous chamber, they can attempt to pass this chamber. As stated above, transportation spells have no effect on the elemental materials here due to the magic of the Coralites. The PCs must either chip and dig through the earth or use the songchanger magic to move the earth. They need not burrow far, as the chamber housing the *Orb*, area 10E, is immediately beyond the wall of earth.



Rock-filled Cave: Hardness 8; hit points 50 (PCs must dig through this much rock to reach area 10E); Break (DC 40).

Treasure: See **Chapter Five** for a complete description of the *Moonsilver Orb*.

E. Cave of Water (EL 12)

Dark and churning water fills the cavern, requiring the PCs to have on hand a ready means to breathe water. The water is actually crystal clear, being in its elemental state; the murky appearance is from the school of fish that occupies the pool. At the pool's bottom, the *Moonsilver Orb* rests rather ignominiously upon the sandy floor.

Creatures: If anyone enters the pool, the fish respond aggressively. These **50 blue-finned vants** immediately alter the pressure in the pool to an unbearable level. Refer to **Chapter Six** for details of these creatures.

Blue-Finned Vant (50): CR 1; hp 6; see **Chapter Six**.

Concluding the Adventure

With so many options before the PCs, the outcome of their quest may be in doubt until the very end. Whether or not the Kuah-Lij get what they want, they might come back in force to plague other parts of the planet, even the PCs' nation. If the PCs aid the Coralites and restore order, they are rewarded in any way the Coralites can imagine, including the *Orb* if that is the PCs' desire. The Coralites have a vested interest in seeing it used only for good and do not give it up to anyone whose intentions are obviously otherwise. Regardless, the PCs have a long return journey ahead. Above all, stress the remarkable achievement of the PCs upon their return. They are instant celebrities in any port they enter and must recount their story many times over to enraptured listeners.

Moonsilver Sea

CHARYBDIS

HERON HOUSE

THE VEILS

MT. SUII

SAORPPOPII

ACGIS ISLE

RUINS

BITE STORE

CHOIR WOOD

CRIES OF PERDITION

PHOMKURDHELEPPS

ARCHIPELAGO

LOST MAGE ISLE

SANDBAR SURFITE

MERMAIDS

ENGIN CUCKIVE

CORAMIS

RISE OF JEEGARR

MESMUR

REGION OF YUUD

YAVO'S BREATH

SANDPAPER VATE

FL. FODDOM

0 10 20 30 40

Scale in Miles

Appendix One: Monsters and NPCs

This appendix contains an alphabetical listing of all statistics blocks for monsters from the *Tome of Horrors* by Necromancer Games that are used in the adventures. Also here are the statistics blocks for all NPCs from the adventures in this book, in the order in which they appear in the text.

Monsters from the Tome of Horrors

Brine Zombie: CR 1; SZ M Undead; HD 4d12; hp 24; Init -1; Spd 30 ft., swim 30 ft.; AC 13 (-1 Dex, +4 natural), touch 9, flat-footed 13; BAB/Grp +2/+4; Atk +4 melee (1d6+2, cutlass) or +4 melee (1d6+3, slam); Full Atk +4 melee (1d6+2, cutlass) or +4 melee (1d6+3, slam); SQ DR (5/slashing), fire resistance (10), single actions only, undead; AL NE; SV Fort +1, Ref +0, Will +4; Str 14, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills: Swim +10. *Feats:* Toughness.

Crabman: CR 2; SZ L Monstrous humanoid; HD 3d8+6; hp 19 each; Init +0; Spd 30 ft., swim 20 ft.; AC 15 (-1 size, +6 natural), touch 9, flat-footed 15; BAB/Grp +3/+10; Atk +5 melee (1d6+3, claw); Full Atk +5 melee (1d6+3 [x2], claws); SA constrict (1d6+3), improved grab; SQ amphibious, darkvision (60 ft.); AL N; SV Fort +3, Ref +3, Will +3; Str 16, Dex 11, Con 15, Int 10, Wis 10, Cha 8.

Skills: Craft (coral jewelry) +3, Listen +5, Search +3, Spot +5, Swim +11. *Feats:* Alertness, Power Attack.

Draug (Poshkin the Tame): CR 4; SZ M Undead; HD 6d12; hp 38 (50 for Poshkin); Init +2; Spd 30 ft., swim 30 ft.; AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; BAB/Grp +3/+5; Atk +6 melee (1d6+2, cutlass) or +5 melee (1d4+2, claw); Full Atk +6 melee (1d6+2, cutlass) or +5 melee (1d4+2 [x2], claws); SA call storm (1/day); SQ control ship, fire resistance (10), turn resistance (+2), undead; AL CE; SV Fort +4, Ref +4, Will +7; Str 14, Dex 15, Con —, Int 12, Wis 14, Cha 14.

Skills: Balance +8, Climb +8, Escape Artist +6, Hide +7, Profession (sailor) +7, Listen +6, Move Silently +7, Spot +6, Survival +7, Swim +10, Use Rope +7. *Feats:* Alertness, Great Fortitude, Weapon Focus (cutlass).

Executioner's Hood: CR 2; SZ S Aberration; HD 2d8+2; hp 11; Init +0; Spd 10 ft., climb 5 ft.; AC 14 (+1 size, +3 natural), touch 11, flat-footed 14; BAB/Grp +1/-7 (+1 when engulfing); Atk +3 melee (1d4 and engulf, slam); Full Atk +3 melee (1d4 and engulf, slam); SA engulf; SQ alcohol vulnerability, darkvision 60 ft., host, *sleep* immunity; AL N; SV Fort +1, Ref +0, Will +4; Str 10, Dex 10, Con 12, Int 4, Wis 12, Cha 10.

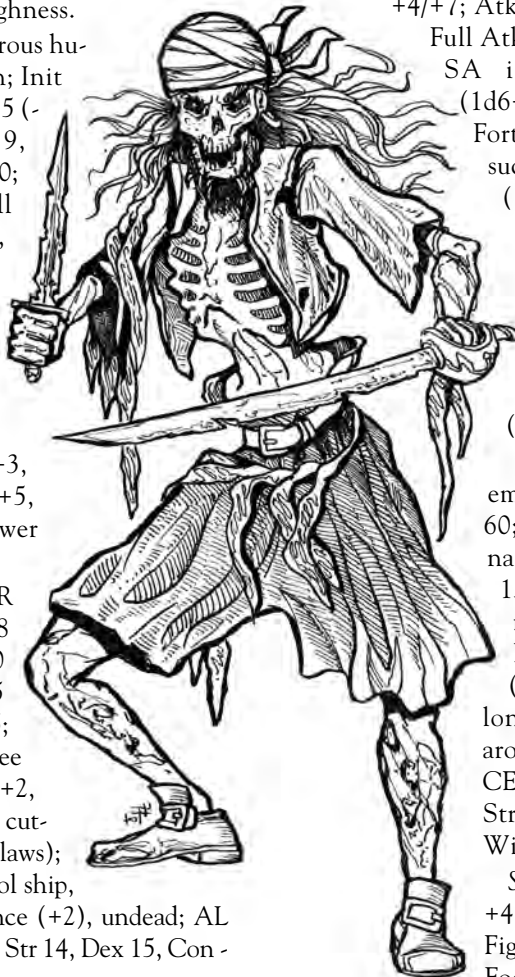
Skills: Climb +8, Listen +6, Spot +5. *Feats:* Alertness.

Eye Killer: CR 3; SZ M Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 20 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +4/+7; Atk +8 melee (1d6+4, tail slap); Full Atk +8 melee (1d6+4, tail slap); SA improved grab, constrict (1d6+3), death gaze (1/day, 50 ft., Fort DC 13 or die; 3d6 damage on successful save); SQ darkvision (120 ft.), light vulnerability; AL CE; SV Fort +6, Ref +6, Will +1; Str 16, Dex 14, Con 14, Int 2, Wis 10, Cha 12.

Skills: Listen +5, Move Silently +3, Spot +9. *Feats:* Alertness, Weapon Focus (tail slap).

Firefiend: CR 7; SZ M Elemental (fire); HD 8d8+24; hp 60; Init +0; Spd 30 ft.; AC 13 (+3 natural), touch 10, flat-footed 13; BAB/Grp +6/+10; Atk +11 melee (1d8+4 plus 1d6 fire, longsword); Atk +11 melee (1d8+4 plus 1d6 fire [x3], longsword); SA spit; SQ all-around vision, fire subtype; AL CE; SV Fort +5, Ref +6, Will +2; Str 18, Dex 10, Con 16, Int 8, Wis 10, Cha 8.

Skills: Listen +4, Move Silently +4, Spot +4. *Feats:* Multiweapon Fighting, Power Attack, Weapon Focus (longsword).



Gambado: CR 3; SZ M Aberration; HD 4d8+8; hp 26; Init +1; Spd 40 ft.; AC 14 (+1 Dex, +3 natural), touch 11, flat-footed 13; BAB/Grp +3/+5; Atk +5 melee (1d8+2, bite); Full Atk +5 melee (1d8+2, bite) and +0 melee (1d4+1 [x2], claws); AL CN; SV Fort +3, Ref +2, Will +5; Str 14, Dex 12, Con 14, Int 6, Wis 12, Cha 8.

Skills: Hide +6, Jump +9, Listen +3, Spot +5. *Feats:* Alertness, Skill Focus (Hide).

Giant Marmoset: CR 1; SZ M Animal; HD 3d8+3; hp 13; Init +2; Spd 40 ft., climb 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +2/+2; Atk +4 melee (1d6, claw); Full Atk +4 melee (1d6 [x2], claws) and -1 melee (1d8, bite) or +4 melee (1d6 [x2], claws) and -1 melee (1d4, tail); SQ scent; AL N; SV Fort +4, Ref +5, Will +1; Str 11, Dex 15, Con 13, Int 3, Wis 11, Cha 11.

Skills: Climb +10, Hide +3, Listen +3, Move Silently +4, Spot +7. *Feats:* Alertness, Weapon Finesse.

Greater Medusa: CR 8; SZ L Monstrous humanoid; HD 8d8+16; hp 52; Init +1; Spd 30 ft.; AC 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15; BAB/Grp +8/+14; +8 ranged (1d6+2, composite shortbow, crit x3) or +9 melee (1d4+2, dagger, 19-20/x2) or +9 melee (1d4 plus poison, snakes); Full Atk +8/+3 ranged (1d6+2, composite shortbow, crit x3) or +9/+4 melee (1d4+2, dagger, 19-20/x2) and +4 melee (1d4 plus poison, snakes); SA petrifying gaze (Fort DC 16, petrification), poison (Fort DC 16, 1d6/1d6 temp Str), poisonous blood (Fort DC 16, 2d6/2d6 temp Str); AL LE; SV Fort +4, Ref +7, Will +7; Str 14, Dex 12, Con 15, Int 12, Wis 13, Cha 15.

Skills: Bluff +9, Disguise +8 (+10 acting), Intimidate +9, Move Silently +8, Spot +7. *Feats:* Point Blank Shot, Precise Shot, Weapon Focus (snakes).

Groaning Spirit (Angileena): CR 7; SZ M Undead [Incorporeal]; HD 7d12; hp 45; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14; BAB/Grp +3/+6; Atk +6 melee (1d8, incorporeal touch); SA chill touch (1 Str drain), fear aura (Will DC 17, flee for 1d6+4 rounds), keening (1/day, 30-ft., Will DC 17 or affected by *wail of the banshee*, successful save deals 3d6+7); SQ incorporeal, undead, detect living, SR 20, turn resistance (+4), unnatural aura, vulnerability (*dispel evil* deals 1d6/caster level, max 10d6); AL CE; SV Fort +2, Ref +5, Will +8; Str —, Dex 17, Con —, Int 16, Wis 16, Cha 18.

Skills: Bluff +14, Hide +13, Intimidate +14, Listen +15, Search +13, Sense Motive +13, Spot +15. *Feats:* Ability Focus (keening), Alertness (b), Blind-Fight, Improved Initiative.

Juju Zombie: CR 3; SZ M Undead; HD 3d12+3; hp 19; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; BAB/Grp +1/+6; Atk +6 melee (1d8+5, longsword 19-20/x2) or +6 melee (1d6+5, slam); SQ DR (5/magic and slashing), darkvision (60 ft.), immunities (electricity, cold, *magic missile*), turn resistance (+4), undead traits; AL NE; SV Fort +1, Ref +4, Will +3; Str 20, Dex 16, Con —, Int 4, Wis 10, Cha 10.

Skills: Climb +12, Jump +4, Listen +4, Ride +7, Spot +3. *Feats:* Alertness, Cleave, Great Cleave, Improved Sunder, Power Attack.

Kelpie: CR 4; SZ M Plant; HD 5d8+5; hp 27 each; Init +6; Spd 20 ft., swim 30 ft.; AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; BAB/Grp +3/+5; Atk +5 melee (grapple); Full Atk +5 melee (grapple); SA charm (Will DC 15), improved grab; SQ amphibious, fire resistance (20), plant, reshape form, telepathy; AL NE; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 13, Int 8, Wis 13, Cha 17.



Skills: Bluff +5, Hide +4, Listen +5, Spot +5, Swim +10. *Feats:* Alertness, Improved Initiative.

Mummy of the Deep: CR 4; SZ M Undead; HD 6d12+3; hp 42; Init +0; Spd 20 ft., swim 20 ft.; AC 19 (-1 Dex, +10 natural), touch 9, flat-footed 19; BAB/Grp +3/+6; Atk +6 melee (1d6+3 and curse of the deep, slam); Full Atk +6 melee (1d6+3 and curse of the deep, slam); SA curse of the deep (Fort DC 15), despair (Will DC 15, paralyzed with fear 1d4 rounds), improved grab; SQ control water, damage reduction (5/magic), fire resistance (10), undead; AL NE; SV Fort +4, Ref +2, Will +7; Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15.

Skills: Listen +10, Move Silently +6, Spot +10, Swim +11. *Feats:* Alertness, Great Fortitude, Toughness.

Soul Nibbler: CR 1; SZ T Magical Beast; HD 1/2d10; hp 2; Init +2; Spd 15 ft., climb 15 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grp +1/-11; Atk +4 melee (1d2, bite and energy drain); Full Atk +4 melee (1d2, bite and energy drain); SA energy drain (1 negative level, Fort DC 10); SQ necromantic immunity, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Will 12, Cha 2.

Skills: Balance +10, Climb +11, Hide +15, Move Silently +8. *Feats:* Weapon Finesse.

Swamp Troll (Dag): CR 3; SZ L Giant; HD 3d8+15; hp 28; Init +2; Spd 30 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; BAB/Grp +2/+10; Atk +5 melee (1d6+4, claw); Full Atk +5 melee (1d6+4 [x2], claws), +0 melee (1d8+2, bite); SQ darkvision (60 ft.), low-light vision, scent, swamp dependent; AL CE; SV Fort +8, Ref +3, Will +2; Str 18, Dex 14, Con 20, Int 6, Wis 9, Cha 4.

Skills: Hide +3*, Listen +2, Move Silently +8, Spot +2, Survival +0. *Feats:* Alertness, Improved Natural Attack (bite) (b), Iron Will.

Adventure NPCs

The Ghosting of Lady Quay

Ruffian, male human Rog2: CR 2; SZ M; HD 2d6+8; hp 16 each; Init +4; Spd 30 ft.; AC 14 (+4 Dex), touch 14, flat-footed 10; BAB/Grp +1/+2; Atk +2 melee (1d4+1 belaying pin); Full Atk +2 melee (1d4+1 belaying pin); SA sneak attack (+1d6); SQ evasion, trapfinding; AL NE; SV Fort +4, Ref +7, Will +1; Str 12, Dex 18, Con 18, Int 16, Wis 13, Cha 13.

Skills: Appraise +7, Climb +6, Craft (ropemaking) +7, Diplomacy +5, Disguise +6, Escape Artist +9, Move Silently +9, Open Lock +9, Perform +3, Read Lips +7, Sense Motive +6, Swim +3, Tumble +8, Use Magic Device +6. *Feats:* Blind-Fight, Point Blank Shot.

Possessions: Each ruffian has a ratty pouch of 1d10 sp, as well as his belaying pin. One of them carries a wineskin full of rum, and another has a pearl (120 gp) concealed in the heel of his left boot.

Rekello, male human Slr5*: CR 5; SZ M; HD 5d10+10; hp 39; Init +5; Spd 20 ft.; AC 14 (+1 Dex, +3 armor), touch 11, flat-footed 13; BAB +5/Grp +7; Atk +8 melee (1d10+3 [used two-handed], heavy flail); Full Atk +8 melee (1d10+3 [used two-handed], heavy flail); AL LN; SV Fort +6, Ref +2, Will +2; Str 15, Dex 13, Con 15, Int 13, Wis 13, Cha 12.

Skills: Climb +5, Hide +2, Jump +6, Profession (sailor) +7, Swim +2, Use Rope +6. *Feats:* Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Weapon Focus (heavy flail).

Possessions: Hide armor, heavy flail, pouch of 8 pearls (75 gp each), *goggles of night*, and a large leather valise in which he carries his *helm of underwater action*.

Winnifer Miro, female human Slr3*/Mar4: CR 7; SZ M; HD 3d10+3 plus 4d10+4; hp 56; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 leather armor), touch 14, flat-footed 12; BAB/Grp +7/+9; Atk +13 melee (1d6+3, +3 cutlass) or +9 ranged (1d6, light crossbow); Full Atk +13/+8 melee (1d6+3, +3 cutlass) or +9/+4 ranged (1d6, light crossbow); SQ lieutenancy, sailor's lore (+6), sea legs, shipboard life; AL N; SV Fort +10, Ref +6, Will +3; Str 15, Dex 14, Con 16, Int 14, Wis 13, Cha 15.

Skills: Balance +8, Climb +10, Intimidate +8, Jump +8, Navigate +8, Profession (sailor) +7, Spot +5, Survival +5, Swim +7, Tumble +4, Use Rope +11. *Feats:* Combat Expertise, Improved Disarm, Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Weapon Focus (cutlass).

Languages Spoken: Common, Aquatic, Dwarf, Elf.

Possessions: +4 leather armor, +3 cutlass of dancing, matching gold earrings worth 200 gp each.

Sailors, male and female humans Slr1*: CR 1; SZ M; HD 1d10+1; hp 11 each; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk +2 melee (1d6+1, short sword) or +2 ranged (1d6, shortbow); AL varies; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 13, Int 9, Wis 11, Cha 7.

Skills: Profession (sailor) +2, Spot +1. *Feats:* Blind-Fight, Improved Initiative, Weapon Focus (shortbow).

*Captain Miro and her crew use the Sailor class skill list (See **Alternate Fighter and Warrior in Chapter Four**).

The Island of Bonjo Tombo

Captain Rombartho, male human Ftr 2/Rog2/Mar2: CR 6; SZ M; HD 2d10+2 plus 2d6+2 plus 2d10+2; hp 39; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 15; BAB/Grp +5/+7; Atk +9 melee (1d6+3, +1 cutlass, 19-20/x2);



Full Atk +9 melee (1d6+3, +1 *cutlass*, 19-20/x2); SQ sailor's lore (+2), sea legs, shipboard life; AL N; SV Fort +7, Ref +4, Will +2; Str 15, Dex 13, Con 12, Int 10, Wis 11, Cha 10.

Skills: Balance +8, Bluff +1, Climb +7 (+9 using ropes), Escape Artist +6, Jump +11, Listen +5, Profession (sailor) +6, Spot +4, Swim +10, Use Rope +6. **Feats:** Agile, Alertness, Improved Initiative, Iron Will, Power Attack, Weapon Focus (cutlass).

Languages: Common, Aquatic.

Possessions: +1 *cutlass*, chain shirt.

Scryhawk Crewmember, male or female human Exp1: CR 1/2; SZ M; HD 1d6; hp 6; Init +4; Spd 30 ft. ; AC 12 (+2 leather), touch 10, flat-footed 12; BAB/Grp +0/+1; Atk +1 melee (1d6+1, *cutlass*, 19-20/x2); Full Atk +1 melee (1d6+1, *cutlass*, 19-20/x2); AL N; SV Fort +0, Ref +0, Will +2; Str 12, Dex 11, Con 10, Int 10, Wis 11, Cha 10.

Skills: Balance +4, Climb +5, Hide +2, Move Silently +2, Listen +6, Profession (sailor) +4, Spot +6, Use Rope +4. **Feats:** Alertness, Improved Initiative.

Boa Bato Headhunter, male human Bbn2: CR 2; SZ M; HD 2d12+2; hp 15; Init +0; Spd 40 ft. ; AC 12 (+2 armor), touch 10, flat-footed 12; BAB/Grp +2/+4; Atk +5 melee (1d6+2, *shortspear*); Full Atk +5 melee (1d6+2, *shortspear*); SQ fast movement, illiteracy, rage (1/day), uncanny dodge; AL CN; SV Fort

+4, Ref +0, Will +0; Str 14, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills: Climb +7, Handle Animal +4, Intimidate +4, Listen +2, Spot +2, Survival +5, Swim +5. **Feats:** Alertness, Weapon Focus (shortspear).

Possessions: Leather armor, shortspear, *potion of cure moderate wounds*, *potion of delay poison*.

Itua Tua, male human Bbn6: CR 6; SZ M; HD 6d12+12; hp 51; Init +6; Spd 40 ft. ; AC 15 (+2 Dex, +3 armor), touch 12, flat-footed 13; BAB/Grp +6/+9; Atk +10 melee (1d6+4, +1 *shortspear*); Full Atk +10/+5 melee (1d6+4, +1 *shortspear*); SQ fast movement, illiteracy, rage (2/day), improved uncanny dodge, trap sense (+2); AL CN; SV Fort +7, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 12, Wis 12, Cha 11.

Skills: Climb +10, Handle Animal +9, Intimidate +9, Jump +9, Listen +9, Ride +10, Spot +3, Survival +9, Swim +8. **Feats:** Alertness, Animal Affinity, Improved Initiative, Weapon Focus (shortspear).

Possessions: +1 *leather armor*, +1 *shortspear*, *potion of neutralize poison*, *potion of cure moderate wounds*.

Bat Aibi, female human Sor6: CR 6; SZ M; HD 6d4+3; hp 18; Init +1; Spd 30 ft. ; AC 12 (+1 Dex, +1 ring), touch 11, flat-footed 11; BAB/Grp +3/+3; Atk +3 melee (1d6, *quarterstaff*); Full Atk +3 melee (1d6, *quarterstaff*); SA spells; SQ summon familiar; AL

CN; SV Fort +4, Ref +3, Will +6; Str 10, Dex 13, Con 11, Int 12, Wis 13, Cha 15.

Skills: Bluff +8, Concentration +6, Knowledge (arcana) +7, Knowledge (nature) +3, Listen +3, Spellcraft +7, Spot +3. *Feats:* Craft Wand, Empower Spell, Great Fortitude, Toughness.

Arcane Spells Known (6/7/6/3; save DC 12 + spell level): 0—acid splash, daze, detect magic, light, message, read magic, touch of fatigue; 1st—burning hands, disguise self, enlarge person, ray of enfeeblement; 2nd—fog cloud, summon monster II; 3rd—summon monster III.

Possessions: Quarterstaff, wand of sleep (25 charges), ring of protection +1, arcane scroll of 2 spells (rage, heroism), potion of cure serious wounds.

Ola Tombo Warrior, male human Bbn2: CR 2; SZ M; HD 2d12+2; hp 15; Init +1; Spd 40 ft.; AC 12 (+1 Dex, +2 shield, +0 naked), touch 10, flat-footed 10; BAB/Grp +2/+4; Atk +5 melee (1d8+2, maquahuilt) or +3 ranged (1 plus centipede poison, blowgun, range 10 ft.) or +3 ranged (1d6+2, javelin, range 30 ft.); Full Atk +5 melee (1d8+2, maquahuilt) or +3 ranged (1 plus centipede poison, blowgun, range 10 ft.) or +3 ranged (1d6+2, javelin, range 30 ft.); SQ fast movement, illiteracy, rage (1/day), uncanny dodge; AL CE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 12, Int 10, Wis 11, Cha 8.

Skills: Climb +5 (+7 without shield), Handle Animal +4, Intimidate +4, Listen +2, Spot +2, Survival +5, Swim +3. *Feats:* Alertness, Weapon Focus (maquahuilt).

Possessions: Maquahuilt, blowgun, 30 needles, javelin, heavy wooden shield, 3 vials of small centipede poison.

Captain Quimby, male human Ftr5/Rog4: CR 9; SZ M; HD 5d10+10 plus 4d6+8; hp 59; Init +6; Spd 30 ft.; AC 14 (+2 Dex, +2 armor), touch 12, flat-footed 12; BAB/Grp +8/+11; Atk +14 melee (1d6+7, +2 cutlass, 19-20/x2) or +10 ranged (1d6, light crossbow, 19-20/x2, range 80 ft.); Full Atk +14/+9 melee (1d6+7, +2 cutlass, 19-20/x2); SA sneak attack (+2d6); SQ trapfinding, evasion, trap sense (+1), uncanny dodge; AL N(E); SV Fort +7, Ref +7, Will +5; Str 17, Dex 14, Con 14, Int 11, Wis 13, Cha 13.

Skills: Balance +9, Climb +13, Escape Artist +7, Gather Information +7, Intimidate +10, Jump +10, Search +5, Swim +12, Use Rope +8. *Feats:* Athletic, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (cutlass), Weapon Specialization (cutlass).

Possessions: Leather armor, +2 cutlass, light crossbow, 12 bolts.

Keaton, male human Ftr2/Rog3 (first mate): CR 5; SZ M; HD 2d10+2 plus 3d6+3; hp 30; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 leather), touch 11, flat-footed 13; BAB/Grp +4/+6; Atk +8 melee (1d6+3,

+1 short sword, 19-20/x2); Full Atk +8 melee (1d6+3, +1 short sword, 19-20/x2); SA sneak attack (+2d6); SQ trapfinding, evasion, trap sense (+1); AL NE; SV Fort +5, Ref +4, Will +1; Str 15, Dex 13, Con 12, Int 10, Wis 11, Cha 10.

Skills: Balance +4, Climb +7, Hide +7, Jump +7, Listen +6, Move Silently +7, Navigate +4, Spot +6, Swim +7. *Feats:* Alertness, Cleave, Endurance, Power Attack, Weapon Focus (short sword).

Possessions: +1 leather, +1 short sword.

Milton, male human Brd 2/Rog3 (second mate): CR 5; SZ M; HD 2d6+2 plus 3d6+3; hp 22; Init +2; Spd 30 ft.; AC 15 (+1 Dex, +4 leather), touch 11, flat-footed 14; BAB/Grp +3/+3; Atk +4 melee (1d6, cutlass, 19-20/x2) or +4 melee (1d4+1, dagger, 19-20/x2, range 10 ft.); Full Atk +4 melee (1d6, cutlass, 19-20/x2) or +4 melee (1d4+1, dagger, 19-20/x2, range 10 ft.); SA sneak attack (+2d6); SQ bardic music, bardic knowledge, evasion, trapfinding, trap sense (+1); AL N; SV Fort +2, Ref +7, Will +3; Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 15.

Skills: Balance +3, Bluff +8, Decipher Script +5, Escape Artist +9, Concentration +6, Knowledge (arcana) +7, Listen +9, Move Silently +9, Search +8, Spot +9, Tumble +5, Use Rope +5. *Feats:* Agile, Alertness, Weapon Focus (cutlass).

Possessions: +2 leather, potion of cure moderate wounds, +1 dagger.

Arcane Spells Known (Cast per Day 3/1; save DC 12 + spell level): 0—dancing lights, daze, flare, ghost sound, read magic; 1st—animate rope, cause fear.

Clive, ship's doctor, male human Clr5 (Elmarran): CR 5; SZ M; HD 5d8+10; hp 34; Init -1; Spd 30 ft.; AC 12 (-1 Dex, +3 studded leather), touch 9, flat-footed 12; BAB/Grp +3/+4; Atk +4 melee (1d8+1, trident); Full Atk +4 melee (1d8+1, trident); SA turn/rebuke undead (4/day), spells; SQ aura; AL CN; SV Fort +6, Ref +0, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills: Concentration +10, Knowledge (religion) +8, Spellcraft +8. *Feats:* Empower Spell, Quicken Spell, Weapon Focus (trident).

Divine Spells per Day (5/4/3/2; save DC 13 + spell level): 0—create water, cure minor wounds, guidance, read magic, resistance; 1st—bless, cause fear, detect law, divine favor; 2nd—aid, enthrall, resist energy; 3rd—bestow curse, dispel magic.

Domain Spells (Travel, Water): 1st—obscuring mist; 2nd—locate object; 3rd—water breathing.

Domain Abilities: Travel—5 rounds/day, freedom of movement as the spell; Water—4/day, turn or destroy fire creatures, rebuke, command, or bolster water creatures.

“The Cook” Wu Shu, male human Mnk3: CR 3; SZ M; HD 3d8+3; hp 16; Init +2; Spd 40 ft.; AC (+2 Dex, +2 Wis), touch 14, flat-footed 12; BAB/Grp

+2/+3; Atk +3 melee (1d6+1, quarterstaff) or +3 melee (1d6+1, nunchaku) or +4 ranged (1+1, shuriken, range 10 ft.); SA flurry of blows, unarmed strike (1d6); Full Atk +3 melee (1d6+1, quarterstaff) or +3 melee (1d6+1, nunchaku) or +4 ranged (1+1, shuriken, range 10 ft.); SA flurry of blows, unarmed strike (1d6); SQ evasion, still mind; AL LE; SV Fort +4, Ref +5, Will +5; Str 13, Dex 15, Con 13, Int 11, Wis 14, Cha 10.

Skills: Balance +9, Climb +6, Concentration +6, Escape Artist +9, Hide +7, Listen +4, Spot +4, Swim +6. *Feats:* Agile, Alertness, Blind-Fight, Combat Reflexes (b), Stunning Fist (b).

Possessions: Quarterstaff, 6 shuriken, nunchaku.

Chief Ba'a Balo, male human Bbn9: CR 9; SZ M; HD 9d12+9; hp 67; Init +6; Spd 40 ft. ; AC 17 (+2 Dex, +2 shield, +2 ring, +1 amulet), touch 13, flat-footed 15; BAB/Grp +9/+12; Atk +16 melee (1d8+6, +2 *maquahuilt*) or +12 ranged (1 plus poison, blowgun, range 10 ft.); Full Atk +16/+11 melee (1d8+6, +2 *maquahuilt*) or +12/+7 ranged (1 plus poison, blowgun, range 10 ft.); SQ damage reduction (1/—), fast movement, illiteracy, rage (3/day), improved uncanny dodge, trap sense (+3); AL CE; SV Fort +8, Ref +5, Will +5; Str 19, Dex 14, Con 13, Int 12, Wis 11, Cha 13.

Skills: Climb +14, Handle Animal +11, Intimidate +13, Jump +12, Listen +10, Ride +4, Spot +6, Survival +8, Swim +14. *Feats:* Alertness, Animal Affinity, Improved Initiative, Iron Will, Weapon Focus (*maquahuilt*, blowgun).

Possessions: Ring of protection +1, amulet of natural armor +1, +2 *maquahuilt*, potion of cure moderate wounds, heavy wooden shield, 3 vials of small centipede poison.

Va'a Ma'a the Witch doctor, male human Wdc9: CR 9; SZ M; HD 9d6+9; hp 40; Init +0; Spd 30 ft. ; AC 12 (+2 bone necklace), touch 10, flat-footed 12; BAB/Grp +4/+4; Atk +4 melee (1d6, quarterstaff) or +5 melee (1d4+1, +1 dagger, 19-20/x2); Full Atk +4 melee (1d6, quarterstaff) or +5 melee (1d4+1, +1 dagger, 19-20/x2); SA spells; SQ summon familiar; AL CE; SV Fort +6, Ref +5, Will +11; Str 11, Dex 11, Con 13, Int 14, Wis 17, Cha 13.

Skills: Craft (alchemy) +12, Concentration +11, Heal +13, Knowledge (the planes) +12, Knowledge (religion) +12, Survival +13. *Feats:* Augment Summoning, Craft Wand, Craft Wondrous Item, Greater Spell Focus (Conjuration), Spell Focus (Conjuration).

Witch Doctor Spells Prepared (3/4/3/2; save DC 13 + spell level; save DC 14 + spell level Conjuration): 0—dancing lights, detect magic, read magic; 1st—bane, cause fear, protection from good, summon monster I; 2nd—darkness, inflict moderate wounds, summon monster II; 3rd—bestow curse, contagion.

Possessions: +1 dagger, wand of cause critical wound (30 charges), cloak of resistance +2, wand of obscuring mist (17 charges), bone necklace of natural armor +2 (functions as amulet of natural armor).

Lesser Witch doctor, male or female Wdc3: CR 3; SZ M; HD 3d6; hp 10; Init +0; Spd 30 ft. ; AC 10, touch 10, flat-footed 10; BAB/Grp +1/+1; Atk +1 melee (1d4, dagger, 19-20/x2); Full Atk +1 melee (1d4, dagger, 19-20/x2); SA spells; SQ summon familiar; AL CE; SV Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 11, Int 12, Wis 14, Cha 12.

Skills: Craft (alchemy) +7, Concentration +6, Spellcraft +7, Survival +8. *Feats:* Brew Potion, Scribe Scroll, Spell Focus (Conjuration).

Witch Doctor Spells Prepared (3/3; save DC 11 + spell level; save DC 12 + spell level Conjuration): 0—dancing lights, detect magic, read magic; 1st—bane.

Possessions: Dagger, potion of invisibility, arcane scroll of two spells (*summon monster I* [x2]), wand of ray of enfeeblement (15 charges).

Wife of Ba'a Balo, female human Bbn1: CR 1; SZ M; HD 1d12+1; hp 13; Init +2; Spd 40 ft. ; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +1/+3; Atk +3 melee (1d8+2, *maquahuilt*) or +3 melee (1d8+3, shortspear, crit x3) or +3 ranged (1d8+2, shortspear, crit x3, range 20 ft.); Full Atk +3 melee (1d8+2, *maquahuilt*) or +3 melee (1d8+3, shortspear, crit x3) or +3 ranged (1d8+2, shortspear, crit x3, range 20 ft.); SA rage (1/day, +4 Str, +4 Con, +2 Will, -2 AC, 2 bonus hp); SQ fast movement, illiteracy; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills: Climb +6, Handle Animal +3, Intimidate +3, Listen +5, Spot +3, Survival +3, Swim +6. *Feats:* Alertness, Weapon Focus (*maquahuilt*).

Possessions: Maquahuilt, shortspear.

Captain Cho Sun, male human Ftr 8/Rog4: CR 12; SZ M; HD 8d10+8 plus 4d6+4; hp 69; Init +7; Spd 30 ft. ; AC 20 (+3 Dex, +7 chain shirt), touch 11, flat-footed 18; BAB/Grp +11/+14; Atk +18 melee (1d6+9, +2 *keen cutlass of speed*, 17-20/x2) or +13 ranged (1d8+1 and poison, +1 *light crossbow*, 19-20/x2, range 80 ft.); Full Atk +18/+18/+13/+8 melee (1d6+9, +2 *keen cutlass of speed*, 17-20/x2) or +13 ranged (1d8+1 and poison, +1 *light crossbow*, 19-20/x2, range 80 ft.); SA sneak attack (+2d6); SQ trapfinding, evasion, trap sense (+1), uncanny dodge; AL NE; SV Fort +8, Ref +7, Will +3; Str 16, Dex 16, Con 13, Int 10, Wis 11, Cha 10.

Skills: Balance +8, Bluff +7, Climb +12, Disguise +2, Forgery +2, Jump +12, Listen +2, Profession (sailor) +4, Search +7, Spot +2, Swim +10, Use Rope +10. *Feats:* Alertness, Cleave, Deceitful, Great Cleave, Greater Weapon Focus (*cutlass*), Greater Weapon Specialization (*cutlass*), Improved Initia-

tive, Leadership, Power Attack, Weapon Focus (cutlass), Weapon Specialization (cutlass).

Possessions: +3 chain shirt, boots of speed, +2 keen cutlass of speed, +1 light crossbow, 20 bolts (poisoned with blood root poison), ring of elemental command (water), brooch of shielding (fully charged), cloak of protection +2, 1,500 gp total value of gaudy jewelry.

Mr. Sharpley, Ship's Wizard, male human Wiz7: CR 7; SZ M; HD 7d4+7; hp 24; Init +1; Spd 30 ft. ; AC 14 (+1 Dex, +2 amulet, +1 ring), touch 12, flat-footed 13; BAB/Grp +3/+3; Atk +3 melee (1d6, quarterstaff); Full Atk +3 melee (1d6, quarterstaff); SA spells; SQ summon familiar; AL LE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 13, Con 13, Int 15, Wis 12, Cha 10.

Skills: Concentration +11, Decipher Script +12, Knowledge (arcana) +12, Knowledge (oceanography) +12, Spellcraft +12. *Feats:* Brew Potion, Craft Wondrous Item, Empower Spell, Quicken Spell, Scribe Scroll, Spell Penetration.

Arcane Spells per Day (4/4/3/2/1; save DC 12 + spell level): 0—resistance, detect poison, mending, detect magic; 1st—mage armor, magic missile, shield, sleep; 2nd—detect thoughts, locate object, invisibility, flaming sphere; 3rd—fireball, water breathing; 4th—polymorph.

Possessions: *Potion of cure moderate wounds*, scroll of 3 arcane spells (*dispel magic*, *displacement*, *fly*), scroll of 2 arcane spells (*blur*, *gust of wind*), wand of silence (41 charges), wand of shocking grasp (33 charges), ring of protection +1, amulet of natural armor +2.

Mr. Crove, ship's doctor, male human Clr6 (Elmarran): CR 6; SZ M; HD 6d8+12; hp 40; Init -1; Spd 30 ft. ; AC 13 (-1 Dex, +4 chain shirt), touch 9, flat-footed 13; BAB/Grp +4/+5; Atk +5 melee (1d8+1, heavy mace); Full Atk +5 melee (1d8+1, heavy mace); SA turn/rebuke undead (4/day), spells; SQ aura; AL NE; SV Fort +7, Ref +1, Will +8; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills: Concentration +11, Knowledge (religion) +12, Spellcraft +9. *Feats:* Brew Potion, Combat Casting, Empower Spell, Quicken Spell.

Divine Spells per Day (5/4/4/3; save DC 13 + spell level): 0—cure minor wounds, detect magic, detect poison, purify food and drink, resistance; 1st—bane, cure light wounds, death watch, divine favor; 2nd—augury, death knell, hold person, make whole; 3rd—animate dead.

Domain Spells (Destruction, Water): 1st—inflict light wounds; 2nd—shatter; 3rd—water breathing.

Domain Abilities: Destruction—1/day, smite attack, +4 to hit, +6 damage; Water—4/day, turn or destroy fire creatures, rebuke, command, or bolster water creatures.

Brotherhood of Skulls Pirate, male human Rog2: CR 2; SZ M; HD 2d6+2; hp 11; Init +2; Spd 30 ft. ;

AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +1/+2; Atk +2 melee or +3 ranged; Full Atk +2 melee or +3 ranged; SA sneak attack (+1d6); SQ trapfinding, evasion; AL LE; SV Fort +1, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 12, Wis 12, Cha 10.

Skills: Balance +9, Climb +6, Escape Artist +9, Hide +3, Intimidate +5, Listen +8, Move Silently +4, Search +3, Spot +8, Swim +6, Use Rope +7. *Feats:* Agile, Alertness.

Where the Ocean Meets the Sky

Captain Sandi Crow, Rog6/Exp2/Nav5: CR 12; SZ M; HD 2d6+2 plus 6d6+6 plus 5d6+5; hp 61; Init +3; Spd 30 ft. ; AC 18 (+3 Dex, +5 armor), touch 13, flat-footed 15; BAB/Grp +8/+8; Atk +11 melee (1d6+2, +2 cutlass, crit 19-20); Full Atk +11/+6 melee (1d6+2, +2 cutlass, crit 19-20); SA sneak attack (+3d6); SQ cartography (+2), evasion, land ho!, ocean lore (+12), sea sense, trap sense (+2), trapfinding, uncanny dodge (Dex bonus to AC, can't be flanked); AL CG; SV Fort +5, Ref +13, Will +13; Str 11, Dex 16, Con 12, Int 15, Wis 13, Cha 8.

Skills: Balance +16, Climb +11, Decipher Script +15, Diplomacy +8, Gather Information +14, Intimidate +2, Knowledge (geography) +15, Knowledge (local) +11, Listen +10, Navigation +15, Profession (sailor) +14, Spot +7, Swim +15, Use Rope +13 (+15 with ropes). *Feats:* Alertness, Athletic, Combat Expertise, Improved Disarm, Iron Will, Weapon Focus (cutlass).

Languages Spoken: Common, Aquan, Auran, Draconic, Dwarf, Elf, Giant, Gnome, Goblin, Sylvan.

Possessions: Pearl necklace (2,300 gp), +3 leather armor, +2 cutlass, a deck of illusions, and boots of levitation.

Mr. Trevor, male human Exp9: CR 8; SZ M; HD 9d6; hp 31; Init +5; Spd 30 ft. ; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp +6/+5; Atk +5 melee (1d6-1, cutlass, crit 19-20); Full Atk +5/+0 melee (1d6-1, cutlass, crit 19-20); AL NG; SV Fort +3, Ref +4, Will +8; Str 8, Dex 13, Con 10, Int 12, Wis 14, Cha 7.

Skills: Bluff +3, Climb +8, Craft (scrimshaw carving) +3, Craft (carpentry) +10, Diplomacy +6, Intimidate +12, Knowledge (local) +10, Listen +13, Navigate +10, Perform (wind instruments) +0, Profession (sailor) +11, Sense Motive +7, Spot +13. *Feats:* Alertness, Blind-Fight, Improved Initiative, Improved Unarmed Strike, Skill Focus (Intimidate). As a first mate, Mr. Trevor's 10 expert class skills are Bluff, Climb, Craft, Intimidate, Knowledge (local), Listen, Navigate, Profession (sailor), Sense Motive, and Spot.

Possessions: Coral belt (340 gp), cutlass, armbands studded with pearls (500 each), a sharkskin pouch containing 23 gp, and a scrimshaw knife.

Crow's Nest Crewmember, male or female human
Exp1: CR 1/2; SZ M; HD 1d6; hp 6; Init +4; Spd 30 ft. ; AC 12 (+2 leather), touch 10, flat-footed 12; BAB/Grp +0/+1; Atk +1 melee (1d6+1, cutlass, 19-20/x2); Full Atk +1 melee (1d6+1, cutlass, 19-20/x2); AL N; SV Fort +0, Ref +0, Will +2; Str 12, Dex 11, Con 10, Int 10, Wis 11, Cha 10.

Skills: Balance +4, Climb +5, Hide +2, Move Silently +2, Listen +6, Profession (sailor) +4, Spot +6, Use Rope +4. *Feats:* Alertness, Improved Initiative.

Yulfario, male dwarf Ftr8: CR 8; Size M; HD 8d10+32; hp 83; Init +2; Spd 20 ft. ; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +8/+11; Atk +14 melee (1d6+7, +2 *cutlass*, crit 19-20) or +12 melee (2d4+6, *guisarme*, crit 19-20 [x3]); Full Atk +14/+9 melee (1d6+7, +2 *cutlass*, crit 19-20) or +12/+7 melee (2d4+6, *guisarme*, crit 19-20 [x3]); AL NE; SV Fort +10, Ref +4, Will +1; Str 16, Dex 14, Con 19, Int 8, Wis 9, Cha 10.

Skills: Craft (armorsmithing) +1, Craft (sailmaking) +1, Hide +2, Intimidate +7, Jump +6, Listen -1, Move Silently +2, Profession (sailor) +4, Spot -1. *Feats:* Blind-Fight, Improved Critical (*cutlass*), Improved Critical (*guisarme*), Improved Overrun, Point Blank Shot, Power Attack, Weapon Focus (*cutlass*), Weapon Focus (*guisarme*).

Possessions: +2 *cutlass*, 6 saltwater pearls (150 gp each), and a *broach of the dolphin*. This is a new magic item detailed in **Chapter Five**.

Ravi, male human Rog7: CR 7; Size M; HD 7d6; hp 26; Init +2; Spd 30 ft. ; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +5/+4; Atk +4 melee (1d6-1, short sword, crit 19-20); Full Atk +4 melee (1d6-1, short sword, crit 19-20); SA sneak attack (+4d6); SQ evasion, trap sense (+2), trapfinding, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +9, Will +3; Str 9, Dex 15, Con 10, Int 16, Wis 12, Cha 11.

Skills: Climb +9, Craft (bowmaking) +12, Decipher Script +13, Disable Device +12, Forgery +12, Gather Information +8, Hide +14, Listen +10, Move Silently +10, Profession (sailor) +9, Sense Motive +7, Spot +10, Use Magic Device +8, Use Rope +10. *Feats:* Lightning Reflexes, Skill Focus (Hide), Stealthy, Weapon Finesse.

Possessions: Short sword, thieves' tools, *potion of cure light wounds*.

Pirate, male human War1*: CR 1; Size M; HD 1d8+3; hp 11; Init +6; Spd 30 ft. ; AC 12 (+2 Dex); BAB/Grp +1/+4; Atk +4 melee (1d6+3, *cutlass*, crit 19-20), or +3 ranged (1d8, light crossbow, crit 19-20); Full Atk +4 melee (1d6+3, *cutlass*, crit 19-20), or +3 ranged (1d8, light crossbow, crit 19-20); AL NE; SV Fort +5, Ref +2, Will -1; Str 17, Dex 14, Con 16, Int 13, Wis 8, Cha 12.

Skills: Climb +5, Intimidate (Cha) +4, Profession (sailor) +3, Swim +7, Use Rope +5. *Feats:* Improved Initiative, Power Attack.

Possessions: *Cutlass*, light crossbow, 20 bolts, golden earrings, 2d4 gp.

*These pirates make use of the Sailor alternate class skills.

Clem, male human Rog9: CR 9; Size M; HD 9d6; hp 38; Init +3 (+3 Dex); Spd 30 ft. ; AC 13 (+3 Dex); BAB/Grp +6/+6; Atk +6 melee, or +9 ranged; Atk +6/+1 melee, or +9/+4 ranged; SA sneak attack (+5d6); SQ evasion, trap sense (+3), trapfinding, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +3, Ref +9, Will +4; Str 10, Dex 17, Con 11, Int 11, Wis 12, Cha 10.

Skills: Appraise +11, Balance +13, Climb +12, Disable Device +8, Forgery +14, Hide +15, Intimidate +5, Knowledge (Moonsilver Sea) +10, Listen +1, Move Silently +3, Open Lock +11, Search +11, Spot +12. *Feats:* Deceitful, Diligent, Dodge, Magical Aptitude, Mobility.

Possessions: Hidden in a hollow boot heel is an uncut sapphire (150 gp, 500 if finished by a jeweler).

Vanglus Noorae, male human Com11: CR 10; Size M; HD 11d4-33; hp 14; Init +0; Spd 30 ft. ; AC 10; BAB/Grp +5/+7; Atk +7 melee, or +5 ranged; Full Atk +7 melee, or +5 ranged; AL LN; SV Fort +0, Ref +3, Will +5; Str 15, Dex 10, Con 5, Int 10, Wis 14, Cha 16.

Skills: Craft (carpentry) +10, Knowledge (Moonsilver Sea)+9, Listen +2, Move Silently +0, Profession (merchant) +14, Ride +14, Spot +2. *Feats:* Armor Proficiency (Light), Run, Skill Focus (Profession [merchant]), Skill Focus (Craft [Carpentry]), Toughness.

Possessions: Noorae is equipped with whatever you deem appropriate, having collected a variety of goods, weapons, and wondrous items from all across the sea.

Estaboth, male human Com3: CR 2; Size M; HD 3d4; hp 7; Init +1; Spd 30 ft. ; AC 11 (+1 Dex); BAB/Grp +1/+3; Atk +3 melee, or +2 ranged; Full Atk +3 melee, or +2 ranged; AL N; SV Fort +1, Ref +2, Will +2; Str 14, Dex 12, Con 6, Int 18, Wis 13, Cha 7.

Skills: Gather information +1, Listen +1, Move silently +1, Profession (accountant) +4, Spot +1, Use rope +1. *Feats:* Point Blank Shot, Skill Focus (Profession [accountant]).

Ju Linn, Coralite Ftr7: CR 7; SZ M (Coralite); HD 7d10+14; hp 57; Init +2; Spd 30 ft.; AC 12 (+2 armor), touch 10, flat-footed 12; BAB/Grp +7/+10; Full Atk +10/+5 melee (by weapon) or +9/+4 ranged (by weapon); SQ bardic music (as 1st level bard), change element (any 2), pacifism (base DC 15 Will save needed to enter combat), underwater adaptation (pressure resistance 1,000 ft., Con +4 for purposes

of holding breath); AL CN; SV Fort +9, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 12, Wis 13, Cha 11.

Skills: Climb +10, Craft (coral) +10, Jump +10, Listen +3, Spot +3, Swim +10. *Feats:* Alertness, Dodge, Great Fortitude, Mobility, Run, Spring Attack, Weapon Focus (longsword).

Possessions: None.

Jacynth, Male Kuah-Lij Wiz12: CR 12; SZ M (Kuah-Lij); HD 12d4+4; hp 35; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 luck), touch 14, flat-footed 12; BAB/Grp +6/+6; Full Atk +8/+3 melee (1d6+2, *staff of power*); SA spells; SQ item creation, low-light vision; AL CN; SV Fort +7, Ref +8, Will +13; Str 10, Dex 14, Con 12, Int 18, Wis 16, Cha 13.

Skills: Concentration +13, Craft (mechanical) +18, Craft (sculpture) +15, Craft (weaponsmith) +15, Decipher Script +15, Knowledge (arcana) +15, Knowledge (history) +15, Spellcraft +17, Spot +4. *Feats:* Combat Casting, Craft Arms and Armor, Craft Wondrous Item, Spell Focus (Conjuration), Spell Focus (Evocation), Spell Mastery (daze monster, haste, lightning bolt, magic missile), Skill Focus (Craft [mechanical]).

Arcane Spells Prepared (4/5/5/5/4/3/2; save DC 14 + spell level; save DC 15 + spell level for Conjurations and Evocations): 0—daze, detect magic, mage hand, read magic; 1st—alarm, feather fall, magic missile, magic weapon, sleep; 2nd—daze monster (x2), flaming sphere, levitate, touch of idiocy; 3rd—deep slumber, dispel magic, haste, lightning bolt, tongues; 4th—ice storm, minor creation, solid fog, stone shape; 5th—major creation, summon monster V, teleport; 6th—mass bear's endurance, mass suggestion.

Languages: Aquan, Aquatic Elf, Common, Elf, Kuah-Lij, Weedge.

Possessions: 2 silver daggers, spell components, 3 *potions of cure light wounds*, and a *staff of power*. The head of the staff is cast in the shape of a toothed wheel.

Male Kuah-Lij Ftr6: CR 6; SZ M (Kuah-Lij); HD 6d10+6; hp 49; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 armor), touch 12, flat-footed 12; BAB/Grp +6/+8; Full Atk +9/+4 melee (1d6+4, short sword, crit 19-20); SQ low-light vision, magic item use; AL CN; SV Fort +6, Ref +4, Will +3; Str 15, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills: Climb +6, Jump +6, Intimidate +4, Swim +7. *Feats:* Cleave, Combat Reflexes, Power Attack, Toughness (x2), Weapon Focus (short sword), Weapon Specialization (short sword).

Languages: Common, Kuah-Lij.

Possessions: Short sword, eelskin armor (as leather), 6d6 gold rings (1 gp each, used as Kuah-Lij currency).

Male Kuah-Lij Wiz8: CR 8; SZ M (Kuah-Lij); HD 8d4+8; hp 29; Init +4; Spd 30 ft.; AC 12 (+2 Dex), touch 10, flat-footed 12; BAB/Grp +4/+4; Atk +4

melee (1d6, quarterstaff); SA spells; SQ item creation, low-light vision; AL CN; SV Fort +3, Ref +4, Will +9; Str 10, Dex 14, Con 12, Int 18, Wis 16, Cha 13.

Skills: Concentration +11, Craft (mechanical) +17, Craft (any one) +16, Decipher Script +11, Knowledge (arcana) +15, Knowledge (history) +10, Spellcraft +17. *Feats:* Combat Casting, Item Creation Feat (any one), Scribe Scroll, Skill Focus (Craft [mechanical]).

Languages: Aquan, Aquatic Elf, Common, Elf, Kuah-Lij, Weedge.

Arcane Spells Prepared (4/5/4/4/3; save DC 14 + spell level): 0—daze, detect magic, mage hand, prestidigitation; 1st—mage armor, magic missile (x2), shield, sleep; 2nd—levitate, locate object, mirror image, web; 3rd—dispel magic, fireball, haste, protection from energy; 4th—fear, ice storm, minor creation.

Possessions: Quarterstaff, a variety of strange and intricate tools, for use in the creation of their sundry mechanical devices.

Male Coralite Clr9: CR 9; SZ M; HD 9d8+9; hp 55; Init +0; Spd 20 ft. (base 30 ft.); AC 19 (+9 armor), touch 10, flat-footed 19; BAB/Grp +6/+6; Full Atk +7/+2 melee (1d6+1, +1 *quarterstaff*) or +7/+2 ranged (1d4, masterwork sling, range 50 ft.); SA spells, turn undead (4/day); SQ bardic music (as 1st level bard), change element (any 2), pacifism (base DC 15 Will save needed to enter combat), underwater adaptation (pressure resistance 1,000 ft., Con +4 for purposes of holding breath); AL CN; SV Fort +7, Ref +3, Will +9; Str 10, Dex 10, Con 12, Int 18, Wis 16, Cha 13.

Skills: Concentration +13, Craft (any 1) +17, Diplomacy +19, Heal +11, Knowledge (arcana) +10, Knowledge (history) +14, Knowledge (religion) +14, Sense Motive +11. *Feats:* Augment Summoning, Hold Breath, Negotiator, Skill Focus (Craft [any 1]).

Holy Spells Prepared (6/5/5/4/2/1; base DC 13 + spell level): 0—create water, guidance, light, mending, purify food and drink, resistance; 1st—bless, cause fear, protection from evil, sanctuary, shield of faith; 2nd—aid, delay poison, lesser restoration, owl's wisdom, sound burst; 3rd—magic circle against evil, prayer, water breathing (x2); 4th—freedom of movement, summon monster IV; 5th—summon monster V.

Domain spells (Healing, Magic): 1st—cure light wounds; 2nd—cure moderate wounds; 3rd—dispel magic; 4th—imbue with spell ability; 5th—mass cure light wounds.

Languages: Aquan, Aquatic Elf, Common, Coralite, Elf.

Possessions: +1 *quarterstaff*, masterwork sling, 10 sling stones, *coral armor*, 2 vials holy water, scroll of cure critical wounds, scroll of neutralize poison, 1d10+5 gp in small coins, shells, and the like.

Male Coralite Wiz6/Son6: CR 12; SZ M; HD 12d4; hp 30; Init +6; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +6/+5; Full Atk +6/+1 melee (1d4-1, masterwork dagger, crit 19-20) or +6/+1 melee (1d6-1, masterwork staff) or +9 ranged (1d8, masterwork light crossbow, crit 19-20, range 80 ft.); SA spells; SQ bardic music (as 7th level bard), change element (any 2), join choir, lead choir, pacifism (base DC 15 Will save needed to enter combat), song of change, underwater adaptation (pressure resistance 1,000 ft., Con +4 for purposes of holding breath); AL N; SV Fort +4, Ref +6, Will +14; Str 8, Dex 14, Con 10, Int 18, Wis 15, Cha 14.

Skills: Concentration +9, Craft (musical instrument) +11, Craft (any 1) +10, Decipher Script +9, Diplomacy +6, Knowledge (arcana) +10, Knowledge (any 1) +12, Knowledge (any 1) +8, Listen +8, Perform (song) +20, Perform (musical instrument) +10, Spellcraft +12, Use Magic Device +10. *Feats:* Craft Wondrous Item, Improved Initiative, Iron Will, Scribe Scroll, Skill Focus (Perform [song]), plus any two Item Creation feats.

Languages: Aquan, Aquatic Elf, Common, Coralite, Elf.

SA—*Song of Change (Su)*: Can fabricate items from raw materials as spell, with base duration of 1 hour (Perform DC 20, performance time 1 minute) or 1 day (Perform DC 30, time 10 minutes). Note: Gains a +6 enhancement bonus to Perform (song) checks to create songs of change when using chosen instrument.

SA—*Change Element (Su)*: Each of these songchangers has mastery over two of four elements—air, earth, fire, or water—and can use their Song of Change ability to shape them; see the Songchanger class feature section for details. Altering one element adds +2 to Perform DC; altering two adds +5.

Arcane Spells Prepared (as Wiz9; 4/5/5/4/3/1; base DC 14 + spell level): 0—daze, mending, prestidigitation, resistance; 1st—endure elements, expeditious retreat, mage armor, silent image, sleep; 2nd—daze monster, eagle's splendor, locate object, mirror image, scare; 3rd—daylight, major image, slow, water breathing; 4th—confusion, fear, shout; 5th—hold monster.

Possessions: Masterwork light crossbow, 20 bolts, masterwork staff or dagger, specialty instrument (usually a flute, lyre, lute, or drums), spellbook, songbook, 1d10 gp in shells, semiprecious stones, and similar items.

In addition, coralite songchangers each carry two magic items on average, whose effects have NOT been calculated into the above statistics. Choose them from the following list: +1 dagger, +1 light crossbow, +1 quarterstaff, amulet of natural armor +2, ring of protection +2, gloves of swimming and climbing,

headband of intellect +2, wand of a 0-level wizard spell (40 charges), wand of a 1st level wizard spell (25 charges), wand of a 2nd level wizard spell (15 charges), ring of sustenance, or some other magic item of 4,500 gp market value or less.

Male Coralite Ftr7; CR 7; SZ M; HD 7d10+7; hp 60; Init +1; Spd 20 ft. (base 30 ft.); AC 20 (+1 Dex, +9 armor), touch 11, flat-footed 19; BAB/Grp +7/+8; Full Atk +10/+5 melee (1d8+2, +1 coral longsword, crit 19-20) or +9 ranged (1d10, masterwork heavy crossbow, crit 19-20, range 120 ft.); SQ bardic music (as 1st level bard), change element (any 2), pacifism (base DC 15 Will save needed to enter combat), underwater adaptation (pressure resistance 1,000 ft., Con +4 for purposes of holding breath); AL CN; SV Fort +6, Ref +3, Will +5; Str 12, Dex 13, Con 12, Int 16, Wis 16, Cha 13.

Skills: Craft (any one) +18, Knowledge (any one) +9, Listen +8, Perform (any one) +8, Spot +8, Swim +11. *Feats:* Alertness, Combat Expertise, Dodge, Hold Breath, Improved Disarm, Skill Focus (craft), Weapon Focus (longsword).

Languages: Aquan, Aquatic Elf, Common, Coralite, Elf.

Possessions: +1 coral longsword, masterwork heavy crossbow, 30 bolts, coral armor, potion of cure serious wounds, potion of aid, 1d20 gp in shells, stones, and other items of minor worth.

Weedge Supervisor, Ftr7: CR 10; SZ M; HD 3d8+7d10+30; hp 95; Init +5; Spd 30 ft., swim 30 ft.; AC 18 (+1 Dex, +2 armor, +5 natural), touch 11, flat-footed 17; BAB/Grp +9/+12; Full Atk +15/+10 melee (1d6+7, +2 shortspear); SQ amphibious, darkvision (120 ft.), pressure resistance 1,000 ft.; AL CN; SV Fort +11, Ref +6, Will +7; Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

Skills: Climb +5, Craft (any one) +3, Jump +7, Intimidate +4, Listen +8, Survival +8, Swim +11. *Feats:* Dodge, Improved Initiative, Improved Natural Armor (x2), Iron Will, Power Attack, Weapon Focus (shortspear), Weapon Specialization (shortspear).

Languages: Kuah-lij, Weedge.

Possessions: +2 shortspear, eelskin armor (as leather).

Personality: The Weedge supervisors are thoughtful and deliberate. They are competent overseers and motivators who treat the others fairly, having been there themselves.

Weedge Patrol, Ftr5: CR 8; SZ M; HD 3d8+5d10+24; hp 65; Init +5; Spd 30 ft., swim 30 ft.; AC 17 (+1 Dex, +2 armor, +4 natural), touch 11, flat-footed 16; BAB/Grp +7/+10; Full Atk +11/+6 melee (1d6+5, shortspear) or +8 ranged (1d8+3, harpoon, crit x3), range 20 ft; SQ amphibious, darkvision (120 ft.), pressure resistance 1,000 ft.; AL CN; SV Fort +10, Ref +5, Will +4; Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

Skills: Climb +5, Craft (any one) +3, Jump +5, Intimidate +2, Listen +8, Survival +8, Swim +11. *Feats:* Dodge, Improved Initiative, Improved Natural Armor, Power Attack, Weapon Focus (shortspear), Weapon Specialization (shortspear).

Languages: Kuah-lij, Weedge.

Possessions: Shortspear, 2 harpoons, eelskin armor (as leather).

Aquan, Male Coralite Wiz5/Son10: CR 15; SZ M; HD 15d4+15; hp 60; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +3 armor, +2 deflection), touch 12, flat-footed 15; BAB/Grp +7/+7; Full Atk +8/+3 melee (1d6, masterwork staff) or +10 ranged (1d8+1 plus 1d6 cold, +1 *frost light crossbow*, crit 19-20, range 80 ft.); SA spells; SQ bardic music (as 11th level bard), change element (air, earth, fire, water), join choir, lead choir, pacifism (base DC 15 Will save needed to enter combat), song of change, underwater adaptation (pressure resistance 1,000 ft., Con +4 for purposes of holding breath); AL N; SV Fort +5, Ref +6, Will +14; Str 10, Dex 14, Con 12, Int 18, Wis 16, Cha 16.

Skills: Concentration +15, Craft (musical instrument) +10, Craft (sculpting) +10, Craft (stonemasonry) +10, Decipher Script +8, Diplomacy +10, Knowledge (arcana) +10, Knowledge (geography) +10, Knowledge (history) +10, Listen +10, Perform (song) +24, Perform (musical instrument) +13, Spellcraft +10, Use Magic Device +20. *Feats:* Brew Potion, Craft Staff, Craft Wand, Craft Won-

drous Item, Forge Ring, Improved Initiative, Scribe Scroll, Skill Focus (Perform [song]).

Languages: Aquan, Aquatic Elf, Common, Coralite, Elf.

SA—*Song of Change (Su)*: Can fabricate items from raw materials as spell, with base duration of 1 hour (Perform DC 20, performance time 1 minute), 1 day (Perform DC 30, time 10 minutes), or 1 year (Perform DC 40, time 1 hour). Note: Gains a +10 enhancement bonus to Perform (song) checks to create songs of change when using his lyre.

SA—*Change Element (Su)*: Has mastery over all four elements for the purposes of this ability; see the Songchanger prestige class description for details on what this entails.

Arcane Spells Prepared (as Wiz10; 4/5/5/4/4/2; base DC 14 + spell level): 0—daze, mending, prestidigitation, resistance; 1st—endure elements, expeditious retreat, magic missile, silent image, sleep; 2nd—blur, eagle's splendor, fox's cunning, mirror image, scare; 3rd—daylight, haste, major image, water breathing; 4th—confusion, dimension door, fear, shout; 5th—hold monster, major creation.

Possessions: +1 frost light crossbow, 20 bolts, masterwork staff, wand of cure serious wounds (16 charges), wand of lesser restoration (11 charges), bracers of armor +3, ring of protection +2, ring of sustenance, lovely handcrafted lyre (his specialty instrument), spellbook, songbook, 1,400 gp in a *bag of holding* (Type IV), *pearl of the sirines*, *brooch of the desert* (see **Chapter Five**).

Appendix Two: Random Shipboard Events and Monster Encounters

This Appendix contains additional information to enliven your sea-based campaign. It consists of two parts. First there is a table to help you determine random events that can happen while a PC is aboard a ship. Secondly, there is an extensive random encounter chart for aquatic adventures.

Random Shipboard Events

Life aboard a ship can be boring at times. Nothing is more monotonous than a calm sea, seen from the deck every day for a week. To give the PCs a taste of the randomness of a sailor's life, roll 1d100 and consult the accompanying table.

1d100 Shipboard Event

1	One of the PCs gets a toothache.	11	Fish spotted spawning near the surface and can be netted with ease to replenish the fresh foodstuffs for 1d2 days; requires DC 12 Survival check.
2	Mainsail hoist has become jammed; sailor or PC must climb the mast to dislodge the mainsail. Possible impediments include weather, waves, battle, wind and darkness; until corrected the ship moves at 1/3 normal speed and maneuvers at half ability.	12	Man overboard – Night; DC 18 Spot check to notice, and DC 15 Search check to find if someone realizes the man is missing.
3	One of the PCs sees a mermaid.	13	Man overboard – Day; DC 14 Spot check to notice, and DC 13 Search check to find if someone realizes the man is missing.
4	Low tide reveals hazardous rocks along a water-bogged sandbar; observant crewmembers spot a suspicious wooden chest crammed between the jagged peaks of the rocks.	14	One of the PCs has a nightmare.
5	Ship weapon (catapult, cannon, et cetera) backfires during test, injuring an NPC and perhaps a nearby PC; DC 15 Reflex save avoids 1d6 points of damage.	15	Random encounter. Roll on the aquatic random encounter table below.
6	Rudder becomes clogged with something (debris, dead jellyfish, et cetera) and requires cleaning; ship at speed 0 until impediment removed.	16	A strange crate in the cargo hold causes a stir; the owner will not talk about it nor let anyone touch it, and one of the PCs believes they hear a moan come from it when they pass by the cargo hold.
7	One of a sailor's is an amateur tattoo artist and asks a PC if he/she would like a tattoo; if so, what kind?	17	The ship's sails are in jeopardy when a menacing swarm of sail moths set sight upon the PCs' ship; see Chapter Six for details of sail moths.
8	On turbulent seas, one of the PCs might fall overboard; succeed on a DC 18 Reflex save to avoid.	18	One night, the oldest salt on board tells an old legend of the local waters; over the next several days, signs start appearing that eerily reflect aspects of his tale: was it more than a fabrication?
9	Ship becomes infested with wood beetles and needs repairs within 1d12 days before seaworthiness becomes threatened; can be remedied at sea by treatment with a cleaning solution, brewed with a successful DC 15 Craft (alchemy) or Knowledge (nature) check.	19	A random PC must make a DC 16 Constitution check or become seasick; sickness persists for 1d3 days, or until the character reaches dry land; seasick character is -4 on all attack rolls, ability checks, and saving throws.
10	A sailor picks a fight with the physically smallest PC.	20	Food has spoiled; new supplies (food) required in 1d4 days.
		21	The PCs are accused of stealing one of the captain's possessions.
		22	Fire on board at day (roll 1d6; 1-4 on deck, 5-6 below deck). Causes 1 point of damage to ship per minute until extinguished. It takes 4d6 minutes to extinguish it.
		23	Fire on board at night (roll 1d6; 1-4 on deck, 5-6 below deck). Causes 1 point of damage to ship per minute until extinguished, but poor lighting inhibits fire-fighting efforts. It takes 6d6 minutes to extinguish it.
		24	The ship approaches a chain of small, lushly forested islands, only to be pelted by large boulders flung by the islands' inhabitants: giants! The giants wait for the best opportunity to take the ship's crew by surprise, and then attempt to overtake the ship once it suffers irreparable damage.

- 25 A smoke signal is spotted from a nearby deserted island occupied by a gracious wealthy merchant and his stranded crew.
- 26 A crewmember of the ship takes a dislike to one of the PCs and spends the rest of the voyage harassing him/her.
- 27 Lively vines and plant growth entangle a weathered ship moored perilously close to a jungle coastline; ensnared ship is stuck in position, but most unsettling are the distressful cries that beckon from within.
- 28 In the middle of the night the PCs are awoken by a strange sound: total silence; a quick check of the vessel finds the entire crew vanished and the PCs left alone on the ship in the middle of the sea.
- 29 A random PC is hit by falling cargo that breaks away from netting; 1d6 points of bludgeoning damage; DC 10 Fortitude save for half damage.
- 30 The ship happens upon an area where fish are popping up to the surface dead, and the water is bubbling and boiling fiercely.
- 31 A volcanic eruption takes place at sea, only 300 yards from the ship; exact effects are up to the DM, but possibilities include fiery rain, smoldering debris, and other particles of sail-burning ejecta.
- 32 The PCs' ship runs aground while navigating a particularly slender and winding channel, or while sailing through unusually thick Sargassum weed. Meanwhile, crewmembers mysteriously disappear one by one as the immobile ship is being repaired.
- 33 The ship comes across a sperm whale nursery school, incidentally striking a surfacing sperm whale calf; infuriated adult sperm whales encircle the ship and retaliate in an effort to protect their young.
- 34 A random PC dreams vividly of an alluring member of the opposite sex whom they have never met; the figure in the dream beckons them to an island "where the beaches are made of gold dust and the sun never sets."
- 35 The hammock of one of the PCs breaks during the night; 1d3 points of damage; DC 15 Reflex save avoids.
- 36 A few crew members are plotting a mutiny, and one of the PCs overhears.
- 37 Someone breaks into the rum storage.
- 38 A heavily damaged galley appears in the distance, traveling at full speed yet with no sail or apparent oar-rowers; galley charges directly towards the PCs' ship, seemingly intent on ramming them, but disappears instantly from sight before impact; the next day roughly half of the ship's crew complain of a mysterious illness.
- 39 One of the PCs awakens to find rats chewing on his possessions; 25% chance that any paper item such as a scroll or map is ruined.
- 40 Lifeboat spotted, one richly dressed body riddled with arrows within; clutching a locked chest in its dead grasp it is obvious they died protecting it.
- 41 An uncharted island appears at dawn/dusk, disappearing during the day/night.
- 42 One of the crewmen worships an obscure minor god of the sea, wind or storms. Early on he tries to convert the PCs to his faith; most of the other crewmen roll their eyes, but do not discount his faith out of superstitious fear of offending even a minor god.
- 43 Tribal drumming or pipes can be heard, although no land or ship can be seen.
- 44 Wreckage in the water; survivors (minotaur, pirates, evil wizard, et cetera) may be picked up but will upset balance of power on board.
- 45 Mainsail tears/rips and must be replaced (1d2 hours to replace if spare sail is on board); ship speed reduced by 50%; patchwork repair is possible but sail cannot withstand wind stronger than 15 mph.
- 46 Merchant vessel approaches and parlays for a trade.
- 47 A sailor receives 20 lashes from the boatswain's cat-o'-nine-tails; if a PC interferes with the punishment, they too receive the lashing.
- 48 Ship is taking on water from somewhere in the hold; time is a factor as goods in hold will be ruined if it remains wet for 1d4 hours; repairs can be made with a DC 15 skill check; appropriate skills include Shipbuilding, Carpentry, Sailor.
- 49 Weevils get into food stores, cutting ship supplies by 50%.
- 50 Sailors Hex; a general feeling of bad luck (-1 on all skill checks and saves) results in a sailor becoming injured severely (falling from rigging); morale boost required, or ship moves at 75% normal speed.
- 51 A group of the drunken crewmen have started a brawl injuring several crewmen; this impacts the efficiency of the ship, reducing speed to 75% normal.
- 52 The cook's assistant takes ill, and one of the PCs is asked/ordered to peel potatoes; this chore lasts 1d4 hours, and leaves the PC with aching hands unless he succeeds on a DC 18 Fortitude save.
- 53 Scurvy inflicts crew; PCs must succeed on a DC 16 Constitution check to avoid the temporary loss of 1 point of Strength and Dexterity every day until the PC dies or consumes adequate fresh fruit. *Cure disease* also heals the PC.
- 54 Crewmembers on the main deck pull straws to determine who is to don the sailor's palm and mend a torn sail.
- 55 One of the PCs is asked/ordered to spend a shift on watch during the night, but he falls asleep during his watch and is rudely awakened by an angry boatswain.
- 56 One of the PCs loses an item overboard; pick a random item from the character's equipment list.
- 57 Mutiny! A small group of crew have taken the captain and navigator hostage in captain's cabin; they claim the captain has wronged them in the past by slighting them of treasure they deserved.
- 58 Crewman turns up dead, stabbed through the heart with an ornate ceremonial dagger; alternate situations: captain turns up dead or dagger belongs to one of the PCs.
- 59 Swarms of flying insects, apparently frightened by nearby storm activity, besiege the PCs' ship, incidentally causing minor damage to ship and crew.
- 60 The ship is secretly being used to ferry a dangerous monster to another port, and the creature gets loose on the ship.
- 61 Random encounter. Roll on the aquatic random encounter table found in the Appendix.
- 62 While the PCs are rummaging around in their bunk area, they discover a false panel in the hull and locate a forgotten map; the map may lead to a buried treasure, or could be a red herring.



- 63 Crew asks one of the PCs to spend the night drinking grog (watered rum); if the PC declines, crew is slighted and ignores him the rest of the voyage; if the PC accepts, he must succeed on a DC 18 Fortitude save or get raging drunk; he learns 1d6 new sailor shanties but only remembers half the lyrics the next morning.
- 64 PC walking the deck slips on slick spot (grease, oil, rum, vomit, et cetera); DC 12 Reflex save to avoid an embarrassing but non-damaging fall.
- 65 PC spots a surfacing whale; the whale is bleeding, the result of a recent harpoon injury.
- 66 While walking the deck and gazing out at the ocean, the PC sees some kind of sea creature, for just an instant; he isn't sure what it was, but it was huge! The ship does not encounter the creature again... or does it?
- 67 PC finds a trinket (locket, charm, coin) wedged between two planks in the bulkhead.
- 68 The wind completely and mysteriously stops; air is perfectly still and ship is dead in the water unless oars are employed; condition lasts 1d6 hours.
- 69 An aquatic genie (marid) appears and wants to barter with the PCs for magic items; genie possesses 1d4 random minor wondrous items (potions, scrolls, et cetera).
- 70 Ship's wheel comes loose due to poor maintenance; it rolls across the deck; a PC must succeed on a DC 15 Dex check to prevent the wheel from careening over the side of the ship.
- 71 Patrol vessel from nearest navy intercepts the ship and demands to search the cargo hold.
- 72 Empty lifeboat found floating in open waters... or is it empty?
- 73 Mermaids hail the ship; they've found the drowned body of a human from the PCs' homeland.
- 74 Inexplicably large number of seagulls fly in a dangerous swarm across the ship's bow. Are they fleeing a greater danger?
- 75 One of the PCs finds a diamond earring; the next morning, one of the sailors is overheard bemoaning the loss of just such an object; does the PC return it?
- 76 A lightning bolt comes from a clear sky, striking the water 50 yards away from the ship.
- 77 Navigator takes ill for 1d3 days; if one of the PCs can't navigate the ship, then the vessel sails slightly off course until the navigator revives or is healed.
- 78 One of the PCs sees a falling star (by night) or a strange object zooming across the face of the sun (by day).
- 79 A random PC examines an itchy scalp to realize he/she is infected with lice; *remove disease* or other spell required, otherwise PC requires a helper to "pick nits" out of his hair; this requires 2d4 hours.
- 80 Carrier pigeon lands on deck, bearing a message from a marooned woman needing help... but where is her island?
- 81 Ship comes upon mysterious flotsam (barrels, crates, planks, et cetera); some still contain foodstuffs, while another holds either a small animal (parrot or monkey) or a starved halfling sailor.
- 82 Crewmen entertain themselves with a night of playing makeshift instruments and singing bawdy shanties.

- 83 In a sudden paranoia over lice—and a strange craving for solidarity—the crewmen decide to shave their heads. PCs who participate are treated like brothers; others are treated like landlubbers.
- 84 PC finds a tattered book in the ship’s head; subject is maritime history.
- 85 A PC spellcaster realizes a container of spell components is missing; item turns up by the end of the day, found in a part of the ship the PC rarely visits.
- 86 Ship sails into strange crimson water, source unknown; perhaps a kraken or giant squid was recently killed below the surface, but no one knows for sure unless the PCs investigate.
- 87 Captain determines that extensive barnacle coverage is causing problems with the hull; PCs asked if they’d like to “learn some seamanship” by going underwater and scraping barnacles.
- 88 A sailor decides he hates sea life and asks the PCs if he can accompany them and learn their trade.
- 89 Stowaway found in cargo hold: an innocent youth seeking adventure, an escaped inmate, or a foreign bard who speaks a language unknown to anyone aboard.
- 90 Sailor catches another cheating at cards; punishment is to walk the plank, unless PCs intervene, in which case the cheater is marooned on a small island.
- 91 A paladin riding a griffon makes an emergency landing on the deck; griffon is injured and requires healing; sailors see this event as a very bad omen.
- 92 A siren pulls herself up on a piece of flotsam and begins singing as the ship passes.
- 93 Ship experiences a “ghosting;” that is, it moves in a random direction without the aid of the wind; no explanation apparent, but the sailors make an offering to the sea to ward off possible ill fortune.
- 94 Ship snares wounded giant squid in the rudder; squid fouls the ship’s movement until freed.
- 95 Ship’s carpenter asks one of the PCs if he/she would like to learn the art of woodcraft; carpenter is willing to teach for 1d6 gp.
- 96 One of the PCs discovers a tiny knothole permitting him/her to look in on the captain’s quarters.
- 97 Random encounter. Roll on the aquatic random encounter table found in the Appendix.
- 98 A sailor mistakes one of the PCs for someone he once knew in a dockside tavern; spends the rest of the voyage chumming up to the PC and asking if he/she would like to “relive that night with the rum and rusty knife” again.
- 99 One of the PCs finds several dead beetles in the cargo hold; one of these apparently dead bugs is actually a *scarab of protection*, but this fact remains unknown unless someone detects for magical enchantment on the bugs, or if someone holds the *scarab* in hand for 1 round.
- 100 Strange whirlpool spotted; ship can safely avoid, if desired; otherwise, anyone who comes into contact with the pool must succeed on a DC 20 Strength check or be drawn into a vortex leading to the Elemental Plane of Water.

Aquatic Monster Encounters

If you’re in need of a random encounter on the sea, look no further than the table below. This chart is derived from the *Mother of All Encounter Tables*, by Necromancer Games. However, the new monsters appearing in this book have been included, providing you with the most current information available on aquatic encounters. To use the table, roll 1d1000 (3d10). Roll on the **Shallow** table for encounters less than 20 feet from the surface of the water, and the **Deep** table for encounters below this point.

Under the heading “Source,” the following books are referenced:

CC1: *Creature Collection I*, by Sword & Sorcery Studios

CC2: *Creature Collection II*, by Sword & Sorcery Studios

DMC: *Dead Man’s Chest*, monsters detailed in Chapter 6

MM: *Monster Manual*, by Wizards of the Coast

ToH: *Tome of Horrors*, by Necromancer Games

Creature	CR	No. App.	Source	Freshwater		Saltwater	
				Shallow	Deep	Shallow	Deep
Aquantis	5	1-20	CC1	001-020			
Barracuda, Giant	2	2-12	ToH			001-008	001-012
Barracuda, Medium	1	2-12	ToH			009-033	013-032
Barracuda, Small	1/4	2-12	ToH			034-044	033-042
Blue-Finned Vant	1	2-20	DMC	021-029		045-058	043-065
Boalisk	4	1	ToH	029-056			
Breath Taker	5	2-8	DMC		001-030		066-073
Bunyip	3	1	ToH	057-084			
Caribe, Giant	1	5-30	ToH			059-066	074-081
Clam, Giant	2	1-10	ToH		031-115		082-113
Crab, Monstrous	2	1-12	ToH			067-074	114-146
Crabman	2	2-12	ToH			075-082	147-169

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Crayfish, Monstrous	3	1-5	ToH	085-179	116-224		
Crocodile	2	1-11	MM	180-275		083-107	
Crocodile, Giant	4	1-11	MM	276-281		108-112	
Deck Devil	2	2-12	DMC	282-283	225-229	113-115	170-179
Dinosaur, Elamosaurus	5	1-2	MM			116-118	180-182
Dire Hippopotamus	4	1-5	ToH	284-287			
Dire Shark	9	1-5	MM			119-143	183-215
Dragon Turtle	9	1	MM			144-146	216-223
Dragon, Bronze	var	1	MM	288-315	230-254	147-154	224-226
Dragon, Mist	var	1-5	ToH	316-343		155-157	
Draug	4	1	ToH	344-349	255-279	158-160	227-229
Draug (with crew)	var	1	ToH			161-163	230-231
Eel, Ebon	1	1	CC1			164-166	
Eel, Electric	2	1-2	ToH	350-377			
Eel, Fire	2	2-40	DMC			167-171	232-235
Eel, Giant Moray	4	1-8	ToH			172-196	236-240
Elemental, Water	var	1-4	MM	378-383	280-304	197-199	241-243
Eye of the Deep	8	1-6	ToH			200-202	244-251
Floating Eye	1/10	3-12	ToH			203-205	252-254
Gargoyle, Green Guardian	4	1-16	ToH	384-389	305-329	206-208	255-257
Ghoul, Lacedon	1	1-12	MM			209-216	258-265
Hag (covey)	var	3	MM	390-395	330-354	217-219	266-268
Hag, Brine	6	1-2	CC1				269-276
Hag, Sea	4	1	MM	396-401	355-379	220-222	277-279
Hippocampus	3	1-8	ToH			223-230	280-285
Hippopotamus	4	1-12	ToH	402-429			
Hydrophant	1	1	DMC			231-233	286-287
Jellyfish, Monstrous	2	1-25	ToH			234-238	288-290
Kelp Devil	8	1	ToH	430-435	380-404	239-241	291-293
Kelpie	4	1-4	ToH	436-441		242-244	294-296
Kraken	12	1	MM				297-304
Kulgreer	16	1	DMC				305-307
Kuo Toa (patrol)	var	2-4	MM		405-519		308-337
Kuo Toa (squad)	var	6-11	MM		520-620		338-345
Lamprey, Burrowing	1	2-5	DMC	442-451		245-248	
Lamprey, Dire	4	2-5	DMC		621-633		346-348
Leech, Giant	2	2-15	ToH	452-536			
Locathah	1/2	2-4	MM			249-252	349-353
Locathah (patrol)	var	11-20	MM			253-260	354-361
Mere-lurker	1/4	5-10	CC1	537-542			
Merfolk	1/2	2-4	MM			261-285	362-369
Merfolk (patrol)	var	11-20	MM			286-310	370-377
Monstrous Frog, Giant	2	1-2	ToH	543-618			
Mudman	1	1-12	ToH	619-624			
Mummy of the Deep	4	1-4	ToH				378-382
Nereid	6	1-4	ToH			311-313	
Nereid (troupe)	var	2-4	ToH			314-316	
Nisp, Burgundy	1/2	3-18	DMC	625-630		317-318	
Nisp, Crested	2	1	DMC	631-640		319-320	
Nisp, Gray	8	1	DMC		634-640		383-385
Nisp, Spangled	1/4	2-6	DMC	641-644		321-322	
Octopus, Giant	8	1	MM			323-324	386-393
Ogre	2	1-8	MM	645-672	641-747		
Porpoise	1/2	2-20	MM			325-396	
Quipper	1/4	5-100	ToH	673-678	748-861		
Sahuagin	2	1-5	MM			397-421	394-426
Sahuagin (patrol)	var	11-20	MM			422-436	427-438
Sail Moth	***	Swarm	DMC			437-439	439-458
Sea Anemone, Great	13	1-4	DMC			440-444	

APPENDIX TWO: RANDOM SHIPBOARD EVENTS AND MONSTER ENCOUNTERS

Sea Anemone, Great Hunter	14	1	DMC		445-450	
Sea Lion	4	1-12	MM		451-465	459-464
Sea Serpent, Brine	14	1	DMC			464-465
Sea Serpent, Deep Hunter	22	1	DMC			466
Sea Serpent, Gilded	5	1-2	DMC			467
Sea Serpent, Fanged	6	1-2	DMC			468-469
Sea Serpent, Fluting	9	1-4	DMC			470
Sea Serpent, Shipbreaker	30	1	DMC			471
Sea Serpent, Spitting	9	1-2	DMC			472
Sea Serpent, White	8	1	DMC			473
Sea Spider	11	1	DMC		466-471	
Seaspark	1/2	5-120	CC1	679-684	472-479	
Shark, Huge	4	1-11	MM		480-487	474-479
Shark, Large	2	1-11	MM		488-559	480-555
Shark, Medium	1	1-11	MM		560-631	556-636
Shocker Lizard	2	1-11	MM	685-712		
Slime Reaver (patrol)	var	5-8	CC2	713-718		
Slime Reaver (cluster)	1	3-6	CC2	719-724		
Snake, Sea Snake	1/2	1	ToH		632-703	637-717
Sprite, Nixie	1	1-10	MM	725-753	704-711	
Squid, Giant	9	1	MM		712-719	718-723
Storm Rider	1/2	6-60	DMC			724-725
Strangle Weed	3	1-4	ToH	754-849		
Tentamort	4	1-5	ToH	850-867		
Thume (patrol)	2	3-18	DMC		720-730	726-728
Tiger Barb, Giant	2	2-12	ToH		731-744	729-733
Tirmanha Swarm	4	Swarm	DMC	868-877		
Triton	4	2-11	MM		745-752	734-741
Troll	5	1-4	MM	878-972 862-975	753-777	742-749
Turtle, Giant Snapping	9	1-4	ToH	973-995 976-995		
Unrelenting Sojourner of the Sea	15	1	DMC			750
Water Pacer	4	2-5	DMC	996-000 996-000	778-788	751-761
Whale, Baleen	5	1	MM		789-848	762-830
Whale, Cachalot	6	1-11	MM		849-920	831-911
Whale, Deep Singer	18	1	DMC			912-917
Whale, Orca	5	1-11	MM		921-992	918-992
Zombie, Brine	1	2-12	ToH		993-000	993-000

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