

Buccaneers & Bilge Rats



*A Supplement for Swords & Wizardry
and other old-school fantasy role-playing games*

Written by: James M. Spahn



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A Supplement for

Swords & Wizardry Complete

Written by:
James M. Spahn

Art by:
Tamas Baranya
Luigi Castellani
Eric Lofgrin
Dyson Logos



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Introduction

If sailor tales to sailor tunes,
Storm and adventure, heat and cold,
If schooners, islands, and maroons,
And buccaneers, and buried gold,
And all the old romance, retold
Exactly in the ancient way,
Can please, as me they pleased of old,
The wiser youngsters of today:
--So be it, and fall on! If not,
If studious youth no longer crave,
His ancient appetites forgot,
Kingston, or Ballantyne the brave,
Or Cooper of the wood and wave:
So be it, also! And may I
And all my pirates share the grave
Where these and their creations lie!

-Robert Louis Stevenson, *Treasure Island*

Pirate. One word has fascinated us for centuries. These seafaring criminals were a blood-thirsty, brutal criminals who raided and killed for coin. Mercilessly and cruel, they were not good men (and women), they were not noble heroes, and they were not dragon slayers. Yet, somehow they have found a place in the romanticised pantheon of fiction and fantasy. From Robert Louis Stevenson's seminal *Treasure Island* to modern films and video games, the pirate has become as mythic and beloved a figure as the knight in shining armor.

To that end, *Buccaneers & Bilge Rats* is written to facilitate adventures in the tradition of Long John Silver, Captain Blood, Blackbeard, Captain Jack, and countless other swashbuckling heroes and villains of the sea using *Swords & Wizardry Complete*. It features new classes, new rules for naval combat and life at sea, new monsters, a new city that can easily be dropped into an existing campaign and even a brief adventure.

Everything featured in *Buccaneers & Bilge Rats* is optional and is only available at the referee's discretion. Players should always consult with their referee before using any of the options offered in this supplement.

Chapter One

Player Characters

Pirate (New Class)

Whether they call themselves freebooters, corsairs, or buccaneers – the cut throat men who make their living by plying the seas for easy prey and unguarded cargo are most often called pirates. Whether they were legitimate seafaring merchants who

were given a choice between thievery at sea or death, men who chose a to take up the free-spirited life of maritime thuggery, or they have the backing of some noble via a letter of marque and go by the title of privateer; they are all one and the same: swashbuckling criminals of the high seas.

Prime Attribute: Strength and Dexterity both 13+ (+5% experience bonus)

Hit Dice: 1d6/level (Gains 2 hp/level after 10th)

Armor/Shield Permitted: Leather armor only, no shield.

Weapons Permitted: Any.

Race: Half-Elf and Human only. Half-elves may advance to 7th level as a Pirate.

Attribute Requirements (Optional): Str 12, Dex 12

Pirates use the same attack chart as a thief of the same level.



Pirate Advancement Table:

Level	Experience Points Required for Level	Hit Dice (1d6)	Saving Throws	Appraise	Climb Walls	Read Languages	Sea Stories
1	0	1	15	15%	85%	5%	15%
2	2000	2	14	20%	86%	10%	20%
3	4000	3	13	25%	87%	15%	25%
4	8000	4	12	30%	88%	20%	30%
5	16,000	5	11	35%	89%	25%	35%
6	32,000	6	10	40%	90%	30%	40%
7	64,000	7	11	45%	91%	35%	45%
8	128,000	8	9	50%	92%	40%	50%
9	256,000	9	8	60%	93%	45%	55%
10	350,000	10	7	70%	94%	50%	60%
11	450,000	10+2 hp	6	80%	95%	55%	65%
12	550,000	10+4 hp	5	90%	96%	60%	70%
13	650,000	10+6 hp	5	100%	97%	65%	75%
14	750,000	10+8 hp	5	100%	98%	70%	80%
15	850,000	10+10 hp	5	100%	99%	75%	85%
16	950,000	10+12 hp	5	100%	99%	80%	90%
17	1,050,000	10+14 hp	5	100%	99%	85%	95%
18	1,150,000	10+16 hp	5	100%	99%	90%	100%
19	1,250,000	10+18 hp	5	100%	99%	95%	100%
20	1,350,000	10+20 hp	5	100%	99%	100%	100%
21	+100,000 per level	+2 hp/ level	Remains at 5	Remains at 100%	Remains at 99%	Remains at 100%	Remains at 100%

Appraise: Pirates are able to easily identify the value of the riches they plunder. Successful use of this skill allows the pirate to identify the value (in gold pieces) of any riches they encounter after a single round of examination. It can also be used to identify cheaply produced goods or knock off being

passed as the genuine article.

If given an entire turn to examine an object the pirate can determine if an object is magical, but doing so incurs a penalty of -35% to their roll. This does not provide any details about an item's magical abilities, only whether it is magical or not.

Backstab: If a pirate is able to catch a foe unaware or while they are surprised, they may backstab as a thief. They receive a +4 to their attack roll and multiply all damage by 2 if they attack in this fashion. Unlike thieves and assassins, their damage multiplier does not increase as they gain experience levels.

Climb Walls: Whether climbing the mast to the crow's nest, or moving through the rigging, pirates are adept at climbing without aid. They require a skill roll for each 100 feet they intend to climb. If the roll fails they fall a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

Read Languages: This skill is often used to decipher coded journals or ancient maps and takes one turn per page of text the pirate attempts to decode. If this roll does not succeed, the pirate may not try to read that particular piece of writing or that map until he reaches a higher level. A pirate can attempt to use this ability to read and cast magic from magic-user scrolls with this skill, but suffers a -25% penalty to their roll when attempting to do so. A failed roll means the spell does not function as expected, and can create a horrible effect at the referee's discretion.

Saving Throw Bonus: Pirates gain a +2 bonus to all saving throws made to resist any form of poison and to resist drowning.

Sea Stories: Pirates hear all manner of stories in their travels. Whether learning about hidden treasure caches, legendary monsters, the terrible reputations of infamous pirate captains, this ability may be used to learn a rumor that may lead to fortune and glory. The player will need to tell the referee what they are trying to learn before making the roll. If successful, the pirate learns a bit of true information about the matter in question. If the roll fails, the pirate receives false information. This skill is typically only used to inquire about matters related to port cities, piracy, legendary beasts of the sea, or the drunken stories traded in dockside taverns. Attempting to ask about information outside of their experience, the referee is free to impose a penalty to the pirate's roll ranging from -5% to -75%.

A pirate may only inquire once per level on any given subject.

Improvised Weapons (7th): Beginning at 7th level the pirate has learned to fight effectively with an improvised weapon in his off-hand. Typically these items are daggers, belaying pins, or hand held hooks. They receive a second attack when fighting in melee combat with this improvised weapon. The attack does 1d4 (plus the pirate's Strength modifier) and is always considered to be done with a non-magical weapon.

This replaces the normal +1 to-hit roll modifier normally applied when fighting with two weapons.

Witch Doctor (New Class)

Deep in the jungles and savage places of the world are those who practice a unique form of magic that has no organization and little piety. Whether they are communing with ancestor spirits, sacrificing unwilling victims to heathen gods, or drawing on the energy of the wild places of the world they are called Witch Doctors. They have little interaction with the civilized world, and rarely adventure. They typically dwell in villages untouched by society and rarely adventure. Usually when they do so, it is often because they have been driven out by their own people for brutality or vile ritual – though not all Witch Doctors are evil. Some revere the spirits of their ancestors with piety and dedication, hoping to draw on ancient wisdom to confront the dark things in the world.



Prime Attribute: Intelligence, Wisdom and Charisma all 13+ (+5% experience bonus)

Hit Dice: 1d4/level (Gains 1 hp/level after 9th)

Armor/Shield Permitted: None

Weapons Permitted: Club, dagger, dart, staff, sling.

Race: Human only.

Attribute Requirements (Optional): Int 12, Wis 14, Cha 15

Witch Doctors use the same attack chart as a Magic-User of the same level.

Witch Doctor Advancement Table:

Level	Experience Points Required for Level	Hit Dice (d4)*	Saving Throw	1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells
1	0	1	15	Druid 1	--	--	--
2	2500	2	14	Cleric 1 Druid 1	--	--	--
3	5000	3	13	Cleric 1 Druid 1 MU 1	--	--	--
4	10,000	4	12	Cleric 1 Druid 1 MU 1	Druid 1	--	--
5	20,000	5	11	Cleric 1 Druid 2 MU 1	Cleric 1 Druid 1	--	--

6	35,000	6	10	Cleric 2 Druid 2 MU 1	Cleric 1 Druid 1 MU 1	--	--
7	50,000	7	9	Cleric 2 Druid 2 MU 2	Cleric 1 Druid 1 MU 1	Druid 1	--
8	75,000	8	8	Cleric 2 Druid 2 MU 2	Cleric 2 Druid 2 MU 1	Druid 1 Cleric 1	--
9	100,000	9	7	Cleric 2 Druid 3 MU 2	Cleric 2 Druid 2 MU 2	Cleric 1 Druid 1 MU 1	--
10	200,000	9+1 hp	6	Cleric 3 Druid 3 MU 2	Cleric 2 Druid 2 MU 2	Cleric 1 Druid 1 MU 1	Druid 1
11	300,000	9+2 hp	5	Cleric 3 Druid 3 MU 3	Cleric 2 Druid 2 MU 2	Cleric 1 Druid 2 MU 1	Cleric 1 Druid 1
12	400,000	9+3 hp	5	Cleric 3 Druid 3 MU 3	Cleric 2 Druid 3 MU 2	Cleric 2 Druid 2 MU 1	Cleric 1 Druid 1 MU 1
13	500,000	9+4 hp	5	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 2	Cleric 2 Druid 2 MU 2	Cleric 1 Druid 1 MU 1
14	600,000	9+5 hp	5	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 2 Druid 2 MU 2	Cleric 1 Druid 2 MU 1
15	700,000	9+6 hp	5	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 2 Druid 3 MU 2	Cleric 2 Druid 2 MU 1
16	800,000	9+7 hp	5	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 2	Cleric 2 Druid 2 MU 1
17	900,000	9+8 hp	5	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 2 Druid 2 MU 2
18	1,000,000	9+9 hp	5	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 2 Druid 3 MU 2
19	1,100,000	9+10 hp	5	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 2
20	1,200,000	9+11 hp	5	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3
21+	+100,000 per level	+1 hp/level	Remains at 5	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3	Cleric 3 Druid 3 MU 3

Spellcasting: Unlike Clerics, Druids, and Magic-Users, a Witch Doctor keeps a

collection of trinkets and talismans that though they are not inherently magical are

foci for their spells. These trinkets are kept in a small pouch that Witch Doctors carry at all times. Without the foci bag, a Witch Doctor cannot cast spells. Each day the the Witch Doctor calls on the aid of ancestor and nature spirits and secret incantations to channel the energies necessary to cast specific spells. This functions in a manner similar to the magic-user preparing their formulæ each day or a cleric's daily prayers. The Witch Doctor selects which spells they wish to prepare in advance each day and cannot change them. They are limited in the level, type, and number of these spells based on their experience level as shown on table xx above. However, a Witch Doctor can prepare multiples of the same spell, provided he has the available spell slots. Once a prepared spell is cast, the magical energies the Witch Doctor had called upon are expended until they have time to call upon that energy again.

Knowing Spells: Witch Doctors do not keep spell books like Magic-Users, prayer for spells like Clerics or call upon nature like Druids. Instead the foci bag they keep contains specific trinkets which allow them to cast specific spells. A trinket can only channel one spell, though it can be a Magic-User, Cleric or Druid spell. A Witch Doctor begins play at 1st level with four such trinkets and their foci bag. Each of these trinkets is able to channel a specific named Druid spell of the Witch Doctor's choice. As the Witch Doctor increases in level they recover more trinkets. Each time the Witch Doctor gains a level of experience he is able to discover two additional trinkets. At 2nd level these trinkets may be chosen to channel either Druid or Cleric spells, while at 3rd level they the Witch

Doctor can opt to have he trinket channel Druid, Cleric or Magic-User spells. The Witch Doctor cannot have a trinket able to channel a spell which they cannot potentially cast. So a 4th level Witch Doctor cannot have a trinket which will allow him to cast 2nd level Magic-User spells because he does not yet have the ability to cast those spells. Finally, a Witch Doctor cannot have a two of the same trinket. So if they have a *Magic Missile* trinket, it is their only one. When they choose to prepare more than one use of the same spell, they simply channel more energy into the trinket associated with that spell.

Example: Samedi, a 6th level Witch Doctor can channel energy into his trinkets to memory 2 Cleric spells. So if he wanted to memorize two *Cure Light Wounds* spells, he would not need two trinkets associated with that spell - he would simply channel and prepare the necessary energies to cast that spell twice at the beginning of that day. If a Witch Doctor loses their trinket, they must spend at least one week per trinket searching for an appropriate replacement and perform a unique ritual enchanting it. This ritual requires components cost 100 gold pieces per trinket.

Saving Throw Bonus: Witch Doctors gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staves.

Natural Channeller: While Witch Doctors can use wands, staves and miscellaneous magic items permitted to Clerics, Magic-Users, and Druids they *cannot* use scrolls, with the exception of Protection scrolls.

Priest of the Sea (Cleric Variant)

While very similar to traditional Clerics, Priest of the Sea serve the gods of the great waters of the world. While they share many traits similar to their traditional brethren, Priests of the Sea have different limitations than other clerics. They are permitted to wield a unique selection of weapons so that they can function as able-bodied seamen and protect their flock from the dangers found on open waters, though

they do not have the ability to turn undead.

These holy men can be of any alignment. Lawful priests of the sea typically serve Saint Arasmus, who guides and protects sailors while chaotic priests worship the deep creatures who live in the blackest depths of the sea that no man as seen and serve the lord of these hideous creatures, Dagon. Priests of the Sea cast spells through prayer and devotion, but they are not able to turn undead as a normal cleric.

Priest of the Sea (Cleric Variant)

Prime Attribute: Wisdom 13+ (+5% experience bonus)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th)

Armor/Shield Permitted: Leather armor only, no shields.

Weapons Permitted: Any one-handed melee weapon, crossbow (heavy), crossbow (light), javelin, harpoon, spear.

Race: Human only.

Attribute Requirements (Optional): Wisdom 9

Priest of the Sea use the same attack chart as a Cleric of the same level.



Priest of the Sea Advancement:

Level	Experience Points Required for Level	Hit Dice (d6)*	Saving Throw	1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells
1	0	1	15	-	-	-	-	-	-	-
2	1500	2	14	1	-	-	-	-	-	-
3	3000	3	13	2	-	-	-	-	-	-
4	6000	4	12	2	1	-	-	-	-	-
5	12,000	5	11	2	2	-	-	-	-	-
6	24,000	6	10	2	2	1	1	-	-	-
7	48,000	7	9	2	2	2	1	1	-	-
8	100,000	8	8	2	2	2	2	2	-	-
9	170,000	9	7	3	3	3	2	2	-	-
10	240,000	9+1 hp	6	3	3	3	3	3	-	-
11	310,000	9+2 hp	5	4	4	4	3	3	-	-
12	380,000	9+3 hp	4	4	4	4	4	4	1	-
13	450,000	9+4 hp	4	5	5	5	4	4	1	-
14	520,000	9+5 hp	4	5	5	5	5	5	2	-
15	590,000	9+6 hp	4	6	6	6	5	5	2	-
16	660,000	9+7 hp	4	6	6	6	6	6	3	-
17	730,000	9+8 hp	4	7	7	7	6	6	3	1
18	800,000	9+9 hp	4	7	7	7	7	7	4	1
19	870,000	9+10 hp	4	8	8	8	7	7	4	2
20	940,000	9+11 hp	4	8	8	8	8	8	5	2
21+	+70,000 per level	+1 hp/ level	Remains at 4	9	9	9	8	8	5	3

Spell Casting: Priests of the Sea cast “divine” spells from the Cleric spell list on page 51 of *Swords & Wizardry Complete*, per the Priest of the Sea Advancement table. Priests of the Sea of specific deities might have different lists of available spells, designed by the Referee though they typically have access to the cleric spells in Chapter XX of this book as well as standard Cleric spells. Each day, the Priest of the Sea selects and prays for a particular set

of spells, choosing any spells from the standard list. Once a spell is cast it cannot be cast again until the next day, unless the Priest of the Sea has prepared (prayed for) the spell more than once.

Saving Throw Bonus: Priests of the Sea gain a +2 bonus on saving throw rolls to avoid drowning.

Religious Stronghold (9th level): At ninth level, a Priest of the Sea character may establish a sea-side stronghold, often on a small island or among oceanic cliffs. They will

attract a body of sailors and retainers who will swear fealty to the character as loyal (and sometimes fanatical) servants.



Dagonite (New Race)

There are those who carry the taint of cursed waters in their veins. Whether they were cursed by a powerful spell, or their blood is tainted by ancestors who made pacts with powers of the deep the Dagonite is a being that is not quite human. Dagonites appear to be human in almost all respects. They tend to have wider, more bulbous eyes that rarely blink and large, flat feet. In addition, their skin appears to have a slime-like glaze to it and their hair is typically long, stringy and perpetually wet.

Dagonites are able to see underwater with perfect clarity up to a distance of sixty feet. They are also able to hold their breath for extended periods, up to a number of minutes equal to their Constitution score. When searching they are able to discover secret and concealed doors with a 3-in-6 chance.

Dagonite player characters may be Assassins, Fighters, Fighter/Assassins, Fighter/Thieves, Priests of the Sea, or Thieves. In the Assassin and Thief classes a Dagonite may advance with no maximum level limit and may take advantage of any XP bonus due to high attribute scores to gain experience more quickly. Dagonites advancing as Fighters are limited to 7th level (8th with a Strength of 18) and 12th level as a

Priest of the Sea (13th level with a Wisdom of 17 or 14th level with a Wisdom of 18).

Those Dagonites who are not player characters may have abilities and limitations completely different from those of an adventuring Dagonite. The nature of Dagonites as a whole is entirely the province of the referee and may include non-player characters of any class.

Sea Elf (New Race)

These cousins to land-dwelling elves live beneath the depths of the ocean where they live in great undersea caverns and cities carved from coral. There they dwell in peace with the creatures of the sea, living in harmony with the unseen wilderness beneath the water. Like common elves, they stand approximately five feet tall, though their skin often has a pale blue tint to it and their hair ranges from golden blonde to sea-green. Their eyes are a watery blue or a sea green in color, with webbed feet, hands and even ears. They dress in flowing garb of woven seaweed and when they go to war, they wield weapons of sharpened coral and clad themselves in armor from shells of crustaceans and sea shells. Though the majority of sea elves dwell in the depths of the ocean, some brave souls swim to the

surface and explore the exotic world of the land-walkers.

Sea Elves can see in the dark (dark vision) and underwater with perfect clarity up to a range of sixty feet as well as swim as easily and with the same speed as their land speed. They have a 4-in-6 chance to find secret doors when searching, unlike other races which have a 2-in-6 chance. They also have a 1-in-6 chance to detect secret doors even when they are not searching. Unlike other elves, they can be paralyzed by the touch of a ghoul. Sea Elves prefer to live beneath the depths of the ocean and can breathe water as easily as others breathe air. However, they do not spend long periods of time on the surface and can only breathe air for a limited time. A Sea Elf can breathe air for a number of days equal to their Constitution score before they begin to suffer penalties. For each day beyond this that they are unable to return to their natural habitat beneath the water they suffer a -1 penalty to their Saving Throw value. If their Saving Throw value ever reaches zero they are slain.

This means that as Sea Elves grow in power they are drawn more and more to the sea and are able to spend shorter amounts of time on the surface. Once the Sea Elf has returned to their underwater home they recover their Saving Throw value increases at the rate of one point per day until it has returned to its normal value. There is no known magical cure for this suffering and only by returning to natural oceanic waters can a Sea Elf recover.

Sea Elf player characters may be Fighter/Magic-Users, Priests of the Sea, Thieves, or Fighter/Magic-User/Thieves. In the Priest of the Sea class a Sea Elf may advance with no maximum level limit and take advantage of any XP bonus due to a high

Wisdom score to gain experience more quickly. Sea Elves advancing in more than one class are limited to 4th level as a Fighter (5th with Strength of 17, 6th level with a Strength of 18) , 8th level as a Magic-User (9th with an Intelligence of 18), and 10th level as a Thief (11th level with a Dexterity of 17, 12th level with a Dexterity of 18). Regardless of any further progression in levels as a Magic-User, Sea Elves are able to cast magic spells only as high as 5th level.

Sea Elves who are not player characters might have abilities and limitations completely different from those of an adventuring Sea Elf. The nature of the race of sea elves as a whole is entirely the province of the referee, and might include non-player characters of any class.



Chapter Three

New Rules

Firearms and Gunpowder

Firearms change the face of warfare. Warriors are no longer forced to spend countless hours training with the deadly longbow and the penetrating power of the musket renders armor all but obsolete. Firearms are ranged weapons which use an explosive substance known as gunpowder to project a lead ball at high velocity at a target via a long barreled rifle or musket – or alternatively via a hand-held pistol. These weapons are operated by loading the loading a single lead ball down the muzzle and then using a ramrod to make sure it is secure at the barrel's base. The weapon is then cocked by drawing back a small hammer which holds a piece of flint. Once the trigger is pulled the flint strikes a small pan which contains a charge of black powder. The flint sparks and the black powder ignites. A tiny discharge of pressure and fire forces the lead ball from the barrel at deadly speeds.

Firearms have several special traits. First and foremost, the sheer power of a firearm renders armor completely ineffective. When a character is wielding a firearm their target gains no benefit from non-magical armor or shields. They only receive their Dexterity modifier and any magical bonuses

they may currently have to their armor class.

In addition, if the attacker wielding a firearm rolls a “4” on any of their damage dice, they may roll an additional d4 of damage and add it to that which has already been calculated. They may continue re-rolling 4s on their damage dice as long as the dice continues to roll a natural 4. This gives firearms the potential of inflicting extraordinary amounts of damage in a single shot.

Finally, if the attacker is able to get a surprise attack on their foe (or in the case of thieves and assassins get into backstab position), they automatically inflict double damage. Thieves and Assassins who get a surprise attack (or get in backstab position) in this fashion increase their damage multiplier by one..

Firearms are not without their drawbacks however. If the attacker rolls an unmodified 1 on their d20 to-hit roll, they must making a saving throw. If the saving throw is successful, the weapon has simply misfired and the gunpowder has failed to ignite. If the saving throw is failed the they suffer the base damage of the weapon as the pistol explodes in their hand and is rendered useless.



Weapon	Damage	Range	Rate of Fire	Weight	Cost
Blunderbuss	3d4	40 feet	1/4	15 lbs	125 gp
Dragon	2d4	20 feet	1/4	10 lbs	100 gp
Pistol	2d4	50 feet	1/3	10 lbs	150 gp
Musket	3d4	75 feet	1/3	20 lbs	200 gp
Rifle	3d4	100 feet	1/3	20 lbs	250 gp
Grenade	4d4	25 feet	1	2 lbs	25 gp
Lead Shot	Per Weapon	-	-	0.1 lbs	1 gp
Scatter Shot	See Below	-	-	0.1 lbs	0.5 gp

Firearms Descriptions

Blunderbuss

The blunderbuss is a muzzle-loading firearm with a long, wide barrel which flares at the muzzle. Though large and cumbersome, it is not accurate at long ranges. It is typically loaded with a single lead ball or shot, though in some cases can be loaded with scattershot (sometimes called grapeshot), which reduces the weapon's range but allows the wielder to potentially hit more than one target with a single shot. A blunderbuss requires two hands to both load and fire. It measures two and a half feet long and weighs around fifteen pounds

Dragon

The dragon is a hand-held version of the blunderbuss with a shorter barrel, making it easier to carry and able to be fired with one hand. Like the larger blunderbuss it has a short range and is not terribly accurate but can also be loaded with scattershot which allows it to potentially hit more than one target in a single attack. The dragon can be fired with one hand, but requires two hands to load. It measures a foot long and weighs ten pounds.

Pistol

A pistol is a hand-held version of a musket with a shorter barrel. It is longer than a dragon, measuring up to a foot and a half long, though has a more narrow barrel and like the musket it doesn't flare at the end. It has a shorter range than a musket and isn't accurate at long ranges. Pistols cannot be loaded with scattershot. A pistol can be fired with one hand, but requires two hands to load. It measures between a foot and eighteen inches long and weighs ten pounds.

Musket

A more advanced version of the Blunderbuss with a longer barrel that doesn't flare at its end. Muskets are more accurate and have a longer range than the Blunderbuss, but also are more costly to craft. The musket requires two hands to both load and fire, though they do load a bit faster than a blunderbuss. A musket measures five and a half feet long and weighs twenty pounds.

Rifle

A rifle appears in almost all respects to be a musket, save for one very important feature. The inside of the rifle's barrel has been cut with helical grooves which causes the projectile to spin on a tight axis when fired. This gives the weapon improved range and

accuracy, but also requires a more proficient gunsmith to create. The rifle requires two hands to both load and fire. It measures five and a half feet long and weighs twenty pounds.

Grenade

A grenade is a hollow ceramic or iron ball filled with several ounces of gunpowder and nails or other small pieces of sharp metal. A slow-burning fuse is fitted to a cap of cork, wax or iron. When lit, the match burns down and in a few seconds the grenade explodes, spraying deadly shrapnel to all nearby targets. Grenades are dangerous and unreliable. A grenade detonates on the round after it is lit, though there is a 5% chance with each grenade that the weapon will not ignite and be a dud.

When they do explode the grenade inflicts damage on all targets within a twenty foot radius. Grenades cost twenty-five gold pieces and weigh two pounds.

Lead Shot

Lead shot, also called a bullet or musket ball, is a small metal ball of lead primarily used as a projectile in firearms such as blunderbusses, dragons, muskets, pistols and rifles. Ten lead shots weigh one pound and each round costs one gold piece.

Scatter Shot

Scatter shot, also sometimes called grape

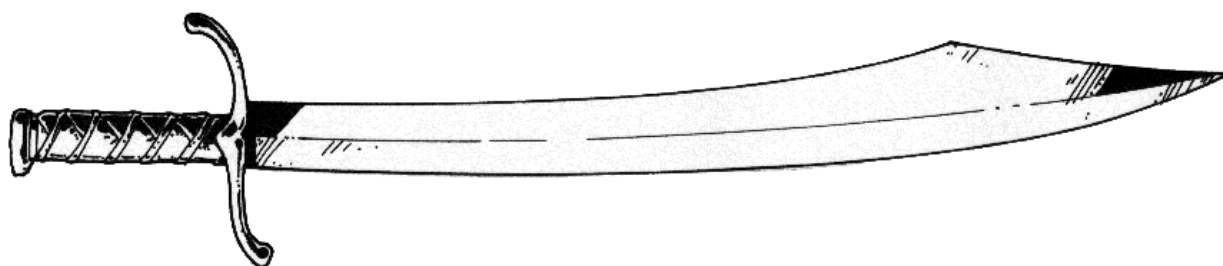
shot, is a collection of nails, lead shavings, caltrops and other tiny metal objects that are loaded directly into the barrel of a firearms device. When a firearms loaded with scatter shot is fired its range is reduced by half, though it is actually capable of hitting two targets in a single shot as long as those targets are adjacent. Damage inflicted by firearms loaded with Scattershot do not re-roll damage whenever a "4" is rolled on the damage dice.

Black Powder

Black powder is a mysterious concoction which is dangerous and highly explosive. All firearms require black powder to fire properly. Blunderbusses, dragons, muskets, pistols, and rifles require one ounce of black powder for each shot fired and grenades are typically filled with five ounces of black powder.

A character carrying black powder puts himself at great risk. If they are hit by a fire-based attack such as a *Fireball* and fail their saving throw all black powder they are carrying ignites. For each ounce of black powder the character carries they suffer an additional point of damage. Black powder is typically stored in wads of paper which are torn open with the teeth and poured into the barrel of the weapon to prepare it for firing. Wet powder is completely useless.

Black Powder costs one gold piece for each ounce.



Artillery

Seafaring ships often make use of large-scale firearms known as cannons. Cannons may be used to inflict damage in naval combat. They inflict less damage than catapults and trebuchets, but are more accurate. They also do not require a range calculation like a trebuchet nor do they inflict double damage against ships. Naval combat rounds are assumed to be five minutes long and cannons require two rounds to reload after they have been fired.

For more information on naval combat see page s 90 - 91 of *Swords & Wizardry Complete*.

Light Cannon

Chance to hit: 10 or more on 1d20

Damage: 2 points of structural (single cannon ball) or 3d10 hit points of damage to everyone at center of attack.

Heavy Cannon

Chance to hit: 12 or more on 1d20

Damage: 3 points of structural (single cannon ball) or 5d10 hit points of damage to everyone at center of attack.

Melee Weapons

Belaying Pin

These small cylindrical poles end in round handles and used to secure a ship's rigging. In an emergency, they serve as a makeshift club for many sailors and pirates. It inflicts 1d4 points of damage, plus the wielder's Strength modifier. A belaying pin costs one gold piece and weighs three pounds.

Belaying pins can be used by any character.

Gaff Hook

A gaff hook is a large iron hook secured at the end of a long pole. While most often used for

fishing, it can serve as a weapon in desperate times. Wielding a gaff hook in combat imposes a -2 penalty to all to-hit rolls.

The gaff hook inflicts 1d8 points of damage, plus the wielder's Strength modifier and requires two hands to wield. It costs six gold pieces and weighs fifteen pounds.

This weapon can be used by assassins, fighters, monks, paladins, pirates, rangers, sea priests, and thieves.

Harpoon

A harpoon is a long-hafted spear that ends in a broad and barbed metal point. Often a long length of rope is attached to its base for easy retrieval. Designed for fishing and whaling, it can serve as a particularly deadly weapon if need calls for it – though it is difficult to wield against man-sized or smaller foes.

The harpoon inflicts 2d6 points of damage, plus the wielder's Strength modifier and requires two hands to wield. When used to attack a target who is man-sized or smaller, the attacker suffers a -2 penalty to their to-hit roll. A harpoon costs ten gold pieces and weighs fifteen pounds.

This weapon can be wielded by assassins, druids, fighters, monks, paladins, pirates, rangers, and sea priests.

Sword (Basket-Hilted Claymore)

The Basket-Hilted Claymore measures three and a half feet from pommel to tip. It is double-bladed and the weapon is named for the basket-shaped metal guard which encircles the hand of the wielder to protect them from being disarmed or losing a digit in battle. They are heavier than other weapons short-bladed weapons, allowing them to inflict more damage but making them difficult to use in cramped quarters.

A Basket-Hilted Claymore inflicts 1d6+1 points of damage, plus the wielder's Strength modifier. It costs 18 gold pieces and

weighs 10 pounds.

Basket-Hilted Claymores can be wielded by assassins, fighters, monks, paladins, pirates, rangers, and thieves.

Sword (Cutlass)

A cutlass is a short, slightly curved sword with a single edge. With blades no longer than two feet, they serve sailors and pirates well in the cramped quarters often found on sailing ships. Because of their common association with pirates, they are seen as the weapon of a criminal.

A cutlass inflicts 1d6 points of damage, plus the wielder's Strength modifier. Cutlasses cost 8 gold pieces and weigh five pounds.

Cutlasses can be wielded by assassins, fighters, monks, paladins, pirates, rangers, and thieves.

Sword (Rapier)

The rapier is a slender stabbing blade with a narrow, double-bladed edge. It is light and quick, typically designed with a basket hilt to aid the wielder in parrying. They are often elegantly crafted and extravagantly adorned. Many rich adventurers and noblemen regard them as status symbols and carry them as ceremonial weapons.

A rapier inflicts 1d6 points of damage, plus the wielder's Strength modifier. Fighters wielding a rapier are considered to have a Dexterity of one point higher when they parry, not a maximum of 18 (or -5 to enemy attacks). Rapiers cost 25 gold pieces and weigh 5 pounds.

Rapiers can be wielded by assassins, fighters, monks, pirates, rangers, and thieves.

Weapon	Damage	Weight	Cost
Belaying Pin	1d4	3 lbs	1 gp
Gaff Hook	1d8	15 lbs	6 gp
Harpoon	2d6	15 lbs	10 gp
Sword (Basket-Hilted Claymore)	1d6+1	10 lbs	18 gp
Sword (Cutlass)	1d6	5 lbs	8 gp
Sword (Rapier)	1d6	5 lbs	25 gp



Swimming and Drowning

A character may swim at a speed equal to half their normal land movement unless they are carrying more than thirty pounds of equipment, plus their carry modifier (as determined by their strength). Characters

who are carrying more than this must make a saving throw each round to avoid drowning, modified by the chart below. A character carrying more than 200 lbs of equipment automatically fails their saving throw to resist drowning.

Weight Carried	Drowning Saving Throw Modifier
30 lbs + carry modifier	-2
50 lbs + carry modifier	-4
75 lbs + carry modifier	-6
100 lbs + carry modifier	-8
125 lbs + carry modifier	-10
150 lbs + carry modifier	-12

Once a character is drowning they begin to asphyxiate as water fills their lungs and they are unable to stay afloat. The character takes a cumulative 1d6 points of damage for each round they are drowning. Each round the character is drowning they may attempt a new saving throw to regain themselves and stop taking damage. A character reduced to -1 hit points is considered to have drowned to death.

For example, on the first round of drowning the character suffers 1d6 points of damage. On the second round of drowning, assuming the character failed their saving throw, they take 2d6 points of damage. The third round inflicts 3d6 points of damage on the character unless they succeed in their saving throw. This continues until the character succeeds in their saving throw or they drown to death.

Fencing Styles

Fencing styles are codified, systematic methods of combat using specific weapons. They are often taught at schools or by weapon masters to individual students.

Player characters can learn fencing styles and gain benefits in combat, but learning takes time. Each fencing style is expressed by three levels of skill: Apprentice, Journeyman, and Master. Characters must learn each level of skill in order.

Learning the Apprentice level of skill requires a character to be at least second level of experience. In addition, the character must pay 1000 experience points to represent the time and dedication necessary to learn these skills. It also requires six weeks of uninterrupted training. Journeyman skill level requires the character to be at least sixth level of experience and costs 5000 points of experience in time and training as well as three months of uninterrupted practice. Master requires the character to be tenth level and costs 10,000 experience points in time and training along with six months of absolute dedication. The character must have earned enough experience points to pay this cost without reducing their level.

Each level of training also costs a significant amount of gold necessary to pay an instructor. The cost for Apprentice

training is 250 gold pieces. Journeyman training costs 1000 gold pieces and Master training costs 2500 gold pieces.

Regardless of which fencing style a character has learned, all characters who have reached an Apprentice level may attempt to disarm their foes while in melee combat. Instead of attacking they simply need to succeed in an attack roll. If the attack is

successful it inflicts no damage. Instead the target drops their weapon. Unless they succeed in a saving throw. If the target of the disarm is wielding a two-handed weapon they receive a +2 bonus to this saving throw.

Fencing Styles may only be learned by assassins, fighters, pirates, and thieves. Player characters may only learn one Fencing Style.

Level of Training	Minimum Level Required	Time Required	Experience Point Cost	Gold Piece Cost
Apprentice	2nd	Six Weeks	1000 xp	250 gp
Journeyman	6th	Three Months	5000 xp	1000 gp
Master	10th	Six Months	10,000 xp	2500 gp

Florio Style: Rapier and a Dagger

By wielding a Rapier in their primary hand and a dagger in their off-hand, a practitioner of Florio Style is able to switch from offensive to defensive attacks with ease, keeping their opponent off balance and unable to predict their next move.

Apprentice: When fighting with a rapier in their primary hand and a dagger in their off hand, the wielder receives a one-point bonus to their armor class against melee attacks only.

Journeyman: When fighting with a rapier in their primary hand and a dagger in their off hand the wielder receives a one point bonus to their to-hit roll.

Master: When fighting with a rapier in their primary hand and a dagger in their off hand, the character may take an attack with each weapon once per round.

McCartan Style: Basket-Hilted Claymore

Those adept in the McCartan Style

have learned to protect themselves from being disarmed as well as using the basket-hilted claymore to engage in close-quarter attacks with quick jabs from their metal hilt.

Apprentice: Instead of making a standard attack, the wielder of a Basket-Hilted Claymore can attempt to make a punch attack with the hilt of the weapon. This attack inflicts 1d4 points of damage, plus the wielder's Strength modifier. The first time this is done in combat it is often seen as a surprise, and the attacker is granted a +2 bonus to their to-hit roll for that first attack only.

Journeyman: While wielding a Basket-Hilted Claymore the character receives a +2 bonus to all saving throws made to resist being disarmed.

Master: The master of the Basket-Hilted Claymore is capable of inflicting more powerful blows with his weapon, and inflicts 2d4 points of damage plus their Strength modifier when making a normal attack with it.

Poire Style: Rapier and Cloak

Poire Style focuses on using a cloak in the practitioner's off-hand to distract a foe and keep them from predicting an incoming attack as well as potentially entangling the opponent in the folds of their garment.

Apprentice: When fighting with a rapier in their primary hand and a cloak in their off hand a character receives a two-point bonus to their armor class against melee attacks.

Journeyman: When attempting to parry while wielding a rapier in their primary hand and a cloak in their off hand the character receives a one point increase to their bonus to armor class while parrying.

Master: Instead of attacking, the master can attempt to entangle their foe in the folds of their cloak. They must succeed in a to-hit roll to do this. If successful, they inflict no damage, but the target is entangled for 1d4+1 rounds. Characters who are entangled find themselves unable to move effectively in combat. They suffer a -4 penalty to all to-hit rolls and lose any bonus to their armor class granted by a high Dexterity. In addition, they may only move at half their normal movement rate. Spell casters entangled have a 30% chance of miscasting any spell they attempt while entangled. A miscast spell has no effect and the spell is expended.

While the target is entangled the master cannot use their Apprentice or Journeyman benefits from this fencing style.

Hallstrom Style: Cutlass and Hand Ax

A favored style of pirates and other criminals, Hallstrom Style focuses on

engaging in brutal, disabling attacks that leave an opponent weak and vulnerable to the brutality of sea-borne raiders.

Apprentice: While wielding a cutlass and hand ax, the apprentice receives a +1 bonus to all melee damage.

Journeyman: The journeyman may attempt to inflict a bleeding wound if they make a successful attack while wielding a cutlass and hand ax. They must declare their intent before the to-hit roll is attempted. If successful, they inflict normal damage, but the target must make a saving throw each round for the next 1d6 rounds. If that saving throw is failed, the target suffers a single point of damage as they bleed. A target cannot be bleeding from more than one wound at a time.

Master: The master can attempt to inflict a debilitating wound on their target. They must declare their intent before the to-hit roll is made. If successful, they inflict only half the normal damage of their attack, but the target can only move at half their normal speed for the next turn.



Chapter Four

Spells and Magic Items

New Spells

Blessing of the Sea

Level: Priest of the Sea, 5th level

Range: 60 feet

Duration: One Hour

This spell grants the caster and all allies within a 20' x 20' area several benefits as long as they are in the water. Whether standing in a small river or swimming across the vast ocean, it does not matter. As long as they are in at least 6" of moving water, they gain the following benefits. They are able to move freely through the water as if it were a native environment. In addition, they cannot drown and never need to make drowning checks. They receive a +2 bonus to all attack rolls, saving throws and gain an additional attack each round.

A character benefiting from this spell who leaves the water for more than one round loses all the benefits of *Blessing of the Sea*.

Charm Sea Monster

Level: Priest of the Sea, 4th level

Range: 60 feet

Duration: Special

This spell functions exactly as *Charm Monster*, except that it only works on monsters who are native to underwater or coastal regions – such as mermaids or dragon turtles.

Conjuration of Water Elementals

Level: Priest of the Sea, 6th level

Duration: Until dispelled or slain

Range: 240 feet

This spell functions exactly as *Conjuration of Elementals*, except that it can only be used to conjure a water elemental. Air, Earth and Fire Elementals cannot be summoned with this spell.

Coral Armor

Level: Priest of the Sea, 1st level

Duration: 2 Turns

Range: Caster

This spell causes an armor of coral to encase the caster in a suit of protective mail. This armor has all of the same qualities of a suit of chain armor (AC -4 [+4], Weight: 50 lbs), except that it does not inhibit the casting of spells while under the effect of this spell. In addition, its weight is considered zero for purposes of weight when applied to the caster. In short, while the caster is under the effects of *Coral Armor*, the armor is weightless, but only in water.

Drown

Level: Priest of the Sea, 5th level

Duration: 3 rounds

Range: 60 feet

This spell causes a single target's lungs to begin to fill with water, making actions difficult and eventually leading to death. This spell lasts for five rounds. On the round this spell is cast, the target suffers 1d6 points of damage and they suffer a -2 penalty to all attack rolls and ability checks as their lungs fill with water and they begin to choke. On the following round they suffer an additional 2d6 points of damage, and their penalties increase to -4 to all attack rolls and ability checks. In addition, they begin to stumble about and choke and are only able to move at half their movement rate. During the third and final round, they suffer a -6 penalty to all attack rolls and ability checks, movement becomes impossible and they suffer 3d6 points of damage. After the third round, the water magically dissipates and they no longer suffer any penalties to ability checks, attack rolls or movement.

A character cannot cast spells while under the effects of a *Drown* spell and are unable to speak. However, each round the target of his spell may make a Saving Throw to end the effects of the spell. Characters, such as sea elves or the undead, who do not need to breathe air to survive are immune to

the effects of this spell.

Entangling Seaweed

Level: Priest of the Sea, 3rd level

Range: 80 feet

Duration: 5 rounds

This spell causes seaweed to rise up from the nearest body of water, whether it an ocean, nearby lagoon, or even a glass of water. If no body of water is present, the seaweed appears to leap from the caster's hands. This seaweed has a diameter of about 30'.

Characters caught in the area of effect of this spell are trapped and unable to move. In addition, the seaweed will begin to constrict, choking the life out of those caught in its tendrils. This constriction does 1d6 points of damage per round.

Characters who succeed in a saving throw may move at half their normal rate through the patch of seaweed and suffer only half damage while they caught in the radius of the spell.

Form of Water

Level: Priest of the Sea, 5th level

Range: Caster

Duration: One round per level of the caster

This spell allows the caster to transform themselves into a humanoid composed completely of animated water. While in this form they are immune to all damage, except for that inflicted by magical weapons or spells. While in this form, they double their movement rate while on land, or triple it while on water. They may move freely through water, uninhibited by rough seas or the pressures found in ocean depths. In addition, they are able to slip through cracks and crevices as small as one square inch.

While under the effects of this spell, the target may not use any weapons, though they are still able to cast spells. Instead of weapons, they may attack with a watery slam attack which inflicts 1d6 points of damage. This attack is considered to be a magical weapon for purposes of monsters immune to mundane weapons.

Float

Level: Priest of the Sea, 2nd level

Range: Touch

Duration: One hour per level of the caster

This spell causes an object (or person) touched by the caster that would normally sink in water to float to the surface and remain buoyant for the duration of the spell. The amount of weight which can be affected by this spell is 100 lbs per level of the caster. So a third level caster can make up to 300 lbs of weight float on the surface of the water, for example.

Grace of the Waves

Level: Priest of the Sea, 3rd level

Range: Touch

Duration: One round per level of the caster

A character under the effects of this spell gains amazing speed and grace while they are in water. For the duration of this spell, as long as the character is standing in at least one foot of water, they gain the following benefits: +2 to attack rolls, two-point bonus to armor class, and one additional attack per round.

Rust Metal

Level: Priest of the Sea, 4th level; Magic-user, 5th level

Range: Touch

Duration: Ten minutes or less (see below).

The caster's hand becomes covered in thick deposits of corrosive salt. They can touch a single metal object (such as a weapon or suit of armor) with a successful melee to-hit roll. The item touched immediately corrodes to a rusted and useless state. If the item is held by an individual when touched, that individual may make a saving throw to avoid these effects. Magic items receive a bonus to this saving throw equal to their enchantment modifier. So if the caster were attempting to use this effect on a +2 *Mace* wielded by their foe, the foe would receive a saving throw with a +2 bonus. Once a single object has been corroded, the spell ends

Sea Animal Growth

Level: Priest of the Sea, 4th level

Range: 120 feet

Duration: 2 Hours

This spell functions exactly as *Animal Growth*, except than it only works on animals who are native to underwater or coastal regions – such as a sea otters, dolphins or squids.

Sea Sense

Level: Priest of the Sea, 1st level

Range: One mile per level of the caster

Duration: One hour per level of the caster

This spell allows the caster to sense the distance and direction of the nearest body of fresh or salt water no smaller than a pond, up to a distance of one mile per level of the caster. If multiple bodies of water are within the range of the spell, the caster is able to detect all bodies of water within the range of the spell

Sea-Speak

Level: Priest of the Sea, 2nd level

Range: Touch

Duration: Ten minutes per level of the caster

Recipients of this spell are able to verbally communicate while underwater. Their voice carries with the same volume and distance as if they were speaking in a normal environment. This spell does not protect from other effects which may inhibit speech, such as *Silence, 15' Radius*.

Speak With Sea Animals

Level: Priest of the Sea, 1st level

Range: 30 feet

Duration: 6 Turns

This spell functions exactly as *Speak with Animals*, except that it only works on

animals who are native to underwater or coastal regions – such as a sea otters, dolphins or squids.

Water Walking

Level: Priest of the Sea, 2nd level

Range: Touch

Duration: One turn per level of the caster

This spell allows the caster to walk on water or other liquids as if it were a solid surface. Characters who use this ability to walk on dangerous surfaces may avoid the effects of those surfaces to a limited extent. So a character under the effects of this spell who walks on acid will not burn their feet, but a character who attempts to walk on lava might suffer damage from the terrible heat radiating from burning, molten rock.



New Magic Items

Armor

Bullet-Proof Armor

Though not literally Bullet-Proof, this enchantment can be found on any armor from *+1 Leather Armor* all the way up to highly enchanted plate armor. It grants its full armor class against firearms to anyone wearing it.

Buoyant Armor

Any armor with this enchantment is considered to weigh nothing for purposes of remaining afloat in the water.

Weapons

Ever-dry Gunpowder

Ever-dry Gunpowder fires when wet, and even allows firearms to fire underwater when it is used.

Insulting Sword

This sword functions as a +2 weapon and is always intelligent. In combat the weapon begins speaking a blistering selection of insults at the wielder's foe. Each round the foe must make a saving throw to avoid being distracted. Distracted foes suffer a -2 penalty to all to-hit rolls. If the wielder of the Insulting Sword rolls a critical fumble while fighting, the sword turns its insults on the wielder for the remainder of the combat.

Staves

Juju Stick

This appears to be a mundane, but macabre staff often topped with a skull or other morbid trinkets. However, when wielded by a Witch Doctor it empowers his spells and any saving throw made to resist them is done at a -2 penalty.

Miscellaneous Magic Items

Coconut Monkey

This appears to be a doll of coconuts and vines cobbled together in the shape of a small monkey. One of its rope-like arms can easily be hung from the carrier's belt. When someone attempts to backstab or surprise a character carrying a Coconut Monkey, the creature animates and begins to screech loudly like a tiny primate, preventing them from being backstabbed, surprised, or ambushed.

Cursed Coin

This powerful coin is said to come from the horde of some ancient evil god long forgotten by the civilized world. When first held by a character, they must make a saving throw. If the saving throw is failed, the character covets the coin and will do anything to possess it.

The coin gives the bearer regenerative properties, healing them at the rate of one hit point per round for as long as they carry it. However, the coin is cursed with terrible luck and the character suffers a -10 penalty to all saving throws while carrying it.

Cutthroat's Boots

This polished pair of high boots is ringed with pearls at the cuff. It conceals a *+1 dagger* in its folds that cannot be detected by any mundane or magical means. No amount of searching will reveal the hidden weapon. In addition, if the *+1 dagger* is thrown, it will teleport back into its hiding place in the boot after one combat round has passed.

Eyepatch of Appraisal

This ragged black eyepatch allows the wearer to immediately determine the value of all mundane treasure discovered as well as identify counterfeit coins and gems.

Eyepatch of the Top Man

This eyepatch of polished black

leather doubles the wearer's natural vision and grants a +1 bonus to all to-hit rolls made with missile weapons.

Eyepatch of the Lower Decks

This black silk eyepatch grants the ability to see perfectly in the dark (dark vision) at a range of 60 feet. If the character naturally possesses dark vision already, it increases the range of that dark vision by 60 feet.

Shrunken Head

This mummified head is a morbid thing covered with rotting flesh and dead hair. However, it is laced with a powerful enchantment. Once per week, a Magic-User

or Witch Doctor may ask the shrunken head any single question in a manner similar to the *Commune* spell. The shrunken head will respond by speaking a cryptic answer out loud. There is a 5% chance that the shrunken head will provide false information that may endanger the inquirer, unbeknownst to them.

Unerring Compass

This small wooden compass points in the direction of the most valuable piece of treasure within the nearest ten miles. The character holding the compass only needs to concentrate for one round and the compass will point in that direction. It gives no sign of the distance, danger or obstacles that may be between itself and the treasure.



Chapter Four

Dead Man's Cove

There is a tiny island off the coast of the small fishing village of Rojo that is surrounded by rocky shoals and jagged stone teeth which peek above the sea line at low tide. It is called Dead Man's Cove, for many would-be treasure seekers have travelled to that accursed island in search of the lost treasure of Mad Captain Finch, who is said to have hidden a hoard of gold and jewels in the watery caves of that place. But legend has it that Captain Finch laid a curse upon his treasure that any who take it will be bound by an ill fate and must first make it past the devilish sea creatures and undead pirate crew that Finch left behind to protect his ill-gotten gains. But that hasn't stopped many a reckless scallywag from searching for Finch's Treasure.

Dead Man's Cove is a brief adventure for a party of 4 to 6 characters of about 5th level. The walls of Dead Man's Cove are stone and all the rooms are unlit unless otherwise stated. Any areas on the map shaded in blue are flooded with thigh-high water, or waist high in the case of halflings and short dwarves. Movement in these areas is reduced by half and characters who are knocked prone may potentially drown in the shallow waters

Location 1: Entrances

A narrow crack opens in the high stone walls. The warm sand underfoot cools as you step into the cavern. The walls are damp from the sea air and you can hear the faint sound of dripping water echo through the chamber.

Both the northern and southern entrance to Dead Man's Cove are empty. The northern

entrance has the skeleton of a long dead pirate who has crumbled to sun-bleached bones. His equipment has been destroyed by the elements, though he still clutches a rusted cutlass in one bony hand.

Location 2: Western Passage

The floor of this long passage is covered with sand save for a large flat-topped rock rising from between two stone pillars on the western wall. The walls narrow on its northern end, eventually becoming little more than a crevice while the passage forks on its southern end. A set of crude stones have been set on a sloping doorway to the east and the sound of lapping water can be heard in the distance.

Five giant ticks have burrowed into the sand along the floor of this passage and spring up to attack the party after a few moments. Because they are hidden, the player characters are surprised on a 1-4 on 1d6.

Monsters: Giant Ticks (5) HD 3; AC 4 [15]; Atk: Bite (1d4); Move 3 ; Save 14; CL/XP 3/60; Special: Drains Blood.

Location 2A: Watery Pool

The ground here begins to rise slowly before the passage ends in a glittering pool of water ringed by stone. Trinkets and coins glitter from the bottom of these peaceful waters, throwing the meager light into a wild dance across the walls.

One of the rocks surrounding the pool of water is actually a grey ooze. It will lash out and attack any who approach it. The

treasure inside the pool consists of treasure worth 480 gold pieces in miscellaneous coins.

Monster: Grey Ooze HD 3; AC 8 [11]; Atk: Strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, Immunities

Location 3: Hidden Treasury

A heavy stone slab has been set into the wall here to serve as a crude door. There is a rusty iron ring mounted to an old metal plate hanging off to one side to serve as a handle, though it looks like centuries have passed since the door was opened. The door itself is painted with crude images of a ghoulish ritual sacrifice.

Characters attempting to open the door will actually set off a poison needle trap that is hidden in the metal plate. When they pull on the ring, the trap activates and the iron ring actually breaks because it is so old and brittle. The needle itself does no damage, but the character must make a saving throw or be instantly slain by the poison. This trap can be detected and disarmed by a thief or assassin.

Once open, the characters will discover the guardian of the treasury. A wight remains here, still clad in the ragged garments of a pirate. It attacks immediately. After the wight is defeated, any characters who succeed in a search for secret doors discover a large colorless cloth sack in a shadowy corner of the room bound by a length of rope. Inside the sack is 820 gold pieces, 2 gems worth 25 gold pieces each and careful examination of the cloth itself reveals it is actually a *Cloak of Elvenkind* being used as a makeshift sack.

Monster: Wight HD 3; AC 5 [14]; Atk: Claw (1+level drain); Move 9; Save 14; CL/XP 5/240; Special: Level drain (1 level) with hit, can only be hit by magical or silver weapons.

Location 4: Watery Chasm

This chamber has been flooded from wall to wall with sea water. Simple stone blocks on the east and west sides descend to create a long, low pool. A small gap in the southern wall leads down a watery passageway. There is a gentle current flowing in that direction, off into the darkness. The water itself is thick with sediment and you are unable to see exactly how deep the water goes.

This area has no monsters or treasure, though characters drawing close to the underwater ravine beneath the surface of the water at the chamber's center will find themselves suddenly needing to swim and may even need to make a drowning save, if they are carrying too much weight.

Location 5: Dry Alcove

This tight, round chamber rises up from the water before thinning to a narrow point consumed in darkness.

Six vampire bats are nesting on the roof of this cavern. They attack if the player characters make a lot of noise when they enter, or if they are disturbed.

Monsters: Vampire Bats (6): HD 1; AC 8 [11]; Atk: 1 bite (1d6); Move 4/18 (flying); Save 17; CL/XP 3/60; Special: Sucks blood.

Location 6: North Landing

The narrow landing on the western end of this chamber has an old wooden ladder set against a rocky wall that rises nearly twenty feet to a sandy landing. Beyond it the chamber turns north and opens into a large room with a small pool of water on the northern end. Bones litter the floor of this room, bleached white.

A hydra is slumbering in the small pool on the north. It will rise out of the water

and attack the party if they disturb the water.

Monster: Hydra HD 5; AC 5 [14]; Atk: 5 bites (1d6); Move 9; Save 12; CL/XP 7/600

Location 7: Great Flood

This cavern is filled with water from wall to wall and a great stone bridge runs high over its center, easily twenty feet above the waterline. A small shore can be seen to the south, but otherwise this vast underground lake runs off into the darkness to the north.

A ceiling lurker is hiding beneath the shadow of the stone bridge, waiting for anyone who walks beneath it before attacking. Characters who take the time to thoroughly investigate the flooded chamber discover a secret panel in the wall on the northern wall beneath the bridge. This requires a successful attempt to discover secret doors.

Monster: Ceiling Lurker HD 10; AC 6 [13]; Atk: 1 crush (1d6); Move 1/7 (flying); Save 5; CL/XP 10/1400.

Location 8: Stony Span

A long bridge of sandstone runs over a great flooded chamber to the caverns beyond. You can hear the rush of water below as you move to cross.

There are no monsters, traps, or treasure in this location.

Location 9: Glittering Pool

The floor of this flooded cavern is glittered as light spills across the room. You see coins of gold and silver peeking from beneath the sandy floor of this watery chamber. Water continues to flow into narrow chambers to both the north and the west.

The floor here is littered with

hundreds of gold coins (666 gold pieces to be exact), though it will take over an hour to recover them all. One of them is a *Cursed Coin*, and if the player characters attempt to recover the gold the referee should determine randomly which character takes possession of the coin.

Location 10: Nixie's Lair

Over the sound of gently lapping water you hear a lingering song of surpassing beauty. You see in the far corner the lithe form of a fey woman, with sea green eyes. Swimming in a deep part of this flooded chamber, she giggles at your approach and smiles.

This creature is a water nymph, also known as a Nixie. She is not hostile to the party unless they show signs of being aggressive towards her. She introduces herself as "Lily" and says very matter-of-factly that it is evident that the player characters are not working for the Witch Doctor who lives in the deepest parts of Dead Man's Cove.

She will gladly trade information with the party if they compliment her on her physical beauty and is very flirtatious. If any of the party members become threatening or aggressive, she will attempt to subtly use her *Charm Person* ability to convince them to stay with her.

Lily knows that the treasure in Location 9 is contains a Cursed Coin and that the Witch Doctor, named Kazar, has bound the undead form of Captain Finch to his service and is trying to discern the location of Captain Finch's ghostly pirate ship from the restless monster. She she will not join the party or aid them physically under any circumstances. She keeps no treasure.

Monster: Nixie HD 1; AC 7 [12]; Atk: dagger (1d4); Move 6/12 (swimming); Save 18; CL/XP 8/10; Special: *Charm Person*.

Location 11: Southern Passage

The ground winds south before opening into a larger chamber that is filled with half a dozen barrels that have long since been ruined the moist environment and salt air. All color has been drained from the grey wood and the only thing keeping them sealed are rusted iron bands in which they are wrapped. Each covered by a wooden lid, though some appear to be slightly ajar.

The barrels once housed rum and grain which has long since been destroyed by time and the elements. Four of the barrels hide giant centipedes, which crawl forth if any of the barrels are disturbed and attack the party. If the characters make a thorough investigation (and succeed on an attempt to detect secret doors) of the barrels they discover that one of them has a false bottom. In that false bottom is a treasure map which the referee can either use as a spring board to other adventures or it can be sold for around 1000 gold pieces.

Monsters: Giant Centipede (4) (Man-Sized) HD 2; AC 5 [14]; Atk: 1 bite (1d8 + poison); Move 15; Save 16; CL/XP 4/120; Special: Lethal Poison, +6 to save.

Location 12: High Cliff

This long, curving hall is dominated on its northern wall by a plateau that towers thirty feet above the entrance to the passage. A short bridge can also be glimpsed atop the plateau, leading to other hidden caves and alcoves.

The Witch Doctor Kazar hides here, using an *Invisibility* spell to watch the party as they pass. He will take great pains to keep himself hidden, studying the player characters. Once he has determined what kind of threat they will pose, he retreats to Location 13: The Hidden Shrine to prepare

himself for an assault against them.

Monsters: Kazar the Witch Doctor: AC 8 [12]; Atk: +1 dagger (1d4+1) or by spell; Move 12; Save 7; CL/XP 11/1700; Special: Spells (Magic Missile, Shield, Cure Light Wounds, Detect Magic, Faerie Fire, Predict Weather, Locate Animals, Invisibility, Mirror Image, Hold Person, Bless, Heat Metal, Warp Wood, Protection from Normal Missiles, Speak with Dead, Protection Against Fire), +1 Dagger.

Location 13: Hidden Shrine

This tiny chamber is dominated by an altar against the far wall. Built of sandstone and stained brown with dried blood, it is covered in skulls, candles, and other odd trinkets of evil magic.

The shrine is protected by an evil magic and any non-chaotic characters who examine the altar closely risk triggering the *Explosive Runes* spell (4d6 damage) which Kazar has set upon it. There is also a secret compartment in the altar where he hides some of his valuable trinkets. It can be discovered with a successful attempt to detect secret doors, though it is trapped and when set off, the trap activates an *Fireball* (7d6 damage) spell which fills the room. This trap can be disarmed, but is difficult and imposes a -20% penalty to any character attempting to do so.

The hidden alcove contains several gems and magical trinkets including a *Lesser Wand of Detect Magic* (10 Charges), +2 Rapier, and an *Eye Patch of the Lower Decks* along with 5 jewels worth 50 gold pieces each, 3 jewels worth 200 gold pieces and one gem worth 1000 gold pieces.

Location 14: Witch Doctor's Chamber

A simple wooden-framed cot is set against the western wall of this room and a footlocker of polished wood with a strong lock rests at its foot. The remnants of a small cookfire are across the room from it and several skewered pieces of dried meat are impaled on sticks of driftwood.

The chest in this chamber is locked, but not trapped. It can be opened with a successful Open Locks roll. Inside the characters will find 750 gold pieces, and a *Jug of Alchemy*. The chest may be broken into by destroying the wood, but such an action will destroy the *Jug*.

Location 15: Sacrificial Pool

Unlike the clear waters of the rest of Dead Man's Cove, the waters you find here are dark and mirky. Rocks line its edge, and many bare bloodstains both fresh and old. The stone wall on the far end of the pool is defaced with painted images of terrible creatures and wicked symbols.

Kazar keeps the skull of Captain Finch here in a ritual which keeps the pirate's spirit bound to his service. It is hidden in the depths of the bloody water and protected by a Giant Leech which sleeps in the waters. It blends in easily with the waters and surprises any who enter the pool on a 1-4 on 1d6.

If the characters recover the skull and return it to Location 17: Finch's Grave, the Captain's spirit is put to rest and he will inform the characters of the location of his hidden treasure. The exact location of this vast wealth is up to the referee, and should be used as a seed for another adventure.

Monsters: Monster: Giant Leech HD 2; AC 3 [16]; Atk: 1 bite (2d6); Move 6; Save 16; CL/XP 5/240; Special: Suck blood.

Location 16: Southern Flood

The water here stinks of mold and stagnation. Silt fills the water and prevents you from seeing the bottom. There is an odd crunch under your feet as you step into the chamber. A set of stone stairs leads out of the water on the southern end of the chamber, while a narrow crack in the stone offers dry passage to the north.

Settled here in the depths of the water are the bones of Finch's once loyal crew. They will rise to defend their captain's grave as soon as the characters reach the center of the pool, attacking any who dare draw close to their master's resting place.

Monsters: Zombies (12) HD 2; AC 8 [11]; Atk: 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: immune to sleep and charm spells; Ghouls (5) HD 5; AC 6 [13]; Atk: 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immune to sleep and charm spells, paralysis.

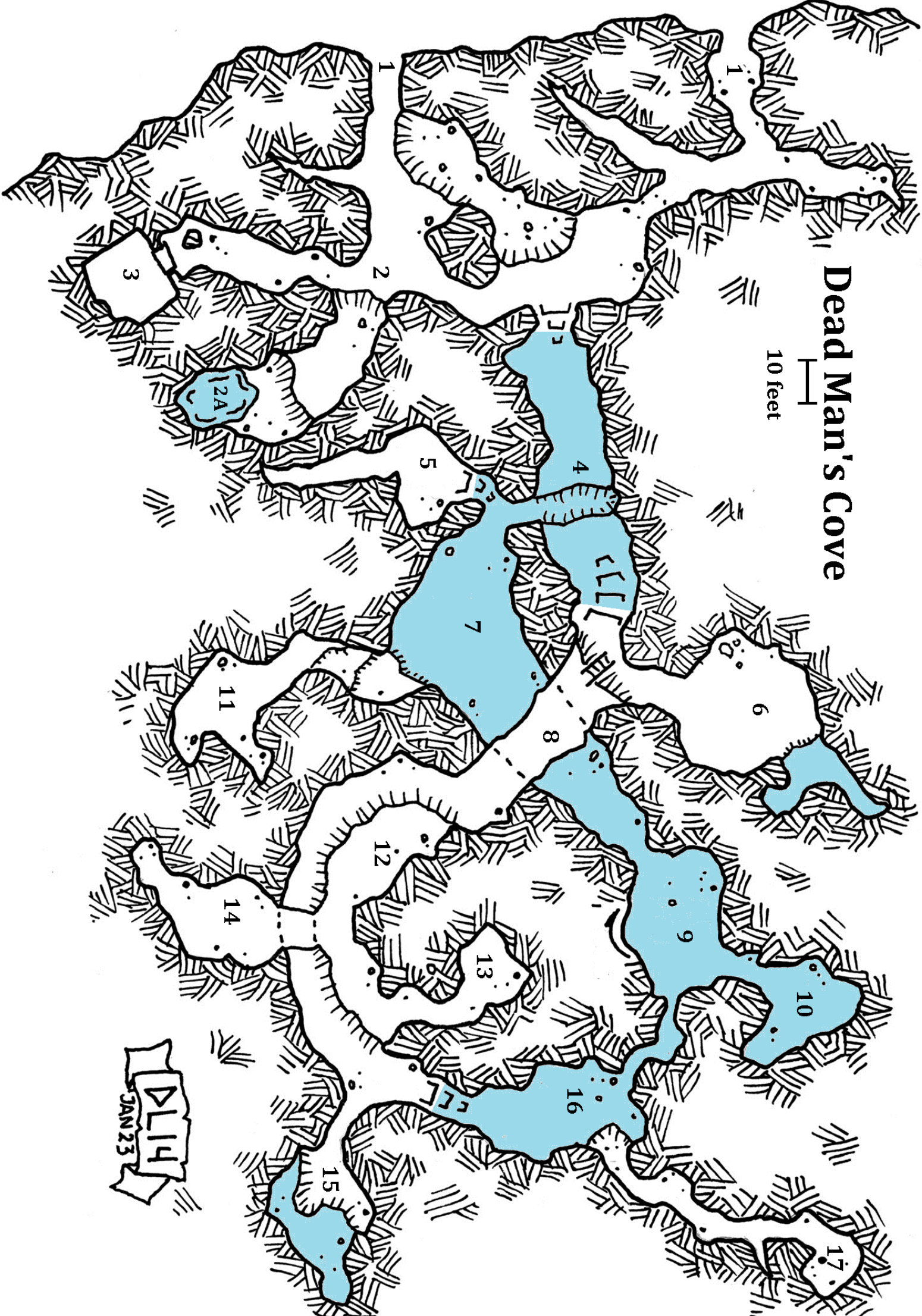
Location 17: Finch's Grave

The narrow crevice here ends in a tiny chamber where the headless skeleton of a long-dead pirate lays against the wall. He is clutching a still gleaming cutlass in his hand and is dressed in tattered finery that marks him as a pirate who was obviously successful in life.

Kazar will attempt to sneak to this location if he discovers the player characters and order Captain Finch to attack the player characters. If Kazar has been defeated or has not learned of the player characters' presence, the shambling skeleton will rise to life and simply point in the direction of Kazar, silently pleading with the player characters to slay the Witch Doctor. If the players attack the Finch, he will defend himself - but he is not immediately hostile.

Dead Man's Cove

10 feet



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