

PIRATES!



d20
system

Pirates!

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Introduction

Avast ye! Welcome, gentle reader, to a tome that will take you onto the storm-tossed seas of the world, face-to-face with some of the most fearsome characters you would ever care to meet. Come shudder at the hardships they endure to have a chance at the haul of a lifetime. Examine the ways the pirate captain exerts control over a stretch of sea, a rowdy crew, and the fickle wiles of wind, weather, and ocean. Join in the fury of battle aboard ship, with no escape except the cold, deep sea. Feel the excitement as the victorious survivors uncover the precious cargo of a tradesman or the wealth of a noble's household.

This book is designed to provide you with an understanding of pirates and how they make their livelihood. As such, we start out with a chapter that gives you the unvarnished view of a pirate's life. Forget the brief bursts of glory – a pirate's life was harsh and brutal. We want you to understand just how rich the promise of potential booty must be to entice someone to become a pirate. However, a pirate treasured not only wealth, but also his ship's Articles of Conduct, a declaration of democratic equality and freedom, which shows that on the high seas, each man counted equally. In the first chapter we also list feats that help a pirate survive the harsh conditions at sea, and provide you with a brief glossary of terms you will find useful as a landlubber.

Without further ado, after the immersion into pirate life, we dive into the bulk of this book. In the second chapter we will introduce you to some of the most colorful and powerful pirates an adventurer could run into, join, or perhaps hunt. Each pirate is profiled in varying detail, providing you with a selection of characters for your campaign. Associated with many of these pirate profiles you will find prestige classes. By being combined with the profiles, these prestige classes acquire a depth and background that your player characters will find easy to relate to.

Following the pirate profiles, you will find detailed rules for the expenses and considerations of operating a ship, as well as the content and value of a ship's cargo. Whether used as a background for the game master's NPCs, or as a challenge for a group of player characters wishing to tackle the seas, these rules will prove invaluable for pirates and merchants equally. Next, for those who want to build that very special ship, we provide a chapter with intricate rules for constructing ships. These rules provide the game master with the tools to calculate any ship's capabilities, and the players with a chance to design their very own custom vessel.

In the following chapter, we add some magical and some mundane goodies useful for anyone going out to sea. Some of the items are common tools and equipment, some are magical items that any adventurer might aim to possess, and some are artifacts that have defined a pirate's career.

The final two chapters wrap up the book with a few settings where any pirate would feel at home. Feel free to insert these small adventures as hooks for your players anywhere in your campaign. They are meant to serve as a launch pad into adventures on the high seas, or perhaps an interesting little excursion on a longer voyage.

Well, landlubber, after perusing these pages ye should be able to decide whether ye'll be going on account, and hopefully not end up being measured fer yer chains on the gibbet.

Conversion Rules

For readers who are familiar with some of our other publications, you will find references to several of them in these pages, allowing you to expand your use of both this product and the other. For those of you who do not have access to these products, these pages are largely self-contained, and require only a few small adjustments, described as follows:

Broadsides! is Living Imagination's naval rules supplement for d20. In it you will find detailed rules for ships and naval adventure, including navigation, sailing, maneuvering, and combat, as well as some prestige classes. The ships presented in this book refer to the ships in *Broadsides!*, and some of the statistics are reproduced in summary here, as necessary for use in this book. The information presented here is self-contained and allows you to use these ships for a *Pirates!* adventure. However, if you want more in-depth rules for naval chases and engagements, then you can expand your adventure through the inclusion of *Broadsides!* Characters that have a *Broadsides!* prestige class can have those levels replaced with standard class levels, or a similar prestige class of your liking. References to *Broadsides!* are indicated with a B! in these pages.

Spellbound is Living Imagination's ritual magic supplement for d20. This extension of the d20 magic system provides rules for casting very powerful magical rituals, both arcane and divine. The cost and hazard associated with the use of rituals is commensurate to their power, balancing this addition to the standard spell casting rules. If you do not have access to these rules, then the few references to ritual magic in these pages can be easily modified. Either replace them with magic items that accomplish similar effects, substitute powerful spells, or disregard them entirely (although this would of course weaken the character who used to have access to them).

Twin Crowns is Living Imagination's campaign setting where divine powers directly influence the lives of not just clerics, but initiates of every class. Some of the pirate profiles refer to locales in *Twin Crowns*. If you are not using the *Twin Crowns* campaign setting, it should be easy to find a similar appropriate locale in your campaign.

Chapter 1: Pirate's Life

Sea, sun, swashbuckling, rum and golden treasure; such are the images that come to mind when thinking of pirates. There are many stories of the excitement and freedom that seems to surround a pirate's life. However, upon closer inspection the pirate's lifestyle is very different than many people might expect. Most pirates do enjoy a certain degree of freedom. However, the reality of the dangerous lives that they live, accompanied by a multitude of violent deaths, should give pause to any young recruit and raises the question whether or not this freedom comes at too high a cost for all but the hardest adventurer. Make no mistake, a pirate's life is arduous, including danger, discomfort, tedium, and terrible living conditions. Most pirates endure these pitfalls for the chance to better their lives dramatically, for a chance to score the big haul, allowing them to retire and live the rest of their lives in luxury, or at least in comfort.

Life aboard Ship

Ship life is anything but comfortable. The quarters for most of the crew are overcrowded and sparse, not to mention filthy, smelly, and perpetually dank. Privacy is unheard of. In many ships even bunks are a luxury, with each crewmember having only a hammock strung in the hold, which is wrapped up tight when not sleeping. A pirate ship is generally small, both for speed and maneuverability. On the other hand it is usually also filled with as many able-bodied men as possible to present a threat to the defenders of any merchant vessel. Accordingly, space is at an even greater premium than is common on ships. The hammocks usually have scarcely more than a shoulder-width of room and line the ceilings in every possible nook and cranny below deck. It should come as no surprise that calm, warm days find many crewmembers sleeping on deck to escape this environment.

Private cabins are very rare. Most pirate ships will only have a cabin for the captain, and even the officers make due with crowded sleeping arrangements. The privacy and comfort of the captain's cabin can be considered one of the greatest luxuries and awards afforded to the captain of a pirate ship. Only the largest ships, perhaps the flagship of a successful pirate's fleet, will have cabins for many of the officers.

Work on a ship is hard, boring, and repetitive. Pirates, like all seamen, spend many hours tending the sails, ready to react to a command from



the captain. Repairs to sails and rigging are a frequent requirement, and the bilge, where water collects, must be pumped on a regular basis. If the ship is on the open sea it may sail at night, requiring a full crew complement at all times. But even if the ship is not sailing at night, someone must still be awake to watch the sea and wind. The dark and cold late night shifts are the worst, especially in heavy weather. Clothing is often barely adequate for normal weather, much less when it storms and sheets of water from sky and sea drench the sailors. Once wet and cold, clothing is unlikely to be completely dry again for a long time.

Pirates spend most of their little free time as do any other seamen. They play cards or dice, although most articles of conduct strictly forbid any gambling on board. This is designed to avoid any arguments that might divide the crew. They might carve, sing, dance, and even read. Although many pirates are illiterate, there are exceptions.

In deep contrast to the dull daily routine, there is the sudden stimulation and challenge of dangerous storms requiring the full attention and dedication of each crewmember; the excitement of running from the law; and of course the exhilaration of fighting, boarding and plundering of other



Table 1-1

Food or Beverage	Amount*	Weight	Note
Fresh water	140 hogsheads	37 tons	about 4 pints per man per day for 3 months, more or less will be required proportionally to the amount of beer taken
Beer or Wine	140 hogsheads 25 hogsheads	37 tons 6.5 tons	about 4 pints per man per day for 3 months about 3/4 pint per man per day for 3 months
Rum or Brandy	400 gallons	2 tons	a couple of shots a day per man for 3 months
Hardtack	75 barrels	7 tons	3/4 pound per day per man for 3 months
Flour	38 barrels	3.5 tons	3/8 pound per day per man for 3 months
Salt meat	22 barrels	2 tons	1/2 pound every other day per man for 3 months
Beans or peas	80 sacks	2 tons	1/2 pound every other day per man for 3 months
Dried fish	2 kegs	.25 tons	meat and fresh fish is usually preferred
Cheese	4 barrels	.25 tons	hard cheese, often hard enough to carve like wood
Butter	12 small barrels	.25 tons	1/8 pound twice a week per man for 3 months
Vegetable oil	1 hogshead	.25 tons	used for seasoning
Salt	10 barrels	1 ton	seasoning and preservative
Mustard	4 sacks	.1 ton	as seeds, enough to make 20 pounds per month
Sugar	4 bags	.1 tons	for special occasions
Vinegar	1 hogshead	.25 tons	for cleansing and seasoning
Cooking oil	1 hogshead	.25 tons	for cooking the salted meat

* a hogshead is a measure containing about 64 gallons, corresponding to a large barrel

ships. The pirate's days at sea thus often alternate between long periods of frustrating boredom, and heart-pounding periods of life-threatening danger. The captain plays a vital role in achieving success under both these situations, as he controls, motivates and leads the crew with either terror or esteem.

The Provisions

The food provided to the crew on a ship does nothing to alleviate the discomfort of life on board. It often barely manages to keep the crew adequately nourished. At best, it is monotonous and bland. At worst, it is rotted, infested with vermin, and stale. It also often lacks vital nutrients and vitamins, resulting in the danger of scurvy on long voyages. Typical food items that are brought on board are flour, hardtack, salted meat, dried fish, cheese, beans and peas, vegetable oil, salt, butter, sugar, and mustard seeds. Maggots and weevils will quickly infest most of the food stores. Until a young pirate gets used to it, he might often eat the hardtack biscuits in the dark to avoid seeing the vermin. An oldtimer will gladly explain to any new recruit that black-headed maggots are cold and fat, while weevils taste bitter. Rats can also be a major problem on a ship, often gnawing through barrels to get to the food stored there and sometimes even the ship's hull.

One favorite method to rid the hardtack biscuits of the maggots is to put a fresh fish on the top of the sack or barrel of hardtack. Once the fish is covered with maggots throw it out, and put another fresh fish back on the sack/barrel. Repeat this until no more maggots appear to eat the fresh fish.

Beverages stored on board are fresh water and beer, as well as wine, brandy, and rum. The fresh water usually turns foul after only a short while at sea, and the beer doesn't last much longer. Nonetheless, the seamen depend on it for survival. The better alcoholic drinks are carefully rationed on a daily basis and eagerly consumed. Woe be to a quartermaster who runs out of rum. A normal diet will include daily servings of hardtack and beer, often quite a lot of it, at 8 pints per day. Hardtack, biscuits made of flour and water and then dried until hard, is often the primary staple on a ship. To soften hardtack a cook could soak it in water, then boil it in rum and sugar, creating a porridge-like concoction. Beans and salted meat might be served three times a week; cheese, butter and oats twice a week. The cook is often given the privilege of selling the slush, the yellow grease from the pan in which the meat cooked, to the crewmembers as a spread for the biscuits. Any opportunity to get fresh food, in particular meat, fruit and vegetables, will be welcomed by a crew. Pirates will restock their food stores at any port, from islands, or by stealing from the stores of a ship that they have captured. They will also try to catch fish and other sea creatures, such as turtles or shellfish.

Table 1-1 summarizes the food and beverages that may be carried by a typical vessel with about 200 men on board, just after leaving port.

Pirate or Privateer

When considering the actions of a raider at sea, the distinction is often made between a pirate and a privateer. A pirate is a raider that does not recognize any established governmental authority, and is generally free to attack whichever Prize seems most lucrative and opportune. A privateer, on the other hand, is generally in possession of a letter of marque, given to him by a governmental authority, which authorizes him to raid ships of a particular enemy. In essence, a pirate is a bandit, free to choose his victims, while a privateer is a mercenary, whose pay comes in form of the loot he can gather from the enemy. Of course, from the point of view of the victim, it does not matter much whether the attacker terms himself a pirate or a privateer. In fact, many pirates have good reputations and will fight honorably. Some pirates have even established such firm control in a local area that they are in effect a governmental authority in and of themselves. A few pirates have used such positions of power to negotiate legitimacy within a recognized government, perhaps being rewarded with the designation of admiral of the new royal navy that used to be their pirate fleet. Conversely, the label of privateer in no way guarantees that the raider will fight honorably, and may actually result in more bloody battles due to the enmity between the enemies.

The Code of Conduct

It may come as a surprise to many that pirate vessels tend to be run democratically. The pirate venture requires that each man be willing to undergo severe hardships and endure violent dangers, in order to perhaps achieve a comfortable retirement. The type of people that are drawn to this sort of life are daring and adventurous. They depend on each other for survival, and consider each other equals in the dangerous undertaking they have joined – a company of fellows. On most ships, all pirates are required to sign the Articles of Conduct particular to their ship or company, so that everyone knows what is expected, and what they will receive for their work. They may live outside the law of the land, but they are bonded together, and live by a law of their own, which is respected and followed by all from captain to common sailor.

Many decisions on a pirate ship are arrived at by majority vote. One of the most important votes is to decide on the captain. This is often the person who owns the ship, but not always. Once a captain is decided, his orders are final in the case of a battle or similar situation. But apart from that, the captain will not necessarily make the decision on important matters, it could be decided by a majority vote. This level of independence and freedom is frequently much greater than a law-abiding citizen under a feudal system can expect. However, when a person decides to walk away



The Articles of Conduct

- ♣ *Every crewmember shall obey the Civil Command of the Company.*
- ♣ *The Captain and Quartermaster are to receive 2 shares of a prize; the Boatswain and Gunner, 1½ shares; other Officers 1¼ shares. All others who have signed these Articles will receive 1 share.*
- ♣ *All that have signed these Articles, and sworn to their fellow crewmembers, will have a vote in matters not regulated by the Captain. Those crewmembers who have not signed or sworn will not vote.*
- ♣ *The Captain and Officers are to be chosen by majority vote upon the commencement of a voyage, or on such other occasions as the majority of the crew thinks fit.*
- ♣ *The Captain's word is absolute in time of chase or battle. He may punish, in whatever manner he chooses, any crewmember that dares deny his command in this instance. In all other matters the Captain will be governed by majority vote of the crew.*
- ♣ *Everyone will have equal right to the provisions at any time, and to use them at their leisure unless a shortage makes it necessary to vote a restriction for the good of all.*
- ♣ *Everyone will be called in turn by the roster kept by the Quartermaster, once any Prize is boarded. Each boarder will receive a suit of clothes from the Prize. The one who first sees a sail shall have an extra ¼ share of that Prize.*
- ♣ *The Quartermaster is to be the first man on board of any Prize; he is to separate for the Company's use what he thinks fit, and shall control the common treasury until it is shared. He shall keep records showing each crewmember's share, and each crewmember may draw from the common treasury, against his share, upon request.*
- ♣ *If anyone defrauds the Company, or one another, to the value of 1 gold, he shall suffer whatever punishment the majority thinks fit.*
- ♣ *Anyone who deserts the Ship, keeps any secret from the Company, or who deserts his station in time of battle, shall be punished by death, marooning, or whipping, as the majority shall think fit.*
- ♣ *If anyone strikes or abuses one another of our Company, in any regard, he shall suffer a punishment as the majority thinks fit. Everyone's quarrel is to be settled on shore under the supervision of the Quartermaster.*
- ♣ *No one is to talk of breaking up our way of living until each of us has shared a thousand gold.*
- ♣ *There will be no gambling onboard the ship.*
- ♣ *If any Man should lose a limb, or become a cripple, he is to have 300 pieces of gold out of the common treasury, and for lesser hurts, proportionately.*



from a conventional life, and sign the articles of a ship, they know that the chances of returning to their former way of life are slim to none. They may never return, dying on the seas, or they may become wanted criminals in their homeland.

As mentioned in the Articles of Conduct, if a pirate loses a limb he will receive compensation commensurate to the type of limb. Table 1-2 expands on this list with common payments. Note the fact that the compensation for a right arm is higher than for a left arm, assuming the person is right-handed.

Table 1-2

Injury	Compensation
Loss of an eye	50 gp
Loss of right arm	300 gp
Loss of left arm	250 gp
Loss of a finger	50 gp
Loss of right leg	250 gp
Loss of left leg	200 gp

The Pirate Crew

There is a defined hierarchy on board of a pirate ship, which follows the most important functions. This hierarchy is not geared towards who has more say on board, but what the chain of command is in any particular situation.

Captain

Many people have a misunderstanding about the role and authority of the pirate captain. Most pirate captains are elected by the ship's crew, and need to possess qualities of leadership and courage that inspire their crew to follow them and rely on their acumen in battle. A captain is expected to be daring and decisive during any engagement. The captain is commonly looked upon with respect, as a knowledgeable leader of men, and if the crew starts to feel he does not fit this role they will throw him out when the next chance for a vote arises. During chase or in a battle the captain's power is absolute and he can discipline anyone who disobeyed his orders. He also has life or death power over anyone taken as prisoner. The captain usually has skills in navigation and seamanship. But first and foremost he has to have the type of personality required to hold together a rowdy crew of seamen.

Quartermaster

The quartermaster is next in line after the captain in exercising authority over the pirate crew. His authority on the ship takes up where the captain's leaves off. Whenever the ship is not in chase or battle, the quartermaster makes most of the decisions regarding the day-to-day ship activities, and actually often has authority over the captain on many routine matters. The quartermaster is also elected by the crew, and is expected to represent their interests, for which he receives an extra share of the treasure. His main function



is to protect the crew against each other by maintaining order, settling squabbles, and distributing food. The quartermaster usually also keeps the account books for the ship. He can punish the crew for disobedience and frequently mediates minor disputes among the crew. The quartermaster also quite often leads any boarding action, being the first to board the Prize ship. If the pirates are successful, he decides what plunder to take. If the pirates decide to keep a captured ship, the quartermaster often takes over as the captain of that ship.

Sailing Master

This is the officer in charge of piloting, navigation, and the actual sailing of the ship. He determines the course and looks after any and all instruments needed to navigate the ship. Since the skills of a sailing master are very specific and valuable on any ship, many have to be forced into pirate service.

Boatswain or Bos'n

A boatswain's duty is to supervise the maintenance of the ship and its naval provisions, such as tar, pitch and tallow, spare sails, etc. He must inspect the ship, sails and rigging each day, and report their condition to the quartermaster or captain, as appropriate. The boatswain is also in charge of all deck activities, such as weighing or dropping anchor, and handling of the sails.

Carpenter

The carpenter's duty is the maintenance and

repair of the wooden hull, masts and yards. He works under the orders of the boatswain. The carpenter checks the hull regularly, repairing it as needed. The carpenter has no authority and cannot give any orders; nonetheless he is a privileged person, and on many ships receives a slightly larger share than the rest of the crew.

Master Gunner

The master gunner is accountable for the ship's guns and ammunition. This includes sifting the gunpowder, to keep it dry and prevent it from separating; making certain that the cannon balls are free of rust, and that all weapons are in good repair. A knowledgeable gunner is essential to the crew's safety and effective use of the ship's cannons. Many ships seek to attract an Artillerist (B!) to their crew.

Mate

On large ships there is quite often more than one mate aboard. The mate serves as apprentice to the sailing master, boatswain, carpenter and gunner; helping out wherever he is needed. He takes care of the outfitting of the vessel, and makes certain that the ship is amply provided with ropes, pulleys, sails, and all the other rigging that is necessary. When in port, the mate is responsible for the repair of cables and anchors, and manages the sails, yards and mooring of the ship.

Surgeon

The surgeon is responsible for the fitness of the crew, and the treatment of the sick and wounded. As another person with critical skills that are sought after in many places, the surgeon is also often an unwilling recruit on a pirate vessel. Accordingly, the surgeon may not be allowed to leave the vessel on which he is engaged before

the voyage is accomplished, either for boarding parties or for shore leave.

Sailor

The common sailor, who is the foundation of the ship's operation, needs to know the rigging and the sails. He needs to understand how to maneuver the ship and how to sail under different wind conditions. A good sailor can discern weather patterns, read the stars, and, most importantly, can anticipate the wishes of his commanders. A ship's crew must work together in careful synchronization to maneuver a large sailing vessel while tacking or wearing the vessel, or while docking or weighing anchor. A capable crew is critical during battle maneuvers, when the exact position of a ship makes all the difference.

The Pirate Flag

Much legend and lore is attached to the pirate flag, of which the most famous is the skull and crossbones, commonly known as the Jolly Roger. Some pirates, in particular all privateers, will fly the flag of their mother country. However, most pirate will have their own flag, many with similar symbols of death and destruction, but each unique to identify the pirate. These flags are designed to instill fear into the victims of the pirate, to intimidate the defenders, and often to provoke a response. Pirates whose reputation has grown such that their flags are well known will elicit a response as soon as they are spotted. Many pirates prefer to encourage a quick surrender, allowing a better opportunity to incur fewer losses in any fight, and a better chance to capture a ship intact. However, some pirates have built a reputation for slaughter that will ensure that the victims will fight to the death.

There are many symbols that are widely understood when viewed on a pirate's flag or banner.



Red or black flags are used to indicate that the pirates expect a rapid surrender from their targets, or else there will be no quarter given. A skeleton or bones means death. An hourglass means your time is running out. A sword or dagger means that any fight will be a difficult one. A raised glass or tankard means the pirates toast death, and have no particular care for their fate.

The Prize

After all these horrendous hardships, alleviated only slightly by the feeling of brotherhood, freedom, and adventure, we finally arrive at the ultimate reason for why most pirates put up with this life – the booty. There are no surprises here. The chance of great wealth to be found stacked in the holds of fat merchant vessels or sealed in the treasure chests of state galleons returning from exotic lands is what spurs most pirates into action. The amount of wealth that a ship can carry is tremendous. A moderately sized merchant galleon might have open cargo space of a few hundred tons. A shipment of a moderately valuable good, like fine wine, might have a value of 150 gp per 24-bottle case. That equates to over 2,000 gp per ton. If the ship is fully loaded with goods of that quality, the cargo alone can be worth hundreds of thousands of gold. Booty like that would be a fortunate haul, but is not unrealistic. Add to that the occasional chance for a true treasure, like gold, gems, or magic items, and the allure of piracy becomes clear.

That being said, however, getting away with such booty may be difficult. Many bulk goods can

likely not be transferred at all between ships at sea. Even if they can, the pirate's ship likely has much less cargo space, being chosen primarily for speed and maneuverability rather than cargo capacity, and much of that space is filled with armed men. Thus, the only way to profit from such booty is to capture the prize ship and sail it away. That often makes good sense, especially since a ship itself is worth many thousands of gold. The problem is usually the lack of adequate crew to sail the ship, and the danger of not being able to avoid pursuit when hampered by a slow merchant vessel. Even if that is successful, selling such a large cargo is not trivial, and depends on having good relationships to merchants in pirate-friendly ports. Rather than deal with all these headaches, pirates will frequently concentrate on only taking the most valuable items, and will seek to find out the sailing plans of ships carrying extremely valuable cargo.

Of course, the owner of a merchant vessel will take appropriate precautions to hide and protect such a valuable shipment, often spending large sums to hire mercenaries and ships to provide escort to the shipment. True treasure shipments often only occur in large convoys of vessels, gathered for mutual protection. A single pirate ship might be able to pick off a straggler from such a convoy and escape into the mists of bad weather, but only the most powerful pirates, with a whole fleet at their command, can afford to take on such major Prizes.

Pirates prefer to use surprise, speed, and terror to capture their victims. When a target is spotted, they determine if it is better to close quickly or to shadow the target, sometimes over several days, before attacking. They will appraise the risks by observing many traits of the ship: the ship's size and speed, the types of sails and how they are rigged, the origin of the ship, the ship's defenses, the size of the crew, how low the ship sits in the water, and if the ship is part of a larger convoy or not. Occasionally they may decide that the target is not worth the effort or the risk.

Some pirates will use their fierce reputation to intimidate people into surrendering, rather than fight. Some will rely on speed to attack and then to get away quickly. Others might fight no matter the situation, giving no quarter to their victims. However, most pirates do favor capture of a ship over fighting.

The booty from the Prize is carefully recorded by the quartermaster and each pirate is eligible for his share when the ship completes its voyage. When pirates return from their raiding, they will seek out a hiding place or a safe port. This will often be an open port, neutral to most countries. The services offered there are used to repair and re-supply the ship, as well as to provide some R&R for the crew. Once on land, pirates will look for entertainment. By leading an excessive lifestyle in port following a successful voyage, the pirate will seek to compensate for his frustration and boredom during the long days at sea. They often fritter away a small fortune in the local taverns with gambling, eating, drinking, and wenching, and all too quickly find themselves looking for the next ship to sign on.



Feats of Piracy

The Feats listed below are ones that apply to many seafarers, although some are more likely to be attained by pirates.

Aggressive Pilot [General]

You are a master of using your ship as a weapon.

Prerequisite: Pilot skill (6 ranks)

Benefit: You gain a +10 circumstance bonus to all Pilot skill checks that have to do with ramming or avoiding being rammed. Any ship you pilot also only takes a quarter of the damage inflicted instead of the usual half while ramming. This feat also increases the likelihood of scoring a critical hit while ramming; you score a critical on an 18 or higher.

Buoyancy [General]

You are naturally buoyant and float easily in water.

Prerequisite: Swimming skill (4 ranks)

Benefit: When you have the buoyancy feat you gain a +4 circumstance bonus to all swimming checks and will float to the surface at the rate of 10 feet per round.

Normal: Characters that are motionless and not holding on to anything will float to the surface at a rate of 5 feet per round.

Cold Resistance [General]

You can withstand the effects of cold temperature more than most warm-blooded creatures.

Prerequisite: Constitution 17+, Endurance feat

Benefit: You can act in water as if it was one category less cold than it actually is. (i.e. frigid water would be treated as cold water.). In other cold environments you take 2d6 less subdual damage from the cold.

Expert Swimmer [General]

You can swim with exceptional ability.

Prerequisite: Swimming (6 ranks)

Benefit: You can swim half your base speed as a move equivalent action or your full speed as a full round action. You also need to fail by 8 or more to go underwater and start drowning.

Normal: You can swim one-quarter your base speed as a move equivalent action or one-half your base speed as a full round action. You need to fail by only 5 to go underwater and start to drown.

Humiliate [General]

You can time and place your blows to make your opponent look weak or foolish, to make him seem unable to fight, and his followers to doubt his capability.

Prerequisite: Improved Critical, Improved Feint, Charisma 15+.

Benefit: Whenever you score a critical hit against an opponent in melee, you may choose to forgo inflicting any damage to instead inflict 1d6 points of temporary Charisma damage.

Imbibe [General]

You are able to withstand poisons and other physical effects.

Prerequisite: Great Fortitude.

Benefit: You get a +1 bonus to all Fortitude saves, which increases to a +4 resistance bonus against poisons and toxins.

Ocean Affinity [General]

You are attuned to the ocean.

Benefit: You have an inherent, almost mystical knowledge of the ocean. You can accurately determine water depth, water temperature, and the strength and direction of any major currents within 1 mile. This feat also provides a +2 circumstance bonus to all Swim skill checks and attempts to determine the weather.

Overwhelming Evil [General]

The forces of goodness and light tremble when they peer into your twisted soul.

Prerequisite: Evil alignment, Iron Will, Character level 12+.

Benefit: The strength of your evil aura is equal to your character level, so that it is always considered "overwhelming". Furthermore, if a detect evil spell or effect is directed at you by a good-aligned caster, the caster must succeed at a Will save (DC = 10 + your level) or be stunned. Any good-aligned creature stunned by your evil aura will remain stunned until they succeed at this Will save, which they may attempt once per round.

Normal: Such strong evil auras are reserved for evil clerics or evil outsiders. Overwhelming evil only has a chance to stun good-aligned characters whose level is less than half the aura's strength, and the maximum duration of the stun is a single round.

Pressure Resistance [General]

You can withstand water pressure that would regularly hurt a normal creature.

Prerequisite: Constitution 21+, Deep Diving and Endurance feats.

Benefit: This feat allows you to ignore 2d6 subdual damage from the effects of pressure. Furthermore you get a +2 fortitude save while making a save vs. water pressure.

Storm Affinity [General]

You are attuned to the clouds and storm fronts.

Benefit: You have an inherent, almost mystical knowledge of storms and weather. You can accurately predict the weather up to 24 hours in advance.

Storm Howler [General]

When the weather is at its worst you are at your best.

Prerequisites: Sailing Skill (6 ranks)

Benefit: You are practically designed for rough weather. When the weather is considered severe or worse, you gain a +4 circumstance bonus to all naval skill checks.



Swashbuckling [General]

You can use ropes, nets, rigging, and sails to your advantage in dodging attacks.

Prerequisites: Dodge, Dex 13+

Benefit: You get a +3 dodge bonus to your AC when you are within 5 feet of any kind of hanging rope, net, rigging, or sail. This dodge bonus does not stack with your dodge feat.

Normal: With the dodge feat you have a +1 dodge bonus to your AC.

Wind Affinity [General]

You are attuned to the wind.

Benefit: You have an inherent, almost mystical knowledge of air and wind. You can sense changes in wind direction and speed in a 10-mile radius area around you, up to an hour before they happen. This allows you to take advantage of changes in the wind during a chase. This feat gives a +4 circumstance bonus to navigating and piloting skill checks. This bonus can be used by someone else if you relay the information to him or her.

Glossary

ABOARD - On or within the ship.

ABOVE BOARD - Above decks, also meaning to be out in the open, visible to all; honest, straight forward.

ABOVE DECK - On the deck.

ADRIFT - Loose, not on moorings or towline.

AVAST YE! - a hailing phrase to indicate that the hailed must "stop" and give attention.

UNDER BARE POLES - When a ship has no sail set.

BEAM - The greatest width of the boat.

BELAY - To fasten a rope, by winding it several times backwards and forwards on a cleat or pin.

BELOW - Beneath the deck.

BINNACLE - A kind of box to contain the compasses upon the deck.

BLACK JACK - A leather tankard made stiff with a coating of tar. Used by dockside pubs and taverns to serve wine and beer.

BLACK SPOT - Tipping the black spot is a way pirates give a death threat.

BOARD A SHIP - To enter an enemy's ship in an engagement.

BRASS MONKEY WEATHER - Refers to very cold weather.

BROADSIDE - A discharge of all the guns on one side of a ship both above and below.

CAREEN - To careen a ship is to take it into shallower waters or out of the water altogether and to remove barnacles and pests from the bottom. Pests include mollusks (worms), shells, and plant growth. Usually this is done by using the tide on a lightly sloped sandy beach to move the vessel progressively higher out of the water. Often a pirate needs to careen his ship to restore it to proper speed. Careening is dangerous to pirates as it leaves the ship inoperable while the work is being done.

CAT-O'-NINE-TAILS - A whip made from knotted ropes, used to punish crewmen by "flogging".

CHAIN SHOT - Two cannonballs chained together and aimed high to destroy masts and rigging.

CHASE - A vessel pursued by some other.

CHASER - The vessel pursuing.

DANCE THE HEMPEN JIG - To hang.

DAVY JONES' LOCKER - According to sailor's lore, Davy Jones is an evil spirit in the sea. His locker is the ocean where he receives dead sailors.

FREEZING THE BALLS OFF A BRASS MONKEY - A brass monkey is a brass triangle, which is put on the ground and used to keep cannonballs in a neat pile or pyramid beside a gun. When the weather gets very cold the brass triangle contracts more than the iron and causes the cannonballs to roll off, hence the saying.

GIBBET - A wooden frame from which dead pirates are hung, often in a metal cage especially fitted for the dead man. This is done as a warning to others who would think of taking up a career in piracy.

HANG HIM FROM THE YARDARM - Pirate phrase for punishment for shipmates of captured prisoners.

HEMPEN HALTER - The hangman's noose.

HORNWAGGLE - To cheat.

JOLLY ROGER - The pirate's flag.

KEEL HAUL - This is the act of throwing a man overboard at the bow, with a long rope tied around his ankles. He'd drift to the beam along the side of the ship while the other end of the rope would be brought to the other side, and then he'd be dragged from one side to the other and hauled out. Besides the torment of being dragged under water, this drags the victim across the barnacle-studded ship's hull and causes great pain and injury. This is a serious punishment and not administered lightly.

LETTERS OF MARQUE - A commission or license issued by the government authorizing seizure of enemy property.

MAROON - Pirates use marooning as an act of punishment. A transgressor of their codes will be stripped and left upon an isolated island with only a few supplies, if any at all. Most transgressors prefer a quick death to marooning, for it could mean starvation or worse, isolation for years, until rescue or death.

MEASURE YE FER YER CHAINS - To be outfitted for a gibbet cage.

MONKEY - A small cannon.

QUARTER - Deriving from the idea of "shelter", quarter is given when mercy is offered by the pirates. To give no quarter is to indicate that none would be spared. Quarter is often the prize given to an honorable loser in a pirate fight. If enraged, however, a pirate would deprive the loser any such luxury.

RUN A SHOT ACROSS THE BOW - Command to fire a warning shot.

SCOURGE OF THE SEVEN SEAS - An extremely evil pirate.

STRIKE - To lower or let down anything. Used emphatically to denote the lowering of colors in token of surrender to a victorious enemy.

TO GO ON ACCOUNT - A term used to describe the act of turning pirate.

WALK THE PLANK - This refers to blindfolding a prisoner, tying his hands to his sides, and forcing him to walk off a plank that is suspended out over the water.

Chapter 2:

Pirate Profiles

In the following pages you will find enough bloody personalities of the seas to make even the most hardboiled adventurers blanch. They range from characters of history, through raiders of fantasy, and of course, the ghosts of legend. A game master should be able to find adventure for any group of players, whether it be as companion, patron, attacker, or prey. We present their stories and their abilities, in varied depth and detail, to allow you to provide the player characters with a choice of vibrant role-playing and combat challenges. We begin with profiles of pirates whose names resonate in our own legends, and move on to fictional characters whose characterizations are based on the activities of real pirates throughout history. Through this blending we hope the fantasy pirates come to life for you as much as those that really sailed the seven seas of our own globe. Feel free to adapt a pirate's history to your own campaign, by changing the names of locations and people. Even the names of the historical pirates can be changed, using only their rich background as a framework for your adventure. You may even pursue your own research in many of the fine books available on the true pirates of history. As they say – "truth is often stranger than fiction". You may find that a historical pirate's story can provide you with a campaign-full of adventures.

The pirate profiles that follow are interspersed with rules for prestige classes that are embodied by the pirates described, and in some cases quite unique to their organizations. If you wish to introduce these prestige classes, you should make sure that the setting is appropriate, and that the player character has earned the trust of an appropriate teacher or mentor in this world of the sea. Without further ado then, let's heave to, and delve into Pirates!

Captain William Kidd

William Kidd was born in 1645 in England, and was hanged as a pirate in London in 1701. His body hung over the Thames River to be displayed as a warning to all sailors that entered or left London what the crown thought of piracy. Unfortunately for Kidd, he was neither a pirate nor guilty of any of the crimes of which he was accused.

He began his sailing career as a merchant sailor in the West Indies and Caribbean, building quite a reputation and amassing quite a bit of maritime experience. After moving to New York



and marrying a young widow, his involvement with English politics earned him a special commission in 1695. He was to take a ship, raise a crew, and then hit the high seas as a pirate hunter, taking all of the booty back from the vicious marauders that plagued the Indian Ocean stealing English treasure. The first incident of Kidd's legendary bad luck happened as he sailed out of London for the first time. He refused to salute an Imperial Naval vessel, considering his letter of marque and commission from the King above any military rank. They forced him to heave to by firing a shot at him, then boarded his ship and pressed most of his English crew into service in the navy. With a skeleton crew remaining, he sailed home to New York, ready to hire a new crew and begin this great undertaking. Kidd's new crew consisted mostly of ex-pirates themselves, and seemed to be on the verge of mutiny before Kidd's ship, the *Adventure Galley*, left the Atlantic Ocean.

Through pure strength of personality and force of will, Kidd managed to keep his crew together for almost two years without spotting a



single pirate. In 1697 Kidd sailed in the Red Sea in hopes of finding a pirate, but instead found a Moorish ship, piloted by an Englishman, Captain Barlow. After sharing a meal with the man who was supposed to be his ally, Barlow instead got the feeling that Kidd's letter of marque was suspicious. Looking at Kidd's rough and tumble crew, and the impression that Kidd was moments away from attacking him before he raised his English colors; Barlow returned to port saying that he suspected Kidd was a pirate. Two English naval officers, a Dutch merchant and a captain from the East India Company overheard his suspicions. In a matter of minutes, the news that Kidd had turned pirate was in the hands of people that could spread the news all over the known world.

The next ship Kidd encountered was an English cargo vessel. Kidd refused to attack the ship, despite the overwhelming majority of the crew that wished to mutiny and become full-fledged pirates. One vocal dissenter, a man named Moore, threatened Kidd's life, seemingly with the backing of the crew. Kidd refused to bow to Moore's demands, and ended the confrontation by striking the would-be mutineer in the head with a bucket. The iron rim of the bucket ended up fracturing Moore's skull, who died the next day. Kidd's crew was cowed for the moment, but the lack of prey would eventually wear them down.

On January 30, 1698, Kidd took the ship *Quedah Merchant*, a Moorish ship that flew French colors and had a French commission. It was a common occurrence for merchant captains to keep multiple nations' flags and multiple passes on hand so they could show allegiance to whatever military or privateering vessel they would encounter. Kidd flew French colors in an attempt to get the *Quedah* to show the wrong allegiance; a plan that worked brilliantly. Unfortunately for Kidd, the *Quedah* was actually a ship that belonged to the East India Company, with English cargo. When he discovered the ship's true identity he wanted to return the ship and its cargo to the original captain, but his crew refused. The crew of the *Adventure Galley* had finally lost faith in Captain Kidd. He kept the French pass so he could later prove his innocence, but due to his legendary bad luck, the pass would be lost when he stood trial three years later. The crew's mutiny ended with Kidd surrendering the *Quedah* to some of his crew, while others remained loyal and remained aboard Kidd's ship. Kidd recruited a new crew in the ports of Madagascar and South Africa, and returned home with all of the bounty the mutineers couldn't carry.

Kidd sailed to the Caribbean. Still unwilling to become an outlaw, he attempted to make contact with his old allies in New York and Massachusetts. Telling them he had a large prize hidden in the Caribbean and would give it to whomever would allow him to live unmolested. His loyalty to the English crown made him believe that if he turned over the share of his booty to the crown, he would be exonerated of all crimes, real and imagined, and he would be allowed to retire with the sum he had earned over the last four years. Unfortunately for Kidd, Governor Bellmount of Massachusetts had many financial woes, and believed Kidd was not only holding out on him, but was also tempted by whispers of a reward for Kidd

in London. Bellmount had him arrested as a pirate, and for the next two years, Kidd lived as a prisoner all over Massachusetts. When he was finally returned to London to stand trial, he was amazed to find that multiple pirates in the Indian Ocean had been given promise of royal pardons if they returned to England and gave up their pirating ways. One man, Joseph Palmer, was one of the sailors that mutinied against Kidd, and was willing to testify against him in exchange for his own assured freedom. Instead of telling tales of piracy, Palmer told the courts about the murder of Moore. Kidd was found guilty of murder, and was sentenced to death.

One of the world's most notorious pirates never actually committed most of the acts for which he is famous. His own unwillingness to break his alliances to England ended up costing him his life. It is strange to think that if Captain William Kidd had turned pirate, he would have likely been able to retire, and live the life he dreamed about.

The statistics below reflect Captain Kidd at the height of his career, sailing the Indian Ocean looking for pirates.

Captain William Kidd Male human Exp6/Privateer 2 (B!)/Gentleman Pirate 7; CR 15; Medium-size humanoid (human); HD 13d6+ 2d8+18; hp 69; Init +1; Spd 30 ft.; AC 11 (+ 1 Dex); flat-footed 10, touch 11, Atk +11/+6 melee (1d6+1/18-20, rapier), +11/+6 ranged; SA none; SQ captain's presence, enemy nation (France), false modesty, nautical confidence, strength of authority, sway election SR none; AL NG; SV Fort +7, Ref +8, Will +15; Str 13, Dex 12, Con 12, Int 17, Wis 14, Cha 18

Skills and Feats: Appraise +10, Balance +8, Bluff +15, Diplomacy +18, Intimidate +10, Profession (navigator) +18, Profession (pilot) +18, Profession (sailor) +18, Sea Legs +11, Sense Motive +14, Spot +10, Swim +10, Die Hard, Endurance, Great Fortitude, Leadership, Persuasive, Skill Focus (Diplomacy), Toughness.

Languages: English, French

Prestige Class – Gentleman Pirate

Much of the pirate's way of life depends on the acceptance and dedication of his peers. With captains voted on democratically, major decisions put to a vote of the whole crew and disagreement usually met with violence, the strength of one's personality often directly relates to that pirate's success.

The gentleman pirate commands respect and admiration from those that share the ship with him, not through strength of arms or brutality, but through a carefully crafted demeanor. Gentlemen are the living embodiment of the old saying about catching more flies with honey than with vinegar, accomplishing as much, if not more, with a single speech than some captains can gain with hours of intimidation.

Rogues and bards are most likely to become gentleman pirates, as their social skills are usually honed well enough to be able to make a living

with them. Sorcerers and ex-paladins are sometimes found in this profession due to their natural strength of personality, but few abandon their previous training for such an undertaking. Gentleman pirates are almost always officers, earning positions of respect and privilege, so journeyman or casual sailors will rarely follow this path.

Hit Die: 1d6

Requirements:

To qualify to become a Gentleman Pirate, a character must fulfill all of the following criteria.

Feats: Leadership and Persuasive

Diplomacy: 8 ranks

Bluff: 8 ranks

Class Skills:

The Gentleman Pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Profession (Wis), Sea Legs (Dex) (Bl), Sense Motive (Wis) and Swim (Str).

Skill Points at Each Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: A Gentleman Pirate is proficient with all simple weapons. He is also proficient with light armor.

Nautical Confidence: The Gentleman Pirate gets a circumstance bonus to all Charisma-based skill checks equal to his class level while on a ship or dealing with his crew.

Strength of Authority: Beginning at 3rd level a Gentleman Pirate gains a circumstance bonus to all saving throws against Mind-Affecting effects equal to



his class level while on a ship.

False Modesty: Beginning at 5th level a Gentleman Pirate has learned to craft a façade to such a degree, that his Leadership score can never drop below his total ranks in the Bluff skill, no matter how badly he treats his followers or how many failures are in his past.

Sway Election (Ex): At 7th level a Gentleman Pirate may use his exceptional knowledge of social and political interactions to impose his will upon the voting masses of a crew. To change any vote, the character must make a Diplomacy skill check. The percentage of the voters that change their mind in favor of the Gentleman Pirate's position is equal to one half of the result of the skill check. For example, if a Gentleman Pirate gets a 34 on his Diplomacy check, 17% of the vote will change from their current position and take up the Gentleman's. This ability is most often used to sway a pirate crew to vote in favor of the Gentleman's ideas, proposed courses of action or determination of any officer positions.

Transfer Reputation: Beginning at 8th level, a Gentleman Pirate's reputation is such that he can grant the powers of Nautical Confidence and Strength of Authority to a number of other characters equal to his Charisma modifier. The characters gain these circumstance bonus while acting on behalf of the Gentleman Pirate.

Vocal Authority (Su): Upon attaining 10th level, a Gentleman Pirate may use a *mass suggestion* as per the spell, with the caster level equal to their character level. The DC to resist the effects of the ability is 20 + the Gentleman's Charisma modifier.

Table 2-1: Gentleman Pirate

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Nautical Confidence
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	Strength of Authority
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	False Modesty
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	Sway Election
8	+6	+2	+2	+6	Transfer Reputation
9	+6	+3	+3	+6	
10	+7	+3	+3	+7	Vocal Authority



Robert Culliford

Not much is known about Robert Culliford's early life. He first appears in history as a young sailor in the Caribbean, working alongside one William Kidd. Culliford, though, is much more important to the life of Captain William Kidd than history indicates, as he is the one that actually committed many of the atrocities Kidd has been credited with over the years.

Culliford turned to a life of piracy very early, mutinying against his merchant captain on the same vessel he served on with Kidd. When the mutiny occurred, Kidd remained loyal to the captain and was put to shore, while Culliford rose through the ranks of the newly formed pirate crew. When his fortunes finally ran out, Culliford went to New York to look for another commission. By pure chance he was recruited by Captain Kidd for a mission aboard the *Adventure Galley*, a vessel complete with a commission from the King of England to go hunt pirates. When Kidd's mission began going sour Culliford was one of the quiet dissenters, wearing down the crew's loyalty to Kidd. When Kidd's crew mutinied against him in the Indian Ocean, Culliford was one of the leaders of that mutiny, earning the loyalty of many of Kidd's former crew, including Joseph Palmer, the man that would eventually testify against Kidd and ensure his death sentence.

While Kidd was struggling to bring his barely seaworthy ship from Africa to the Caribbean, Culliford sailed the China Sea and the Indian Ocean, taking many English ships and stealing their cargo. Culliford would go on to live like a king on a remote African island, while Kidd slowly rotted away in one Massachusetts prison after another. When the King of England dispatched messengers carrying promises of pardon to any pirate they would encounter except Captain Kidd, Culliford was one of the many men that benefited, returning to London expecting to be allowed to retire. By the time Culliford reached England, Kidd was also there, awaiting trial for piracy and murder. Culliford stood alongside Joseph Palmer and eleven other men and testified against Captain Kidd. After Kidd was sentenced to death, Culliford disappeared into the London crowd, carrying a pouch full of Indian and Chinese gold.

Culliford was the nemesis of Captain Kidd, even if Kidd never truly knew it. He was the infamous pirate that should have hanged over the mouth of the Thames, while Kidd should have been allowed to retire in peace in New York.

The statistics below reflect Robert Culliford at the height of his career, leading the mutiny against Captain Kidd before striking out for the China Sea.

Robert Culliford Male human Com6/Pirate 5; CR 11; Medium-size humanoid (human); HD 6d4+5d8+22; hp 64; Init +2; Spd 30 ft.; AC 12 (+2 Dex); flat-footed 10, touch 12, Atk +7/+2 melee (1d6+1/18-20, rapier), +8/+3 ranged; SA false colors, predator's eye; SQ scurrilous charm; AL NE; SV Fort +5, Ref +8, Will +3; Str 13, Dex 15, Con 14, Int 14, Wis 11, Cha 16

Skills and Feats: Bluff +8, Climb +4, Intimidate +6, Profession (navigator) +14, Profession

(pilot) +5, Profession (sailor) +11, Sea Legs +9, Spot +2, Swim +6, Use Rope +10, Athletic, Captaining, Leadership, Naval Expertise, Naval Tactics, Persuasive, Power Attack.

Languages: English, French





Prestige Class – Pirate

The classic image of the bandit of the high seas, the Pirate is, quite simply, a ship captain that makes his living working outside of the law instead of within it. Preying on the weak and defenseless of the open waves, pirates attack and loot merchants, smugglers, and even each other in an effort to make their next pouch of gold.

Pirates rely heavily on their reputations, hoping the mere threat of violence will force most ship captains to surrender their valuable goods in order to save their own lives. This was widely effective, especially since most captains were not carrying their own cargo, rather merely making the trek for some owner or investor back in their home port.

Anyone that seeks to make a living on the high seas by pillaging other ships may enter this class. Many pirates actually come from other nautical prestige classes, becoming a pirate when their legitimate career goes awry.

Hit Die: 1d8

Requirements:

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

Feats: Captaining (B!)

Alignment: Any non-good

Profession (artillerist), (navigator), (pilot) or (sailor) (B!): 8 ranks

Sea Legs (B!): 4 ranks

Class Skills:

The Pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Profession (Wis), Sea Legs (Dex) (B!), Sense Motive (Wis), Swim (Str) and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: A Pirate is proficient with all simple weapons. He is not proficient with any armor.

Bonus Feats: Beginning at 1st level, and every third level thereafter, the Pirate gains a bonus feat. These feats must be chosen from the following list: Acrobatic, Deft Hands, Leadership, Naval Discipline (B!), Naval Expertise (B!), Naval Tactics (B!), Persuasive, Skill Focus (Profession).

False Colors (Ex): If a Pirate of at least 2nd level is the captain of a ship, he may make a Bluff skill check when his ship hoists their flag to identify themselves to another ship. The captain of the other ship must then make a Sense Motive skill check with a DC equal to the result of the Pirate's Bluff. If this roll fails, the other captain has no reason to believe there is anything afoot. If the roll succeeds, the other captain may suspect foul play, or even recognize the fact that the Pirate's ship is not what it claims to be.

Scurrilous Charm (Ex): Beginning at 3rd level, a Pirate gains a bonus equal to his class level to any Charisma-based skill check that involves selling his cargo, buying supplies, convincing a harbormaster to let him dock, or any other situation where illegal parties are typically denied.

Predator's Eye (Ex): When spotting another ship, a Pirate of at least 5th level may make a Spot skill check (DC 25). If successful, the Pirate can estimate the value of the cargo the other ship is carrying within 20%. The GM may increase or decrease the DC of the Spot check by as much as 10 if the Pirate is in familiar waters and dealing with common merchant ships, is dealing with completely foreign or unique shipping lanes, or the ship he spots is carrying particularly exotic or unique cargo.

Fearsome Reputation (Su): A 9th level Pirate has earned such a reputation that targets are much more likely to surrender than attempt to fight. Upon identifying themselves to another ship, the Pirate may choose to make an Intimidate skill check. The opposing captain must then make a Will save with a DC equal to the Pirate's Intimidate check. If the saving throw is failed, the captain will immediately surrender. If, however, the save is successful, the captain is much more likely to respond with violence, going much farther than they would have if they did not recognize the Pirate.

Table 2-2: Pirate

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Bonus Feat
2	+1	+0	+3	+0	False Colors
3	+2	+1	+3	+1	Scurrilous Charm
4	+3	+1	+4	+1	Bonus Feat
5	+3	+1	+4	+1	Predator's Eye
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	Bonus Feat
8	+6	+2	+6	+2	
9	+6	+3	+6	+3	Fearsome Reputation
10	+7	+3	+7	+3	Bonus Feat



Peter Blood

Doctor Peter Blood was a gentlemanly, if outspoken, Irish physician who learned his trade while serving in the Dutch Navy. After six years of experiencing war and adventure, he decided that he had seen enough violence and pain and retired to a quiet life in England. However, he was swept up again into a rebellion against King James II when he rendered aid to a wounded rebel. He was found guilty of treason and sentenced to death, saved at the last minute by a decree that all such prisoners be sold into slavery among Britain's colonial possessions in the Caribbean.

During his slavery in disgusting conditions, Blood found that many of the rebels he was imprisoned among also had naval experience, which they had been heretofore ashamed to admit since they were now dedicated rebels. The company even included one naval gunner and one experienced navigator, almost too much to have hoped for. This seemed to offer an opportunity for escape if only a boat could be acquired, but this seemed impossible since slaves were never allowed near boats unless under guard. All Blood could do was wait for an opportunity, and as luck would have it, one did arrive.

The local governor was stricken with gout that his own physicians were unable to cure, and so Blood was drafted into caring for his foot. Eventually his cruel taskmaster became used to the idea of Blood leaving the plantation unaccompanied for long periods of time, to attend to the governor. Blood's treatment of the governor's foot was so successful that it caused jealousy among the local physicians whom he had shown up and made unpopular, so he convinced them to provide the money to buy a boat for the slaves to escape in. The purchase was made not by Blood himself, but by the single slave that was trusted enough to

go to the waterfront markets to make purchases for the plantation.

One night soon after, Blood was returning from an all-night vigil over the sickly governor when he saw, to his horror, that the enslaved navigator was being tortured for an unsuccessful escape attempt. He quickly administered aid and tried to convince the young man to go on living, only to be intercepted by the vengeful slave owner, who released the navigator only to begin torturing Blood himself. However, this had only just begun when Blood was blessed with another coincidence: Spanish ships began bombarding the colony.

The slave owner ran to see what the threat was. Blood gathered all the slaves together and resolved that they should attempt to escape in the confusion on the boat they had secured. As it happened, their boat was destroyed by the Spanish bombardment shortly before they could actually board it, so the slaves stole aboard one of the Spanish boats and took it by stealth. The Spanish attack was thus foiled, and the next morning the colony's governor sent the slave owner to the ship on a jollyboat. The slave owner, prepared to congratulate whoever had taken the Spanish ship, was surprised to find that it had been none other than the slaves from his own plantation! The slave owner hurriedly attempted to make amends through financial compensation, but was threatened with hanging and tossed overboard.

Blood and his followers had little choice at that point but to begin a life of piracy. After a few years of success, his career was almost derailed by an ill-fated partnership with Levasseur, the most successful French pirate of the time, who was a good deal less trustworthy (and more violent) than Blood. Captain Blood's pirate career continued until he saved a British town from destruction by the Spanish, and was rewarded with an offer of amnesty for him and his entire crew. Blood's crew of former slaves ridiculed the offer until it became clear that James II had been exiled, and that their home country was now ruled by King William. Now that there was no question of their status as free men of England, they all accepted the amnesty, and Blood was eventually made a colonial governor.

Peter Blood Male human Ftr4/Rog4/Surgeon5 (Bl); CR 13; Medium-size humanoid (human); HD4d10+9d6; hp 54; Init +1; Spd 30 ft; AC11 (+1 Dex), flat-footed 10, touch 11; Atk +11/+6 melee (1d6/18-20, rapier); SA +2d6 damage on successful sneak attack, Trapfinding.; SQ Uncanny Dodge, Evasion, Trap Sense +1, Pharmacy, Intricate Surgery; AL CG; SV Fort +7, Ref +8, Will +4; Str 10, Dex 16, Con 11, Int 18, Wis 16, Cha 19. Height 6ft

Skills and Feats: Balance +15, Bluff +12, Climb +10, Diplomacy +20, Heal +15, Intimidate +6, Jump +18, Knowledge (anatomy) +7, Profession (physician) +19, Profession (sailor) +9, Sea Legs +11, Sense Motive +10, Sleight of Hand +6, Survival +7, Swim +10, Tumble +19, Combat Expertise, Improved Critical: Rapier, Improved Feint, Jack Tar (Bl), Leadership, Self-Sufficient, Weapon Finesse (Rapier), Weapon Focus (Rapier), Weapon Specialization (Rapier).

Possessions: surgeon's kit, surgeon's tools, rapier, healing poultice, kala root, scopol leaves.

John Newton

John Newton was born in 1725. Before he was twelve he had gone to sea with his father and began learning the slave trade. He worked on several ships and spent time in West Africa hunting and capturing slaves. Eventually he became a slave ship captain himself. He was a self-admitted libertine and profligate. He was such a mean and disagreeable cur that his own crew mutinied and threw him overboard. His story does not end there though. He was pulled from the water and briefly pressed into slavery himself. In 1748 while heading from Africa to England, on a particularly storm tossed voyage he was reading a spiritual tract by Thomas Kempf, and had an epiphany. At first he became a kinder and gentler slaver, but once begun his transformation would not be denied and two years later, when freed from service, he gave up the slave trade and became a pastor. Eventually he wrote a hymn about his reclamation, entitled *Amazing Grace*. The stats given are for the year 1746, while he was still a villain, and had yet to be thrown off his own ship.

John Newton Male human Rog3/Rgr3/Slaver 3; CR 9; Medium-size humanoid (human), HD: 3d6+3d10+3d8+9; hp: 48 Init: +2 (Dex); Spd: 30 ft; AC:12 (+2 Dex); flat-footed 10, touch 12 Atk: +7/+2 melee (1d6, club); SA Sneak Attack (3d6); SQ Favored Enemy (Human), Favored Prey (Human), Evasion, Uncanny Dodge AL NE; SV: Fort. +5, Ref. +7, Will +7; Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8. Height 5 ft 8 in
Skills and feats: Appraise +4, Bluff +5, Craft (trap making) +6, Diplomacy +7, Gather Information +2, Heal +2, Hide +5, Intimidation +7.5, Knowledge (music) +6, Knowledge (religion) +1, Move Silently +3, Profession (sailor) +5, Sea Legs +3, Search +5, Spot +12, Survival +9, Leadership, Skill Focus (survival), Skill Focus (Spot), Tracking, Weapon Focus (Whip), Weapon Focus (Club).

Possessions: brig, master crafted whip, master crafted short sword, spyglass, pistol, powder horn (2), 900gp

Damasca Silverliel

Damasca is the illegitimate child of an elven diplomat and human merchant. As a half-elf both her parents' peoples reviled her. She chose a life of adventuring and looking out for herself over trying to blend in with one society or another. She showed some promise as a Sorceress, but it did not give her the visceral thrills she was seeking. She took up a life of stealthy acquisition, which led her to piracy. Then she stumbled onto a way to make money that really appealed to her. Her captain, a half-orc with no conscience whatsoever, began teaching her how to catch humans, and sell them to other human nations for labor and gladiatorial combat. Damasca had discovered slavery. In a few years she had made enough money to get her own ship, *The Daughter's Homecoming*. She took a great deal of time assembling the perfect crew, and then she embarked on her greatest triumph. She captured her father's people in the elven lands, and sold them to her mother's people in the human nations. She then

moved just a little south and captured humans that she sold to the elvish nobility as domestic servants. She had found her true calling, and as she grew richer, she improved on her methods. She has gotten a little too good at it, however, and there are many ports in which the price on her head is so high, that even the people she does regular business with have started to mull over the possibilities.

Damasca Silverliel Female half-elf Sor6/Rog4/Slaver 8; CR 18; Medium-size Humanoid (half-elf); HD: 6d4+4d6+8d8+36 hp: 105, Init: +6 (Dex +2, Improved Init +4); Spd: 30 ft; AC:20 (+2 Dex, +2 *Amulet of Natural Armor, Bracers of Armor* +6); flat-footed 18, touch 12, Atk: +11/+6/+1 melee (1d6+4, *short sword* +3); SA spells; Sneak Attack +4d6 SQ Evasion, Uncanny Dodge, Favored Prey: Elves (+2), Favored Prey: Humans(+1) AL LE; SV: Fort. +7, Ref. +10, Will +11; Str 12, Dex 15, Con 14, Int 13, Wis 12, Cha 16. Height 5 ft 4 in weight 108 lbs

Skills and Feats: Appraise +12, Bluff +11, Climb +8, Concentration +7, Craft (trap making) +9, Diplomacy +4, Escape Artist +7, Gather Information +11, Heal +7, Hide +11, Intimidation +12, Move Silently +11, Profession (sailor) +4, Sea Legs +6, Search +10, Sense Motive +11, Spellcraft +7, Spot +10, Survival +10, Improved Initiative, Leadership, Still Spell, Skill Focus: Intimidation, Tracking

Possessions: +3 *short sword*, *amulet of natural armor* +2, *bracers of armor* +6, *manacles of the slaver* (8 pairs of manacles), *Ship of Holding (Xebec) potion of cure moderate wounds (x3)*, *Scroll of fireball*, master crafted whip, 2300 gp

Spells Known (7/4/2/1; base DC = 13 + spell level): 0- *detect magic, resistance, disrupt undead, prestidigitation, read magic, flare, daze*; 1st- *identify, true strike, charm person, sleep*; 2nd- *alter self, see invisibility*; 3rd- *hold person*; *Spells Usable/day* (6/6/5/3)

Prestige Class – Slaver

Slavers are a rare class of pirates that make their living by the capturing and selling of other sentient beings. Even in places where this is considered legal, it certainly isn't good. Slavers are driven by greed and sometimes cruelty. They develop skills and abilities that make them good at what they do, as well as being able to distance themselves from it emotionally and morally. To avoid the complications that arise in some people of conscience, the crew of a slaver's ship must be devoted followers, who are as dedicated to the slaver's cause as they are to the coins with which he lines their pockets. A slaver who sets out with a crew that is anything less than his dedicated followers is asking for trouble at the least, and possibly a wet salty grave.

Slavers combine an array of "social" skills with the ability to hunt and capture sentient beings. They are equally adept at getting a good price at the auction block of a large city or tracking a small family of elves through a rainforest.

Hit Die: d8.



Requirements:

To qualify to become a Slaver a character must fulfill all of the following criteria.

Alignment: Any evil. While there may be forms of enslavement that are not necessarily evil (indentured servitude, prison work releases) those are not what this prestige class is about. This class is about hunting people and selling them for profit, and doing so ruthlessly and efficiently. As such only an evil character would take this Prestige Class.

Intimidation: 4 Ranks

Feat: Leadership, Track

Special: To become a slaver a character needs to have learned from one; serving a few months as an officer on a slave ship, and then must get their own ship and dedicated crew. Sometimes this happens when the slaver captain that apprenticed the character retires; sometimes when the slaver captain is caught; and sometimes the opportunity only arises after the character is one of the few lucky enough to survive a successful uprising by the "cargo" of the slave ship.

Class Skills:

The slaver's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Craft (trap making)(Int), Decipher Script (Int), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Move Silently (Dex), Profession (sailor) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str)

Skill points at Each Additional Level: 8 + Int modifier.

Class Features:

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

Weapon & Armor Proficiency: Slavers can use all simple and martial weapons, light armor, medium armor, and shields.

Crack the Whip: At 1st level, a slaver can use a standard action to attempt to intimidate someone while attacking them for subdual damage. If the attack is successful, the subdual damage is added to the slaver's Intimidate roll. Only one attack is made (at the character's full attack bonus) even if the slaver is ordinarily allowed multiple attacks in a round. If the attack fails the Intimidate roll is made as normal and may still succeed. The target gains no bonus to the Intimidation attempt if the subdual attack misses.

Sneak Attack: At 2nd level the slaver gains the sneak attack ability. This behaves just as the sneak attack ability of Rogues and the sneak attack damage dice gained as a slaver do stack with the sneak attack dice gained in other classes. The slaver gains an additional die of damage at 5th level, and another at 8th level.

Favored Prey: At 3rd level a slaver may choose a favored race to target as their favorite to prey upon. This race must be sentient and one where the slaver could reasonably learn a great deal about their habits, customs and abilities. This results in the slaver gaining bonuses similar to the ranger's *Favored Enemy* bonus. The slaver gains a +1 bonus to Appraise, Bluff, Heal, Hide, Intimidate, Listen, Sense Motive, Spot, and Survival checks when using these skills on members

Table 2-3: Slaver

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Crack the Whip
2	+1	+0	+0	+3	Sneak Attack +1d6
3	+2	+1	+1	+3	1 st Favored Prey
4	+3	+1	+1	+4	Cowing the Mob
5	+3	+1	+1	+4	Sneak Attack +2d6
6	+4	+2	+2	+5	2 nd Favored Prey
7	+5	+2	+2	+5	Slave Driver
8	+6	+2	+2	+6	Sneak Attack +3d6
9	+6	+3	+3	+6	3 rd Favored Prey
10	+7	+3	+3	+7	Master's Will

of the chosen race. They also gain this bonus when doing subdual damage to members of the chosen race. At 6th level the slaver can add another favored prey and the bonus for the first favored prey goes to +2, at 9th level the slaver adds a third favored prey and the bonus for the first favored prey goes to +3, the bonus for the second favored prey goes to +2. These bonuses are stackable with appropriate bonuses gained by being a ranger. However the bonuses for being a slaver do not add to regular damage or ranged weapon damage, nor do ranger bonuses add to Appraise, Heal, Hide, or Intimidate checks.

Cowing the Mob: At 4th level the slaver gains the ability to demoralize a crowd of people by making a successful coup de grace on one of them. The slaver first makes either a Gather Information or Sense Motive check (whichever is more appropriate to the situation) against a DC of 20. If successful, the slaver knows whom to kill to demoralize the crowd. The slaver and his forces must have a clear combat advantage over the crowd. If they do, and he successfully applies his coup de grace to the right person, then everyone who held the victim in esteem is cowed. They are at -4 to all Will saves in the presence of the slaver or any of his crew. Furthermore, they must make a Will save (DC 14 + slaver level) at -4 to take direct action against the slaver or any member of his crew. If a slaver has a group of slaves onboard that may be plotting an uprising, this ability can stop that activity in its tracks. If the slaver is trying to expedite the enslavement of a village, using this on the village elder will make the job much easier.

Slave Driver: At 7th level, the Slaver can use Intimidation to have an almost magical effect. On a successful Intimidation check, the slaver can give an order and have it carried out as if he had successfully cast a *suggestion* spell. This is done as a standard action and can be used in conjunction with Crack the Whip. Previous ill treatment or living conditions will not adversely affect the subjects willingness to do what the slaver “suggests”. The suggestion also does not have to be verbal. As long as it is clear what the slaver wants done, the subject will comply, unless the order can only be interpreted as suicidal.

Master's Will: At 10th level the Slaver gains the ability to use his Intimidation skill to impose his will on a crowd, specifically one person per

character level. Unlike Slave Driver this ability only works on people he has successfully used Cowing the Mob on. The slaver makes a single Intimidation check, the game master compares the result to the target number for the eligible targets in the area (beginning closest to him and moving out). When a number of potential targets equal to the slaver's character level has been reached, all those affected will behave as if the slaver cast a successful *mass suggestion* spell on them. A slaver can use this in conjunction with Crack the Whip, but the subdual damage is only added to his Intimidate roll for the character he actually struck.

Anuar Borogen

There are pirates that ply their trade in the pursuit of fortune, adventure, and fame. Unfortunately for all other vessels on the water, there are some pirates that thirst for blood, murder, and pure power over his fellow man. Anuar Borogen, also known as “Anuar the Merciless” is precisely that type of pirate. The fact that he is a halfling does not mean that he is weak or easily intimidated. Quite the contrary; he is cold, calculating, and murderous.

Anuar's talents as a fighter and a sea captain have gotten him to the top rungs of piracy. It is the fear that he instills in all others that keeps him at the perch. His primary goal is no less than the domination of all waterway adventurers. Anuar has such a reputation that his fellow pirates know to give his vessel, *The Morning Star*, a wide berth when they are in the same vicinity. A half-orc pirate named Skullgrinder once made the mistake of attacking the pleasure ship *Poet's Rest*, which Anuar was looting at the time. Anuar not only made off with a brilliant haul of treasure, but he took the time to sink Skullgrinder's vessel and decapitate Skullgrinder in front of the half-orc crew for added humiliation. As a result, he wound up recruiting half of Skullgrinder's crew into the crew of *The Morning Star*.

“Anuar the Merciless” maintains a vigilant domination over his crew by rewarding them lavishly, and punishing them prolifically. Anuar only keeps the finest pieces of treasure that he and his crew hauls. Beyond having to maintain the upkeep of the ship, he gives everything else to his crew to maintain their loyalty and discipline.

However, those that have tried to cross Anuar have met their death. Anuar kills quickly, mercilessly, and very publicly to get his message across to his crew and everyone else on the water. He sees the waters as a boundless, lawless country that is there for the conquering if anyone has the guts to take full advantage of its vastness. He believes that he is destined to rule the oceans as the emperor of a single, great empire, greater than that of any individual kingdom on land.

There are a handful of lieutenants to Anuar, some human, some half-orc, but none of them are halflings. In fact, Anuar hates all halflings, and hates the fact that he is himself one. He sees it as his only weakness. Perhaps it is the reason that he feels he must conquer his weakness through the domination of his fellow man.

The Morning Star is a modified elven assault ship designed for a blitzing combination of speed and power. It is 10% faster than an ordinary elven assault ship and its ballista armaments have been swapped for medium and small cannons.

Anuar Borogen (a.k.a. Anuar the Merciless)

Male halfling Ftr13/Sea Captain 7 (B!); CR 20; small humanoid, HD 20d10 + 60; hp 172; Init +4; Spd 20 ft.; AC 24 (+4 Dex, +4 leather armor, ring of protection+4), flat footed 14, touch 14; Atk +24/+19/+15/+10 (1d3+7/17-20, +4 keen dagger) or +15 ranged (2d8/x3 masterwork custom pistol); AL CE; SV Fort +17, Ref +11, Will +11; Str 16, Dex 18, Con 16, Int 14, Wis 11, Cha 15. Height 3 ft 8 in, weight 42 lbs

Skills and Feats: Appraise +2, Balance +6, Bluff +6, Climb +6, Concentration +6, Disguise +4, Escape Artist +4, Forgery +4, Gather Information +12, Hide +8, Intimidate +12, Jump +6, Listen +6, Move Silently +6, Profession (navigator) +8, Profession (pilot) +8, Ride +4, Sea Legs +4, Search +4, Sense Motive +4, Spot +8, Swim +6, Tumble +4, Use Rope +6, Weapon Focus (dagger), Weapon Focus (short sword), Ambidexterity, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Finesse, Captaining, Leadership, Naval Discipline, Quickload, Water Combat

Languages: Common, Halfling, Elven, Orc

Possessions: +4 keen dagger, +4 leather armor, cape of the mountebank, elven assault ship, masterwork pistol (x2), ring of protection +4, ring of water walking

Robert Veers

Robert Veers went to sea as a cabin boy at the age of nine, working on a merchant vessel. Pirates attacked the vessel when Robert was twelve. After the pirates killed the captain and the first mate they gave the rest of the crew the chance to join them or be marooned at the next island. The entire crew stayed on and Robert learned the ways of the pirate. When he was thirteen he took part in his first battle. For seven years he worked with the same pirate crew, quickly getting money and treasure, and just as quickly spending his fortune once he was ashore. One day, while in Port King, on Kronor's Folly, Robert was sleeping off a

particularly nasty binge. Once he awoke he found that his ship, *Margie Bess*, had sailed without him, taking his meager possessions with it. Without a ship to work on, or any funds he quickly realized that something had to be done to get some financial backing. For two days he searched the taverns for a particular sort of opportunity. Late in the evening of the second day he found what he had been looking for, the First Mate on a pirate ship, the *Brass Bellows*. The Captain of the *Brass Bellows* was a man by the name of Andre Everett. Captain Everett was well known for his greed, but not particularly for his intelligence. Robert managed to get the First Mate to buy him drinks for the rest of the evening, while Robert told him a story about a pirate ship that he knew of that was going to take a big haul. He just needed someone daring enough to help him take the ship after they did the hard work of taking their prey. The First Mate introduced Robert to Captain Everett, who liked the plan. Robert only asked to be given one of the two ships, and as many of the crew of the *Margie Bess* that were willing to join him. In this manner he got his revenge on Captain Yulthin of the *Margie Bess*. Captain Everett and Robert brought the *Brass Bellows* near the place that Robert knew *Margie Bess* was to attack a merchant ship. They waited until they heard the cannons firing and they took *Margie Bess*, just as the crew had subjugated the merchant ship. Captain Yulthin was killed in the encounter, but there were no other casualties from the *Margie Bess*. Captain Everett was happy to acquire a new merchant ship as well as the





Chapter 2: Pirate Profiles

cargo; he kept his word to Robert, who suddenly found himself the owner of *Margie Bess*. The entire crew chose to stay with Robert and elected him Captain.

After Robert became Captain he and Captain Everett continued to work together. The merchant's ship that they had captured, *Bonadventure*, was added to their small "fleet", captained by E'liol Dreleech. Robert Veers was the undeclared leader of the three crews; he had a knack for tactics that the other two lacked. Robert used the weaknesses of the other two captains to keep an upper hand. The three pirate captains started gaining a reputation for their swift and, if necessary, vicious attacks. None of the pirates hesitated at killing if it was required. However, they preferred to take a ship with a minimal amount of fighting, to keep their crews safe and to protect the cargo of the intended victim. It wouldn't do anyone any good if the cargo were at the bottom of the ocean because they had to shoot a hole in the prey's ship. They had special flags made for the three ships, a black background with three ships dripping blood. They have been quite inexhaustible in their taking merchant ships in the last few years, most merchants surrendering when they see the flags, favoring the option to keep their lives rather than their cargoes.

Robert Veers Male human Ftr 8/Sea Captain 2 (B!); CR 10; Medium-size humanoid (human), HD: 8d10 + 2d8+10; hp: 70; Init: +6 (+2 Dex, Improved Initiative); Spd: 30 ft; AC:21 (+2 Dex, +1 leather, +2 heavy wooden shield, ring of protection+2); flat-footed 19, touch 12, Atk: +15/+10 melee (1d8+6,+1 battleaxe); +10/+5 ranged (1d10, heavy crossbow); SA see below; SQ see below, AL NE; SV: Fort. +10, Ref. +5, Will +6; Str 16, Dex 14, Con 12, Int 14, Wis 12, Cha 16. Height 5 ft 9 in, weight 159 lbs

Skills and Feats: Climb 3, Gather Information 4, Intimidate 3, Jump 1, Profession (navigator) (B!) 9, Profession (pilot) (B!) 8, Sea Legs (B!) 6, Swim 2, Captaining (B!), Combat Reflexes, Dodge, Improved Initiative, Leadership, Martial Weapon Proficiency, Mobility, Persuasive, Quick Draw, Take 'em Alive (B!), Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Class Features: Captain's Presence

Possessions: +1 battleaxe, +1 leather, +2 heavy wooden shield, heavy crossbow, ring of protection+2, 600 gp

Marisol de Catalina

Lady Valoria de Catalina was one of the most dangerous women in the known world. It was regrettable that at this moment in her life, that didn't matter at all. She was twenty-five days out to sea, far from any noblemen that owed her any favors, or near any assassins she could dispense. In short, she was a woman at sea.

The ship she had taken, the *Virtue*, had been inappropriately named, as it carried none. Valoria wasn't naive enough to think of herself as a good person, or even a decent one, she had made choices in her life that had led her to this fate. However, she was determined that the one good thing she had made with her questionable life would last.

She would not let some greasy sweaty man of the ocean get his hands on her most prized possession. It would be better to see it destroyed than allow that to happen. Valoria took the shears in her hand and she nervously fingered the handle.

The eyes of her young daughter looked up at her, unquestionably. She had her mother's countenance, long blonde hair and slight frame but her eyes burned with her wayward father's determination. It was evident from the day Marisol was born that she was a woman of quality. The shouts on the deck above were growing fiercer, the crew of the *Virtue* was failing, and the pirates above weren't after only cargo during this attack, the gold that had been laid upon Lady Valoria's head was too great a target to ignore. This was not your typical example of piracy; it had been made personal, a fact made evident by their pursuit just days outside of port.

Valoria struggled with the decision that was laid out before her; she clenched the shears until her knuckles were white. She may not have been a good person, but to kill her own child was beyond even her. Still she thought it would be better to be dead, rather than to leave a small girl in the hands of "brutish" pirates. At least if she were a boy, there was a chance they would impress the child into service and not kill her. It was then she saw the opportunity, her mind locked around it like any problem she had faced in all her time at court. There was a solution to this plight; and now it lay before her.

She brought the shears close to her daughters golden locks and began to cut, all the while explaining to her ten-year old daughter what she must do to keep her sex hidden from the pirates above. Lady Valoria hoped that her daughter would be able to hide herself long enough to be rescued.

When the pirates found the Lady Valoria de Catalina all they found was her lifeless body pierced by her own dagger and a grubby servant boy they believed too young to even understand what was going on around him.

By the time Marisol de Catalina was fourteen years old she had already become a useful member of the crew. After her capture four years before she had been traded to another pirate captain who was in need of an errand boy. Marin was her new name and she was smart and a quick study. The ship's captain had found her work fair but the second mate, Greyson, one of the older sailors on the ship had taken a real shine to the "boy". He was precocious and had a willingness to learn just about anything that was put in front of him.

Greyson had spent many hours teaching the boy what the life of a jack tar was to be like. The way of the sea, how to handle the rigging, recognizing the colors of various ships, all these things had become the staple for Marin while she was on board. She had been very careful over the last four years, and if not for her extreme intelligence she would not have been able to keep up the charade.

However, as she was growing older, the likelihood of a mishap was only going to increase; at fourteen she had already begun to bind her chest in cloth to hide her gender. If not for Greyson, who protected her and kept most of the other less

savory members of the crew away, this would have been impossible. Marin believed Greyson did it out of worry that she would draw an unfair amount of work since Marin was so scrawny framed and couldn't really fight back. Marin had learned quickly to stick close to Greyson, as he was well respected by the crew and that was enough to keep most people from giving her too many problems. But Marin had learned that woman and the ocean do not always mix easily, at least according to sailor superstition and her discovery would probably end in her being killed.

It was happenstance that one evening, in the close main sleeping quarters, Greyson was off of watch early and found Marin getting dressed in her hammock as she always did. She complained of the cold and would rarely rise from the bunk if not fully dressed.

When he approached she was nearly done with her binding cloth but Greyson took her by surprise. Marin knew he had seen her. There was no question in her mind. But Greyson said nothing. He merely climbed into his hammock, bid her goodnight and lay still.

Marin was horrified. Would he expose her? What would happen to her now? Where would she go? Would she be sold like cattle as a slave? Or kept on board for something worse? She pushed the thoughts from her mind and took her duty, but her mind was not on the task. She prepared herself for the worst.

Thirteen months had passed from the time of her discovery by Greyson, and in all that time he said nothing. He did not even speak about that night; it was as if it didn't happen. At first she questioned herself, that maybe he had not seen her, that it was just paranoia. However, in the weeks that passed from that night she realized by the subtle shift in Greyson's behavior that he knew her secret. Greyson had become even more protective of her; he kept a watchful eye on her, especially when it came to the other crewmembers. As second mate he had some weight when it came to duty schedules. He began to make sure that when they pulled duty, they did it together, something he had tried to do in the past, but now he was a zealot about it. They became the night watch; Marin and Greyson were always on deck together in the mid of night, Greyson having had enough say on the ship that picking such a disliked duty was easy enough for him to get them both

On at least one occasion, when no one was around in the dead hours of the night, Marin tried to talk to Greyson about their encounter, but he kept changing the subject or feigning ignorance on the matter. Marin got the idea he didn't want to know, and Marin realized that as long as she kept this secret from the crew she would be putting Greyson in danger. If the crew should ever find out that he had been hiding her for all this time, he might be hanged. That's how strong the sailors' superstition was when it came to women at sea.

It was not until the hurricane in her fifth year on the ship that any of this would make a difference. The sea was as rough as she had ever seen it, and it tossed the ship with ease; Greyson himself said it was the worst storm he had ever seen. The wind howled across the deck, and waves

crashed, bringing even the well-prepared deck of the *Hawk* near to ruin. Men were thrown across the deck, the sails were already lashed tight, but a line had broken and now it hung nearly dangerously unfettered in the fierce storm. The First Mate, Parson, had already climbed the rigging, trying desperately to secure the line. He had nearly completed his task when the ship hit a swell, which caused the ship to lean hard. Parson was nearly flung from the rigging, but at the last minute he grabbed hold of a line, saving himself from being pitched from the mast and into the black sea. His immediate fate spared, he was still in a perilous position entangled in the ropes, and now because of the violent movement of the ship hanging upside down above the main deck. The Captain shouted for men to aid him, but they hesitated in the great storm. It wasn't that they feared the climb, they were just doubtful that any man could get up to Parson and actually help him without killing themselves in the process.

Greyson was down at the base of the mast already preparing to unsnarl the line by ascending the rigging. He wasn't the best climber and he knew it, but he wasn't going to leave the first mate hanging on for dear life. But as his hand grasped the first rung of the rope ladder, he felt a hand on his back. It was Marin.

She was small and nimble compared to the middle-aged Greyson. This wasn't going to be a test of strength but rather one of dexterity and skill with the ropes, both of which Marin knew she could do. Greyson said something, but with the fierce noise of the ocean and the storm, Marin didn't hear him as she leapt up through the rigging. She quickly climbed up the waterlogged ropes as if she was born in them. She was agile and quick and it was now that Greyson saw just how much she had learned while on the sea for the last five years.

She spun around backwards, leaning dangerously far away from the rigging, trying to grab the rope that had tangled up the first mate. All she had to do was unsnarl the line and he should have enough freedom to grab the rope ladder and right himself. The ship tossed again, violently and she was almost pitched into the heaving ocean, but Greyson's lessons served her well. She held fast, keeping her body wedged in the lines, she positioned herself to offer the least amount of resistance to the strong winds.

She reached out, tried for the line, but it was just beyond her grasp, the rolling waves kept it just out of reach. She waited patiently, but she could see below that Parson's body was being slammed into the mast by the motion of the ship. He was still conscious but she didn't know for how long he could remain so. All it would take was one good roll and the force of being slammed into the mast would break his neck.

Again she reached out, and this time when the ocean rocked the line back in her direction, she grasped it with all her might and pulled the line off the rig, freeing it, allowing the dangling first mate to swing himself up onto the rope ladder. It was all he needed to cut himself free of the line and work his way back to the relative safety of the lower mast.

There was still the matter of the dangling sail, if she could just reach the broken line she might

be able to re-secure it. She continued further up the rigging, despite the shouts of both Greyson and now the Captain himself. She wouldn't have stopped even if she could have heard them over the howling wind. She had set her mind to this task and wasn't leaving it.

Grasping hold of one line, she swung out, keeping hold of her guide rope with her right hand and then reaching for the broken line with her left. She managed to grab it with little difficulty; however, tying it to something to secure the sail, now about to unfurl, was going to be nearly impossible from this angle. Marin would have to go higher up the rigging if she was to succeed. She was determined and the same light that had driven her mother through much of her life came to her eyes; she wasn't going to fail at this. So she climbed.

At the higher point of the mast she got enough slack to secure the wayward line and tied her best knot hoping that would be enough to hold it through the storm. She was smiling in defiance of the sea now; the waves still arched over the deck like a greedy hand. The men on the deck below were only capable of hanging on for dear life. Greyson watched her in the rigging above thinking surely she had been taken by madness, as she howled at the sea itself.

It was then, that the sea itself proved its dominion. The ship heaved and she lost her precarious position and fell down through the rigging. Many men would have died right there, paralyzed from the fright of the fall, but not Marin. As she fell, she flailed her arms widely trying to grasp onto anything. When she was but twenty feet from the main deck her right arm caught the wider rope net and she managed to stop her descent, but as she did, fire spread all throughout the shoulder of her right arm. She couldn't hang on, the pain was too excruciating. She nearly passed out as her grip gave out and she fell the last twenty feet to the deck below.

When Marin woke up hours later she realized she was naked from the waist up, her shirt had been removed. Her secret had been revealed, but she was too tired to care. She was covered in a warm wool blanket and her arm was in a sling across her waist. The ship's surgeon looked at her thoughtfully. By his expression it was obvious he had not expected her to wake up so soon, the nasty cut on the back of her head, was testament to that. He hadn't even been sure if she would awaken at all. He had already put her dislocated shoulder back in place, so the worst of the pain was spared her while she was unconscious but it would be a long time for her to heal completely. Marin wondered what would happen to her, now that her secret was revealed to all. She tried to speak but the words would not come to her. After a few moments, she drifted into a long sleep.

Three years later the second mate of the *Hawk* was a woman. The Captain had decided that so long as Marin didn't flaunt the fact that she was a woman, she would be welcome on his ship. He used the logic that she had been on board for four years and nothing truly ill had befallen the ship or its crew in all those voyages. Marin was well enough liked that the crew was willing to overlook their superstitions. So she kept her hair in the bob she had always worn, and

dressed as a man would. Most of the sailors believed if the sea didn't know she was a woman they would be spared its wrath. After her heroic actions in saving both the *Hawk* and the well-liked and now retired first mate Parson, the Captain saw her as a valuable addition to his crew. He was wise enough to recognize sailing potential when he saw it.

Time passes quickly on the ocean, and soon enough, three years turned to five and the *Hawk* was a prosperous ship, preying on merchants with little trouble. It was a ship filled with a competent and resilient crew. Ultimately, that was to be the downfall of the *Hawk*; they were too successful and men of power and politics don't like it when "rabble" such as these pirates were too fruitful in their occupation. A Duke from the family of Argos decided that the *Hawk* was nipping too close to his ships' profit margin. So, he decided that he would turn one vermin against another; he gave an endorsement to another pirate, a man called "Vicious" Clark. If the *Hawk* was hunted down and every man killed on it for piracy, he would be rewarded for his labors handsomely.

It wasn't until seven months later, when the *Hawk* came upon a drifting ship in its normal hunting grounds that the pirates realized they had gained a new enemy. The ship had no colors or name upon her, and was only later identified as the *Swift Gale*. The captain of the *Hawk* thought it might have been the victim of storm or abandoned for some other reason. He ordered her grappled and boarded. The *Hawk's* cursory investigation revealed nothing, it seemed that for all intents and purposes, the ship should not be abandoned. Everything was in order on the main deck and in the captain quarters. Just when the crew of the *Hawk* was about to send people into the hold of ship, there was a great yell and men came pouring from below deck. Fully armed and prepared for close quarter fighting, the crew of the *Swift Gale* attacked the *Hawk's* men, with no mercy for their would-be "rescuers."

The men of the *Hawk* gave them a bitter fight, but by the time they rallied and had themselves organized into a fighting force it was already too late. Marin led the only charge that made it back onto the deck of the *Swift Gale*; she was just as merciless to them as they were to the *Hawk's* crew. Her sword arm was fast and she was dogged in her determination to see the less than honorable crew of the *Swift Gale* pay for attacking them. She was a pirate and didn't take the moral high ground; this was something that had been buried deep within her, the memory of how she began her life at sea. It was evident that the *Swift Gale* hadn't come for cargo, or money; that this was about slaughter. The sounds of this bloody combat awakened the memory of the day she had been sentenced into this life and she fought like a caged animal. Finally Marin, surrounded by men of the *Swift Gale*, her eye bleeding from a savage slash began to falter. She was prepared to sell her life dearly. When the first man charged at her in an attempt to wrestle her to the ground she deftly avoided him, running him through the gullet with her rapier. But the odds were too much against her and she pressed against the edge of the ship. She kicked and flailed, trying to gain



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purchase on the deck edge, but the numbers of the *Swift Gale* finally proved their worth. Forced ever backwards, she lost her footing, falling toward the sea. She was so filled with fury that at the last moment she grasped his arm and dragged him down off the ship as well. Marin knew that if his crewmen didn't pull him aboard quickly he'd likely drown, as like most seamen he probably didn't know how to swim. The heavy swell of the day carried her away from the two battling ships, and she watched as the *Hawk* sprang into flame. The *Swift Gale* separated and moved on, all the while the *Hawk* burned like a torch in what was now the twilight sky.

She swam toward her now sinking home, hoping that she would find someone still alive. She was already becoming tired of treading water; but maybe someone else had survived. She knew she was hoping for too much, but she swam closer anyway. The suction of the sinking ship had already passed by the time she came to the debris field. She grabbed a hold of one of the wide planks of the deck board that had become dislodged when the ship broke up. The bodies of her former crewmen, and some of those from the *Swift Gale* were all around her. Most floated face down, and the water was still cloudy with spilled blood. Soon the monsters of the deep would be here to claim their due. She needed to get far away from the carnage or she would be vulnerable to their attacks.

She couldn't leave at first; she had to know if any were alive. It wasn't until she found the body of Greyson face down in the water that she began to kick away from the wreckage. The man, who had been her father for nearly a decade, was gone.

For nearly five days she floated on the wide piece of deck plank, drinking what precious little rainwater had collected in the uneven planking. Marin was stubborn, she wasn't giving up easily, her lips were dry and cracked, her face scorched by the sun's brutal reflection off of the ocean's face. If she was going to die, it was going to be while spitting in the face of death. She clung to the board with a death grip. It was in a semi-conscious state that she heard the sound of men calling, and a boatswain whistle in the distance. She was not to be granted the peace of a watery death yet.

Ten-years had passed and a tanned sea captain, a female sea captain, stood where the wiry Marin once was. She defied the very laws of the sea, her long blond mane of hair hung behind her as testament to her willfulness. After her experience on the ocean those ten years ago, she knew she had gained the Sea's respect.

She was the captain of a good ship, the *Sea Fox*, a name people often used interchangeably with herself. Her name was feared and respected in the western shipping lanes. It wasn't because of her raiding or her skill with a blade, it was her brashness they revered. No sailor had been so brazen and survived for so long, it was as if she had somehow received the blessing of the sea itself. Storms and fog would appear out of nowhere when the *Sea Fox* had the scent of her prey. If a ship were faster than hers, it would suddenly gain an ill wind that would favor her pursuit. Or if Imperial ships chased her, a fog would arise in a cloudless sky and she would slip away into it, un-

worried about shoals or other navigational hazards in near zero visibility.

Her wrath was said to be terrible and she pursued the crew of the *Swift Gale* with an uncanny knack. Even ten years later, when the crew of the ship had changed many times, she seemed to know the whereabouts of each and every member of the original crew and she hunted them unceasingly. If asked about how she did it, she would coyly answer that the sea was in fact a woman, and that she knew her own and that if anyone were to spend many days alone with it they would realize that as well. No one was quite sure about the origin of the *Sea Fox*, but one thing was certain, she would finish her job and slay the killers of her adopted family. Either way, the woman once known as Marisol de Catalina who had faced a lifetime of hardship to survive, had finally found her destiny, to live and die as a Captain upon the tumultuous and fickle sea.

The Sea Fox, a.k.a. Marin or Marisol de Catalina Female human Rog 6/The Sea's Chosen 9; CR 15; Medium-sized humanoid (human); HD 6d6+ 9d10+45; hp 124; Init +3; Spd 30 ft.; AC 18 (+3 Dex, *sharkskin armor*, Two-Weapon Defense) flat-footed 14, touch 13; Atk +12/+7+2 melee (1d6+4/18-20x2, +3 *rapier*), +15/+10+5 ranged (+1 *shortbow*); SA Sneak Attack +3d6, The Sea's Breath, The Sea's Domain; SQ Cause, Eyes of the Sea, Evasion, Sneak Attack, Tenacious, Trapfinding, Trap Sense +2, Uncanny Dodge, Unceasing Hunter; SR none; AL TN; SV Fort +13, Ref +8, Will +15; Str 12, Dex 17, Con 16, Int 14, Wis 15, Cha 14. Height 5 ft 8 in, weight 135 lbs

Skills and Feats: Balance +7, Climb +13, Disguise +7, Gather Information +7, Jump +6, Knowledge (geography) +7, Knowledge (nature) +6, Profession (sailor) +19, Profession (navigator) +21, Sea Legs +19, Sense Motive +10, Sleight of Hand +8, Spot +14, Survival +6, Swim +15, Use Rope +11, Captaining, Endurance, Great Fortitude, Iron Will, Leadership, Two- Weapon Defense, Two-weapon Fighting.

Languages: Common, Aquan, Elven.

Possessions: +3 *rapier*, +1 *shortbow*, dagger, *sharkskin armor (B!)*, *boots of shipwreck survival (B!)*, 8,345 gp

Prestige Class – The Sea's Chosen

Tales of the ocean are filled with many odd and sometimes mystical happenings. There are tales of just as many tragedies as there are of success. Every now and again, the fickle ocean seems to choose a person who somehow embodies one of its aspects. The sea can be mother, mistress and jailor all in the same breath. It is these qualities that have drawn so many people to her worship. Despite its fickle nature most races continue to venture out upon the great oceans of the world, daring fate's hand. Sometimes, for what seems to be no particular reason, a pirate gains the favor of the sea. These chosen people can do near supernatural things upon the water. They can conjure storms from calm seas, raise favorable winds, or find a fog bank to hide in even though none should exist.



These men and woman tend to be as fickle as the sea itself, except when it comes to their chosen task. When these Chosen commit themselves to something they are unshakeable in its pursuit. They are uncompromising people who have strong fortitude and will. It is because of this the Chosen often find themselves in positions of leadership, whether it is by awe or fear.

Any class can be a member of the Chosen, but the qualities it takes to be one of the Chosen demand a kind of dedication to a task that requires action and this often precludes things like the study of spellcraft and magic.

Hit Die: d10

Requirements:

To qualify to become the Sea's Chosen, a character must fulfill all of the following criteria.

Feats: Iron Will, Endurance and Leadership

Profession (Sailor): 6 ranks

Swimming: 4 ranks

Sea Legs: 6 ranks

Special: The character must have experienced an especially traumatic event upon the sea at some time during their life.

Class Skills:

The Sea's Chosen class skills (and the key ability for each skill) are Balance (Dex), Climb (Dex), Jump (Str), Profession (Wis), Sea Legs (Dex) (Bl), Sense Motive (Wis), Swim (Str), Spot (Wis), Survival (Wis) and Use Rope (Dex)

Skill Points at Each Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: The Sea's Chosen is proficient with all simple weapons and martial weapons. The Sea's Chosen is also proficient with light armor.

Cause: When the Sea's Chosen begins this path of piracy she must choose a cause to dedicate her life to. Whether that is to destroy a particular rival pirate band or a faction of undersea monsters, the only requirement is that the cause must somehow stem from the significant event in the Chosen's life. If the cause is ever completed, the character must find another task to dedicate themselves to, but it must somehow still be related to the traumatic event that made them one of the Sea's Chosen. Examples include finding a nautical god to follow unswervingly, a nation's ideals to uphold or keeping a sea free of pirates.

Eyes of the Sea (Ex): The Sea's Chosen receive a +4 to their roll to discern a magical illusion on the sea. If a spell or ritual does not normally grant a check to see through such a deception, then the Sea's Chosen gains an unmodified one.

Tenacious (Ex): This ability has a threefold effect, but only applies when the Chosen is on the water. When the Chosen is called to make a skill or attribute check that will result in them taking subdual damage due to fatigue the Chosen gains a +4 circumstance bonus to their roll. The second benefit of the Tenacious ability grants the Chosen the ability to automatically make her stabilization check when the Chosen falls to between -1 and -9 hit points. The third benefit applies when the Chosen is forced to take a massive damage save; the Chosen gains a +4 circumstance bonus to her





Table 2-4: The Sea's Chosen

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Cause, Eyes of the Sea
2	+1	+3	+1	+3	
3	+2	+3	+1	+3	Tenacious
4	+3	+4	+1	+4	
5	+3	+4	+2	+4	Unceasing Hunter
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	The Sea's Breath
8	+6	+6	+3	+6	
9	+6	+6	+3	+6	The Sea's Domain
10	+7	+7	+3	+7	The Sea's Wrath

Fortitude save. These effects all represent the Chosen's ability to cling to life on the sea.

Unceasing Hunter (Ex): When the Sea's Chosen is on a ship that is pursuing the Chosen's cause this ability grants the ship's crew certain benefits. While giving chase or in battle, the Sea's Chosen presence grants the crew a +4 circumstance bonus to Profession (artillerist, pilot, navigation, sailor) and Sea Legs. This increase lasts as long as the engagement is taking place.

The Sea's Breath (Sp): Beginning at 7th level, the Sea's Chosen may, once per day, cause an effect similar to a *control winds* spell cast by a 20th level druid. She may either cause her ship, and no other, to be the sole recipient of the benefits of the Sea's Breath, or she may choose to have her ship ignore the effects of the ability, relying only upon the natural wind blowing prior to the invocation, while other ships are affected by the Sea's Breath.

The Sea's Domain (Sp): When reaching 9th level, the Sea's Chosen may, once per day, cause an effect similar to a *control weather* spell cast by a 20th level druid. She may either cause her ship, and no other, to be the sole recipient of the benefits of the Sea's Domain, or she may choose to have her ship ignore the effects of the ability, allowing her ship alone to sail as if the conditions remained the same as prior to the invocation, while other ships are affected by the Sea's Domain. This ability takes ten minutes to use.

The Sea's Wrath (Sp): Upon attaining 10th level, the Sea's Chosen may call forth an effect similar to an *elemental swarm* spell cast by a 20th level druid. This ability is always cast from the water domain, can only be used on the ocean, and can only be done once per day while the Chosen is in direct pursuit of her Cause. This ability takes ten minutes to use.

Coal-Wit Kate

Daughter of a chieftain in a tropical, misogynistic elven tribe, Kitalla was kicked out of her home and banished from the tribe at the tender age of eleven years old. She had tried to kill her thirteen-year-old brother for making her wash his hunting skins with her tongue. When confronted by her father with the accusation of attempted murder all she said in her defense was "next time I won't fail". Where most girls would have been crudely executed for this crime, being a chieftain's

daughter allowed her banishment. She was given a canoe and sent out with nothing but her sandals, the hides on her body and her Lojutin (a primitive axe that she was adept at throwing and skinning with).

In four days, starved and thirsty, she had floated down to the mouth of the river to a coastal town where small fishing and merchant ships docked. The crew of a merchant ship quickly picked her up, to sell as a slave. The ship was small and the captain a drunk. On their way to a northern city a small carrack pirate ship, painted a flat black and simply named *The Coal*, attacked and won the day and Kitalla. The pirate's brutal captain, one Captain Daultry, was not very bright, hated educated people, and led his ship by brute force and threats. The politics of the ship could best be described as "every man for himself", and "you only get what cut you can keep". Needless to say accidents were frequent and turnover was high. Daultry's first mate spoke Kitalla's native tongue and translated the captain's wish that she prove her worth or be thrown overboard. Kitalla's will for self-preservation won out over her terror and she quickly looked around for a small person. With one quick move she threw her axe from the hip straight into the little man's skull. He fell like a rock, dead. She looked back at Daultry, attentively eager for approval. Daultry, stunned, chose to laugh it off and so naturally the crew followed suit and she was put to work.

Daultry liked her, calling her Kate. "Kitalla's too damn fancy" he'd say, and took to seeing that she had no formal education whatsoever. She was warned against books and numbers and philosophy. She was taught to fight with force rather than finesse, using her calculated viciousness, and to lead by intimidation. One day, at only 19 years old, she inherited the ship under those terms with little fan-fare when Daultry gave up the ghost in a nasty have-it-out with a navy ship. After Daultry was skewered she ran through the marine that killed him and fought on to see that every last person from the other vessel was killed. She claimed leadership of Daultry's ship immediately, and ordered the other ship looted and burned. She was lucky to get the first mate and bosun to go along with her instead of fighting it out. The three held the crew together long enough to get to port and dump most of them.

While in port the first mate, a human named Kyle Claven, was quick to point out to Kate that

she was a raging ignoramus but that they could use that to their advantage. He told her she needed an image if she was to be a successful feared Pirate. So since their ship was named *The Coal* he decided Coal-Wit Kate was a good Moniker, tagging her “she’s got nothing in her head but the will to take what others have”. They took on a new crew and sailed out to start a bloody career of rash attacks that were won by sheer vicious might.

Only one action ever threatened Kate’s leadership, when one night *The Coal* surprised a very odd cog by some islands well-known as a summer get-away for gentry of the realm. The cog was colorfully decked out for what was seemingly a one-ship festival. Loud music for dancing spread from it across the waves. As *The Coal* snuck up on the cog, Kate and her crew saw that there were no guards and the dozen or so people on deck were half-asleep or drunken revelers. Kate laid into the cog and attacked, easily killing everyone on board. Below decks on the cog Kate came to a cabin at the end of the hall that was magically locked. One of *The Coal*’s rogues was able to finagle in. Kate brushed him aside and entered the room only to be nearly raked to death by a troll. The fight with the troll was long and took nearly the whole crew to bring it down. In the room beyond, Kate and Kyle found an ornate rack of falchions. When Kate lifted one she felt immediately that it had tremendous power for a sailor. Then, gripped with a fear that her crew could seize the other swords and use them against her she gathered them up and tossed them overboard, keeping only one for herself. As soon as the swords hit the water they animated and, moving like long fish, “swam” quickly away. Seeing their prize money tossed away, some of her crew jumped out trying to catch them, but to no avail. After the chaos settled Coal-Wit Kate faced the angriest, most mutinous crew revolt of her career and her new sword proved to be her salvation. Her new Mutineer Falchion sliced through her own sailors as if they were made of water. They quickly surrendered but, deep in blood lust, she continued fighting. She killed a full third of her crew before Kyle warned her that if she killed anymore they would not be able to sail *The Coal*.

The Coal is a small carrack, usually clumsily handled by a green crew, causing them to see more combat actions than they would like since they can rarely maneuver well enough to get away. However, because Kate’s crew must so often fight for their lives, they are accomplished and ruthless fighters and battle casters. Kate’s battle presence is a fearsome thing to behold; she usually seeks the highest decks to fight from so her gravelly voice and tribal accent can be well heard as she goads her crew to the heights of frenzied blood lust.

Coal-Wit Kate Female elf Ftr10; CR 10; Medium-size humanoid (elf); HD10d10+40; hp 118; Init +5; Spd 30 ft; AC 20 (+1 Dex, +2 *chain mail of swimming, ring of protection* +2), flat-footed 19; touch 13, Atk +18/+13 melee (2d4+11/15-20, +3 *Mutineer Falchion*); +11/+6 ranged, SA none; SQ Immunity to Sleep, Low- light vision; AL NE; SV Fort +11, Ref +4, Will +3; Str 18, Dex 13, Con 18, Int 7, Wis 10, Cha 14. Height 5ft 4 in, wt. 104 lbs



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Skills and Feats: Balance +5, Bluff +4, Escape Artist +3, Intimidate +17, Jump +6, Listen +2, Sea Legs +3, Tumble +3, Acrobatic, Agile, Diehard, Endurance, Improved Critical: Falchion, Improved Initiative, Jack Tar (Bl), Persuasive, Weapon Focus (Falchion), Weapon Specialization (Falchion)

Possessions: +2 chain mail of swimming, +2 cloak of resistance, +3 Mutineer Falchion, ring of protection +2

Adaranath C'Dearach "The Raptor"

Born in a small riverside village deep in the isolated communities of the elves, Adaranath learned to sail in a small boat made of reeds. He began developing magical ability very young, and was a fully trained sorcerer before he entered adulthood. His passion, though, was always for the water and the feel of the wind in his hair. When human explorers from the neighboring country discovered his commune and trade agreements were negotiated, Adaranath signed on to be one of the first sailors for these new routes.

Adaranath spent the next fifty years working as a merchant sailor, learning the intricacies of sailing and honing his magical abilities. Over time he did notice that the shipments were getting smaller, but he merely attributed this to a waning economy in his homeland. What he did not know is that while most of the able bodied elves were busy serving on ships, the humans were taking elven slaves by the boatload. Adaranath returned home one day to discover that all but the old and infirm were gone, sold to countless foreign nations that his people had no knowledge of. The other elves on the crew turned to Adaranath for guidance, respecting him as the most experienced and veteran sailor. He and his brethren rose up against the human officers of the ship, slaughtering them in their bunks, and set off for the open ocean, swearing vengeance on any nation that would dare buy one of their people as a slave.

Unfortunately, the secluded nature of Adaranath's homeland led him to believe that they were the only elves in the world. Every foreign port they would anchor in would have at least one elf or half-elf in town, which would only fuel Adaranath's fire, believing that they were descendants of his enslaved people. Adaranath continues his reign of terror to this day, striking against the ships of every civilized nation. Combining his extensive nautical expertise and powerful sorcery, Adaranath has become one of the most fearsome

pirates in the world. Unlike other pirates who raid for cargo and riches, Adaranath revels in the death of his prey. He strikes ships with intent of killing all of the crew, and will take supplies for his own ship and magical items, leaving everything else to sink to the bottom of the ocean.

Adaranath's ship is a fully armed Frigate named *The Liberation*. He has an extremely skilled crew, most of which have been sailing at least as long as he has. When ammunition for his cannon runs low, Adaranath makes use of *fly* spells to enchant his crew, who then attack enemy ships from the air. His aerial tactics have given him the name "Raptor", as most merchants see him as a bird of prey.

Most nations have a very large bounty, sometimes as much as 125,000 gold, on the Raptor. Dozens of would-be bounty hunters have attempted to take him down, but he has so far eluded capture, killing most of those who attempted to apprehend him.

Adaranath "The Raptor"

C'Dearach Male elf Sor8/Eldritch Captain 10; CR 18; Medium-sized humanoid (elf); HD 8d4+10d8-18; hp 53; Init +3; Spd 30 ft.; AC 22 (+3 Dex, +6 bracers of armor, +3 ring of protection), flat-footed 19, touch 16, Atk +13/+8 melee (1d4+4/19-20, +4 dagger of wounding), +12/+7 ranged; SA Transform Energy IX; Wounding SQ immune to magic sleep, low-light vision; AL CE; SV Fort +4, Ref +8, Will +14; Str 10, Dex 16, Con 8, Int 13, Wis 13, Cha 21. Height 5 ft, weight 99 lbs

Skills and Feats: Concentration +4, Knowledge (arcana) +11, Profession (sailor) (Bl) +22, Profession (pilot) (Bl) +22, Sea Legs (Bl) +13, Spellcraft +8, Use Magic Device +17, Captaining (Bl), Craft Wondrous Item, Craft Wand, Extend Spell, Enlarge Spell, Eschew Components, Magical Affinity.

Languages: Common, Draconic, Elven.

Sorcerer Spells Known (6/8/7/7/7/7/6/5/3, DC = 15 + spell level): 0 – dancing lights, daze, detect magic, detect poison, ghost sound, mage hand, mending, read magic, resistance; 1st – charm person, hypnotism, mage armor, magic missile, sleep; 2nd – eagle's splendor, fog cloud, gust of wind, scorching ray, see invisibility; 3rd – fireball, fly, lightning bolt, nondetection; 4th – ice storm, scrying, solid fog, wall of fire; 5th – break enchantment, cloudkill, feeblemind, symbol of pain; 6th – chain lightning, mass cat's grace, true seeing; 7th – control weather, mass invisibility; 8th – horrid wilting.

Possessions: +4 dagger of wounding, bracers of armor +6, ring of protection +3, ring of water breathing, staff of fire (34 charges).



Prestige Class – Eldritch Captain

Some pirates have learned to transform their own magical skills into effects that directly enhance their ability to successfully captain a ship. By sacrificing spellcasting, they can create magical effects out of thin air, that can suddenly cause their ship to turn without wind, make a barrage of cannon fire strike true, or even make their ship disappear for long enough to evade capture.

Sorcerers are the most common eldritch captains, as they have the most raw, magical power to sacrifice on a daily basis. Wizards, bards, clerics and unscrupulous druids have also been known to become eldritch captains, but they are generally less common than their sorcerous comrades. Rangers, paladins and multi-classed casters almost never become eldritch captains because they simply don't have enough magical power to be very effective.

Hit Die: 1d8

Requirements:

To qualify to become an Eldritch Captain, a character must fulfill all of the following criteria.

Feats: Captaining, Magical Affinity, any metamagic feat

Profession (navigator), (pilot) or (sailor): 8 ranks

Spellcasting: Must be able to cast 4th level arcane or divine spells.

Class Skills:

The Eldritch Captain's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Concentration (Con), Knowledge (arcana) (Int), Profession (Wis), Sea Legs (Dex) (Bl), Swim (Str), Use Magic Device (Cha) and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: An Eldritch Captain is not proficient with any weapons or any armor.

Table 2-5: Eldritch Captain Power Point Chart

Effect	PP Cost
Increase ship's speed by 1, up to normal maximum	1
Decrease ship's speed by 1	1
Turn an extra 30 degrees in a combat turn	2
Increase ship's speed by 1, up to 1.5 times the normal max.	3
Have a single cannon automatically hit the intended target	3
Pre-determine the hit location of a single battery	3
Stop the ship	4
Teleport a single person onto the deck of an enemy ship	5
Ignore the effects of the wind for a single combat turn	5
Double the damage of a single cannon for one attack	6
Cause a single enemy attack to miss	7
Heal the ship's sails 3d10 hit points	7
Heal a single ship's armament to full	8
Heal the ship's hull 3d10 hit points	8
Render the ship's crew immune to damage for 1 round	9
Render the ship's sails immune to damage for 1 round	10
Render the ship's armaments immune to damage for 1 round	10
Teleport up to 10 people on to the deck of an enemy ship	11
Render the ship's hull immune to damage for 1 round	12
Make the ship and everything aboard invisible for 10 minutes, including making its trough appear as normal waves to all but the most astute observer	13
Heal the ship's hull and sails up to three-quarters of full hit points, but at least 3d10 hit points each	15
Double the ship's maximum speed for 1 hour	16
Control the speed and direction of the wind for 1 hour	18
Teleport the entire ship up to 1 mile away	25
Recall the entire ship back to the last port the ship was docked	60



Table 2-6: Eldritch Captain

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Transform Energy I	+1 level of existing class
2	+1	+0	+0	+3	Transform Energy II	+1 level of existing class
3	+1	+1	+1	+3	Transform Energy III	+1 level of existing class
4	+2	+1	+1	+4	Transform Energy IV	
5	+2	+1	+1	+4	Transform Energy V	+1 level of existing class
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+2	+5	Transform Energy VI	+1 level of existing class
8	+4	+2	+2	+6	Transform Energy VII	
9	+4	+3	+3	+6	Transform Energy VIII	+1 level of existing class
10	+5	+3	+3	+7	Transform Energy IX	+1 level of existing class

Transform Energy: Upon entering the Eldritch Captain class, a spellcaster gains the ability to transform his spells into magical effects. The level of the Transform Energy ability is the highest level spell the character can transform. A transformed spell becomes a number of power points equal to the level of the spell. Transforming a spell is a full-round action that provokes an attack of opportunity. Power points that are not spent last for one hour before fading. Power points can be spent in any way listed in the table below. Using power points is a standard action that provokes an attack of opportunity. While there is no limit to the amount of power points an Eldritch Captain can use in a single round, he can only produce one effect each round. There is no way to use power points defensively using the Concentration skill.

Ran al Deaer

Ran al Deaer, one of the most famous Brethren known, was born on the southern island of Brathos. He came from a family of herders living on the outskirts of the largest town on the island, Fort Hope. They lived in a compound of about 50 relatives. When Ran reached the age of 16 his father took him under his wing and showed him the manner in which the family really made their wealth. The Brethren owned several longboats and sailboats that they used to get out to the moored boats in the bay of Fort Hope or those anchored outside the port, for nighttime raids. As Ran grew older he trained to fight, and fight well. He also went out with his family on their night raids.

When Ran was 22 he participated in a raid that went terribly wrong, and his elder brother died in the attack. After the death of his oldest son Ran's father began drinking more and more heavily, and Ran started taking more responsibility in organizing and leading the raids. The Brethren were known for structuring their leadership through democracy, electing their own captain as well as a fair distribution of shares of plunder, rather than the unequal distribution that most pirates agreed too. Ran was easily elected, not only as their leader in the compound on Brathos, but also as captain of the raids.

Two years after his brother's death Ran hit a spot of good fortune. A foreign ship was blown off course and had come to Fort Hope to re-supply.

Attacking this unknown prize during the new moon, the raiders wedged the ship's rudder to prevent her from escaping and boarded her before anyone aboard could raise an alarm. The sharpshooters killed those on deck quickly. To the raiders' great joy, this ship was carrying several chests of gold and magic items. Ran quickly realized that he needed to go to another port to sell the valuable goods, as they were too easily traced. He took four of his cousins with him and went to the city of Northton. Ran took one look at a small xebec that he saw in the harbor and knew what he wanted to do with his money.

Ran purchased the xebec, the first ship of his fleet, with enough money left over to arm the vessel. He and his four cousins quickly learned how to handle the ship. When Ran returned to Brathos with his prize the other family members were surprised. However, once Ran showed them that they could go farther afield with the ship, with less chance of being caught, they became grateful for what he had done. Each subsequent trip to Northton allowed Ran to increase his fleet. He also started bring sailors back with him, and the permanent residents at the compound increased to almost 200 people, including sailors, warriors, and several spell casters. Under Ran's leadership, assisted by his second-in-command, an oceanic sentinel named Maleen Marnus, The Brethren were sailing farther and farther from the island of Brathos, preying on those weaker than they were.

Eventually the governor of Brathos, George Hawthorne, approached Ran and his crew with a request to harass the ships of Bravda, Brathos's enemy. The Brethren agreed and started attacking ships of Bravda almost exclusively. However, while the Brethren worked for the governor of Brathos, they were not provided with any official backing, such as a Letter of Marque, and so were technically considered pirates rather than privateers. Nonetheless, when the *Dove*, one of Ran's ships, was captured, Governor Hawthorne made certain that none of the crew were found guilty of any crime. Soon afterwards Ran and his Brethren expanded their attacks beyond Bravda's ships to the island's towns themselves. Their raids were swift, forceful, and achieved with surprise. Often, instead of approaching a town from the sea, they would land out of sight of the town and attack from the land. Sometimes, they would split their forces and achieve confusion by attacking from sea and land.

The largest known raid mounted by Ran al Deaer's men was an attack on a convoy of gold ships. The ships traveled together with heavy naval protection, but after a storm two of the ships had fallen somewhat behind. Ran and his small fleet were waiting for such an opportunity and struck swiftly and lethally. When the naval ships, which had turned around to find the missing gold ships, finally got there, all the gold aboard had been taken and 34 crew members had died. There was no official release as to the amount of gold, but it has been estimated at well over 400,000 gold.

The Brethren have gotten powerful and very efficient in their raids, as well as wealthy. Their numbers have grown to several hundred, most residing in their well-defended compound on Brathos. Their lightning strikes are extremely efficient and lately have become more deadly for their victims. It seems that the wealthier they became, the greedier they became, and also more ruthless. The callousness of their attacks has increased, and when victims do not immediately capitulate, the Brethren have taken to taking lives as well as wealth. The government of Bravda has placed a large bounty on Ran's head in the amount of 90,000 gold, plus 1000 gold for each of his crew. No one has yet been close to collecting the reward.

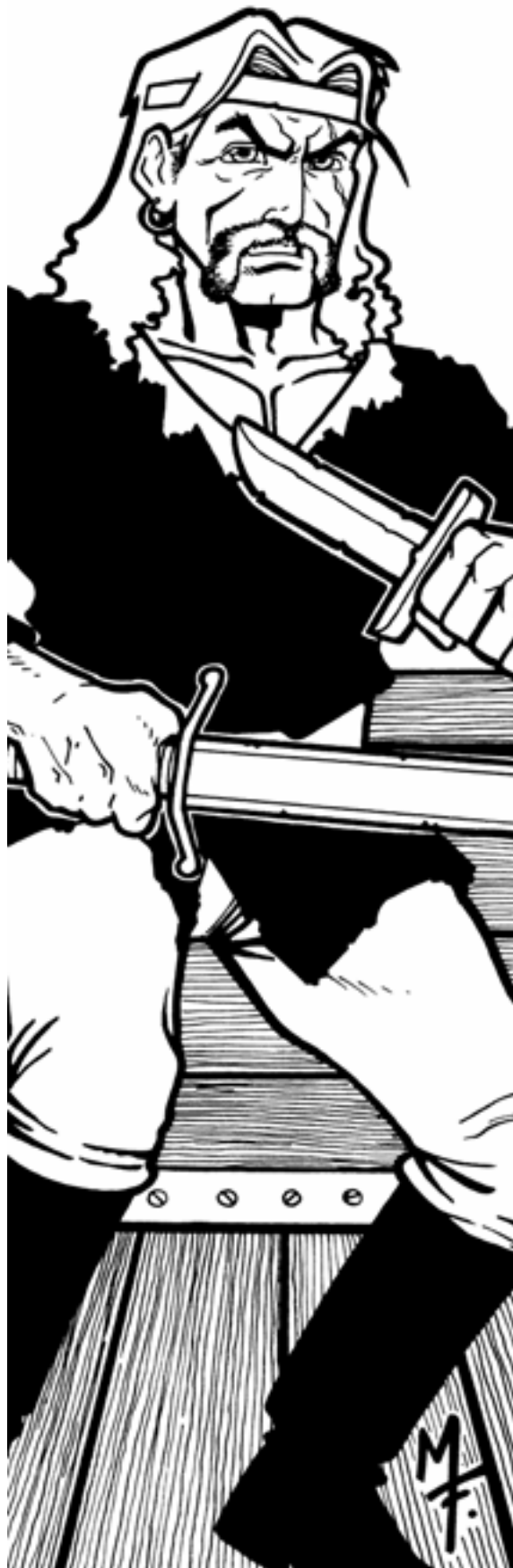
Ran al Deaer Male human Rog 6/Brethren 5; CR 11; Medium-size humanoid (human); HD: 6d6+5d8+11; hp: 57; Init: +4 (Dex); Spd: 30 ft; AC:18 (+2 Dex, +1 *chainmail*), flat-footed 16, touch 12; Atk: +9/+4 melee (1d6+2, shortsword); +13/+8/+3 ranged (1d6+2, +2 mighty composite shortbow); SA Sharpshooter, Sneak attack +3d6 SQ Trapfinding, Evasion, Uncanny Dodge (Dex bonus to AC), , Trap Sense +2, Night Sailing, Debilitate, Sneak, AL NE; SV: Fort. +7, Ref. +10, Will +3; Str 15, Dex 19, Con 13, Int 14, Wis 10, Cha 14. Height 5 ft 11 in, weight 170 lbs

Skills and Feats: Balance +6, Bluff +8, Climb +11, Disable Device +7, Disguise +6, Escape Artist +6, Gather Information +11, Hide +13, Jump +6, Knowledge (local) +9, Listen +5, Move Silently +15, Open Lock +12, Profession (sailor) +7, Sea Legs +14, Search +10, Spot +9, Swim +7, Tumble +9, Use Rope +7, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow)

Possessions: +1 *chainmail*, +2 *mighty composite shortbow*, xebec, 250 gp

Maleen Marnus Male human Wiz6/Oceanic Sentinel (*B!*) 6; CR 12; Medium-size humanoid (human); HD: 6d4 + 6d6+12; hp: 50; Init: +3 (Dex); Spd: 30 ft; AC:17 (+3 Dex, *bracers of armor*+3, *ring of protection*+1); Atk: +6/+1 melee (1d6, quarterstaff); +9/+4 ranged (short bow) SA none; SQ Summon Familiar, Scribe Scroll, Attune Vessel, Arcane Guardian, Share Spirit, AL N; SV: Fort. +9, Ref. +7, Will +11; Str 11, Dex 17, Con 13, Int 18, Wis 12, Cha 11. Height 6 ft, weight 191 lbs

Skills and Feats: Alchemy +14, Balance +10, Concentration +12, Craft +14 Decipher Script +10, Knowledge (arcana) +14, Profession (sailor) +11, Sea Legs +10, Spellcraft +15, Swim +5, Combat Casting, Enlarge Spell, Extend Spell, Quickened Spell, Silent Spell, Spell Mastery, Still Spell, Widen Spell



Chapter 2:
Pirate Profiles

Spells Prepared (4/8/8/5; base DC = 14 + spell level): 0- *detect magic, detect poison, read magic, resistance 1st- endure elements, entropic shield, expeditious retreat, hold portal; mage armor, magic missile, protection from law, shield 2nd-arcane lock, blur, invisibility, obscure object, protection from arrows, resist energy, shield other, spider climb* 3rd- *cure light wounds, dispel magic, explosive runes, fireball, nondetection*

Possessions: bracers of armor+3, cure serious wounds potion x2, quarterstaff, ring of protection+1, truth potion, wand of lightning bolt (31 charges), water breathing potion x3, 634 gp

Prestige Class – Brethren

The Brethren are known for their night attacks on ships. Their ability to sail at night causes fear in the waters they are known to inhabit. The Brethren are superb sailors and fierce, brutal fighters. Many of them are also marksmen. They are at equal ease attacking a ship as they are in raiding a town. Their lust for adventure and wealth is great, while their viciousness is even greater.

Fighters, monks, bards and rogues can most benefit from joining the Brethren. While wizards, sorcerers, druids and clerics can also benefit, their focus on their magic tends to dilute the benefits. NPC Brethren are often costal raiders, intent on taking as much wealth from ships and towns. Their favored tactic is to attack a ship under the cover of night, disabling the ship first, so it cannot give chase to the Brethren's ship.

Hit Die: d8.

Requirements:

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

Base Attack Bonus: +6

Hide: 8 ranks

Bluff: 5 ranks

Feat: Precise Shot, Rapid Shot

Special:

Class Skills:

The Brethren's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (sailor) (Int), Sea Legs (Dex) (B!), Spot (Wis), Tumble (Dex), Use Rope (Dex)

Skill points at Each Additional Level: 6 + Int modifier.

Class Features:

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

Weapon & Armor Proficiency: Brethren gain no proficiency in any weapon or armor.

Eyes of the Dark (Su): At 1st level, the brethren can see in the dark as per low light vision.

Night Sailing: At 2nd level, the brethren have no penalty to any Piloting skill check at night, as well as +4 to Hide checks for the ship. They know the best places to sail the ship to keep it both safe and hidden from others seeing it as easily.

Debilitate: At 3rd level the brethren gains the ability to disable a ship quickly and efficiently. The brethren has the knowledge of what they can effectively do to the ship to cripple it so the brethren's ship can get away, if need be. This ability is similar to a rogue's Disable Device skill. The Brethren makes a skill check adding their level in Brethren and any ranks in disable device that result becomes the DC for sailors on the target ship to repair the damage and get underway.

Sharpshooter: At 4th level the brethren gains a +2 competence bonus for missile attacks which have been prepared using the Ready action.

Sneak: At 5th level the brethren gains a +4 competence bonus to Hide checks.

Accurate Shot: At 6th level the brethren can shoot 1 arrow as a full-round action and add +10 to the attack roll.

Creep: At 7th level the brethren gains a +4 competence bonus to any check involving his Climbing skill or Move Silently skill.

Incapacitate: At 8th level, the brethren can inflict double the usual subdual damage.

Skulk: At 9th level the brethren gains the ability to reroll any Move Silently or Hide attempt, once per day.

Perfect Shot: At 10th level, the brethren gains the ability to hit almost any target with a single arrow or crossbow bolt, if he can concentrate on it for 1 round. The brethren declares his target by Readying the action, and if he is not disturbed (taking any sort of damage, hit, bumped, etc.) then at his initiative on the following round he hits that target as if he rolled a natural 20. The brethren still rolls an attack, but only to determine if the critical threat is confirmed or not. This ability may not be combined with Accurate Shot, the target must not be more than two range increments away and still benefits normally from cover.

Table 2-7: Brethren

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Eyes of the Dark
2	+1	+3	+0	+0	Night Sailing
3	+2	+3	+1	+1	Debilitate
4	+3	+4	+1	+1	Sharpshooter
5	+3	+4	+1	+1	Sneak
6	+4	+5	+2	+2	Accurate Shot
7	+5	+5	+2	+2	Creep
8	+6	+6	+2	+2	Incapacitate
9	+6	+6	+3	+3	Skulk
10	+7	+7	+3	+3	Perfect Shot

Eyegash Fleshripper

Eyegash is named for the scar he bears, blinding his right eye. His name at birth was K'rthank Bonegnawer, though that name is old and long discarded for the new name the Autochthons gave him. The scar was given to him when his raiding party happened out of the northlands and trespassed on elven territory in the great Northern Wood. In his youth K'rthank was a strong and gifted warrior who participated in every raiding party led by the Bonegnawers and even hunted with other tribes. Silent and fierce he distinguished himself in the Southern Plains of Markeenesha, west of the elven coastal city of Tyran'kitai. It was in this battle that the orcs found themselves outnumbered two to one by the elves and would have died, but for K'rthank and nine others who charged the ranks of the Elven Overseer, Mirithrian and severed his head where he stood. The tide of battle shifted violently and the elves were driven from the field, losing their western flank for more than ten years. Out of one thousand, only eighty orcs survived, but all of the elves were either driven off or killed. The orcs burned the outpost to the ground and carried off their treasures to their fortified city of Norkan-Rathuk.

For years afterward the orcs would raid the outskirts of elven land with impunity. Over time, less and less treasure was gained and more and more lives lost. It was then that the orcs decided to begin raiding the human settlements to the east, near the city of Arathor. The first trip was ill fated and the scouting party got lost in the eastern edge of the Great Northern Wood. A party of elven scouts caught them by surprise and K'rthank was felled by a sword blow to the face, blinding his right eye permanently. The elven scouts assumed him to be dead and busied themselves with the dispatch of the rest of the party - an assumption none of them lived through. K'rthank awoke to the broken, twisted bodies of the five elven scouts and the corpses of his raiding party. He had no memory of the fight, only the sweet taste of elven flesh in his mouth and the name J'kurosgch Salteater on his lips.

K'rthank returned to the Northlands and began his quest for the Autochthons, the great orcish ancestors. He spent many long months searching for the knowledge long lost to his tribe, until one day he happened upon the hut of the Jali N'Tibe Yousef. N'Tibe was able to speak with spirits and in return for a bit of hair and some nail parings from K'rthank, he was willing to assist him. Under N'Tibe's tutelage K'rthank spent the coldest month of the year in fasting and contemplation at the end of which he left N'Tibe, walking west until he reached the edge of the Sea of Blood and there, chanting prayers to the Autochthons walked into the sea. He emerged later a much different orc, his skin a criss-cross of battle scars and orcish war glyphs. His dedication to the Autochthons was complete. He had seen the great orc J'kurosgch Salteater and was forever



changed. In honor of J'kurosgch he left his old name in the sea and took a new name, Eyegash Fleshripper, to forever keep the day that the Autochthons touched him sacred in his memory. He returned to his tribe that Spring and assembled a new raiding party from the Bonegnawers, and those members of the Bonegnawer tribe that did not join him joined the ancestors as he killed and ate them, one by one, creating the new Fleshripper tribe in its place.

As the years passed his renown among the orcs grew and with the new raiding party that he had formed he took to the sea in an orcish dromon he renamed the Malignant Skinny and set sail for the elven city of Tyran'kitai. On his way Eyegash sacked and burned several elven settlement, always driving onward possessed of yearning to find that which was lost to the orcs. He could not formulate the words to describe it, but he could hear the thunderous drumming in his ears. He knew he would find it in the city of Tyran'kitai.

Eyegash drove his Dromon ashore in the middle of a moonless summer night in the harbor of Tyran'kitai, and eight hundred orcs, goblins and ogres flooded the west end of the city. The elves were ill prepared for an assault on the coast, their only neighbor being the orcs far to the North and none of them deemed brazen enough to assault the great coastal city of Tyran'kitai. As Eyegash and his crew carved a bloody swath through the city he could feel the presence of the item he

sought. There, mere yards from him a group of elves rushed out of a cathedral carrying a large war drum bathed in an eerie crimson glow and Eyegash realized that he stood before the Drum of Kor'than'kuul, the Great Ancestor.

Seven of the elven guards engaged him as he tried to push his way through to his prize, but they cut him off, as the elf carrying the drum, rushed to the harbor, attempting to load it on a ship. Eyegash began to chant his prayers to the Autochthons as he hacked into the guards; he would again reclaim the jewel of the orcish nations. With each moment as he chanted he could feel the beat of the drum in his veins. With a roar he knocked the guards back and stood up to his full height. His crew howled and hacked more furiously through the fleeing elves, everywhere he could see the terrified elves and his ears filling with their screams, but he was too late for the drum. The elven man-o-war pushed out into the harbor and began sailing away. Immediately, Eyegash called his crew back to the dromon, their steps splashing through the blood-filled streets. They loaded on the Malignant Skinny and gave chase, but the man-o-war was too swift and the Drum of Kor'than'kuul, was lost.

Eyegash has since holed up in Orthulk Toha, a small rocky island in the Sea of Blood. There he puts in for repairs as he needs it, continually raiding elven settlements and taking elven ships in hopes of finding some information on the whereabouts of the Drum of Kor'than'kuul. He has recently taken on a few other crewmembers, better suited to his work. Both are human and loyal enough, one is a female named Amelia Tatreau, who works for jewels and gold; the other, N'Tibe Yousef, the strange witch doctor who works for flesh and knowledge.

Eyegash Fleshripper Male orc Bar7/ J'kurosgch Salteater6; CR 13; Medium-size humanoid (orc); HD 13d12+26; hp 113; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft; AC 23(+3 Dex, +2 leather armor, +2 shield, +3 ring of protection), flat-footed 20, touch 16; Atk +19/+14/+9 melee (1d8+7/x3, +2 battleaxe); +16/+11/+6 ranged, SA Fast movement, Illiteracy, Rage 2/day, Trap sense +2, Uncanny dodge, Improved uncanny dodge, Damage reduction 1, Mark of the Autochthons; Primal Fear, Commanding Presence, Loot and Pillage, SQ Darkvision 60 ft, Light sensitivity; AL CE; SV Fort +12, Ref +7, Will +7; Str 17, Dex 16, Con 15, Int 10, Wis 10, Cha 8. Height 6 ft 3 in, weight 242 lbs

Skills and Feats : Climb +11, Intimidation +11, Profession (sailor) +9, Sea Legs +12, Swim +11, Endurance, Improved Initiative, Shield Proficiency, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Possessions: +2 leather armor, +2 battleaxe, +2 shield, +3 ring of protection, 345 gp

Prestige Class – J'kurosgch Salteaters

The J'kurosgch Salteaters are the most feared orcs on the sea. They are named for their patron J'kurosgch, a giant gray orc who led a fleet of dromons on raids against elven coastal cities, the

most famous the complete destruction of L'alunchikia, the city of the Sapphire Star. To this day elves still speak of the destruction in hushed whispers.

The J'kurosgch Salteaters perform a rite of solemn dedication, binding themselves to J'kurosgch and the primal orcish autochthons. From this point forward they begin to emulate J'kurosgch and become some of the most fearsome pirates on the sea. A few half-orcs have also been accepted into this brotherhood, although many more have died while trying to become initiated.

Hit Die: d12

Requirements:

To qualify to become a J'kurosgch Salteater, a character must fulfill all of the following criteria:

Race: Orc or Half-Orc only

Base Attack Bonus: +6

Intimidation: 6 Ranks

Profession (sailor): 6 Ranks

Sea Legs: 6 Ranks

Swim: 4 Ranks

Feats: Endurance

Special: Those who dedicate themselves must go through 30 days of fasting and self-flagellation, eating nothing but salted elf meat at the end of each three day period. At the end of the 30 day period the prospective Salteater must submerge themselves in the ocean covered in elf blood. If they have proven themselves in the past as an unrelenting enemy of the elven race, and have a true will to be true to the Dread Oath (Will save, DC 13), they will be accepted by J'kurosgch. At the point of drowning they will gain a vision and take the Dread Oath, at which point they will emerge anew.

Once an orc takes the Dread Oath it cannot be laid aside and they must follow the Salteater path to its conclusion. If any levels other than Salteater are taken prior to completing the prestige class they can never take another level of Salteater again and lose their Primal Fear, Commanding Presence and Ancestral Might abilities.

The Salteater cannot progress past level 3 of this prestige class unless he takes command of a sailing vessel.

Class Skills:

The J'kurosgch Salteaters class skills (and key ability for each skill) are Intimidation (Cha), Profession (pilot) (Wis), Profession (sailor) (Wis), Sea Legs (Dex) (B!), Swim (Str)

Skill points at Each Additional Level: 4 + Int modifier.

Class Features:

All of the following are class features of the J'kurosgch Salteater prestige class.

Weapon & Armor Proficiency: A salteater is proficient with all simple and martial weapons, light armor, medium armor, and shield (except tower shields).

Mark of the Autochthons: These marks are a direct result of the Dread Oath. In some orcs they are random battle scars, in others they appear to be raised tattoos. The markings are always extremely orcish and are identifiable by any other orc as a being of great prestige having

passed the fast of J'kurosgch. Among elves the marks produce a feeling of uneasiness and dread, even if they cannot be identified.

An orc with the Mark of the Autochthons suffers a permanent -4 Charisma adjustment. The marks can be magically hidden, though no method short of renouncing the orcish ancestors and complete and total atonement can remove them. Hiding the marks for extended periods of time or seeking to remove them is a mark of shame among orcs.

Primal Fear(Su): In addition to the Mark the Dread Oath also confers upon the Salteater the ability to cause Fear in others. This action can be used at any time against numerous opponents as a free action. It is a contested Will save vs. the Salteater's Intimidation check. Elves suffer a -4 circumstance bonus.

Commanding Presence: For all intents and purposes the Salteater gains the Leadership Feat. He can attract any race except any of those with elven blood. He will not attract dwarves, halflings or gnomes of good alignment. He primarily attracts other orcs, goblins, ogres, ettins and other monstrous cohorts provided they share a similar tribal background to orcs.

The Salteater is immune to the negative effects of cruelty and his leadership score should be calculated as 10 + his current level, ignoring Charisma all together. Commanding Presence also confers the ability to effectively command his vessel without the Captaining feat [though the crew gains no circumstance bonus].

Loot and Pillage (Sp): The Salteater gains an almost magical knowledge of where the best prize lies. When raiding another ship or sacking a coastal city, the Salteater will begin to "sense" the



most valuable item or richest prize and will know what it is when he finally lays his eyes on it. This ability is a move equivalent action and is used by focusing for one round. The result will provide the Salteater with the general direction toward the prize, as well as if the prize is moving, the direction where it is headed. He continues to have a general sense of where the item is until he focuses on something else (for example, combat). This ability can be used once per day.

Mastery of the Sea: The Salteater no longer requires the use of maps and charts to navigate and may do so by using the stars, the sun, signs in the water and the scents in the sea air. Furthermore, when on his own ship, the Salteater gains a +2 circumstance bonus to his base attack bonus and damage.

Blood of the Ancestors: The Salteater has fully embraced his ancestral power of his orcish blood and gains a permanent +2 to Strength and Constitution. This is an inherent bonus.

Visage of J'kurosgch (Su): The Salteater becomes in tune with the ancestors and allows him for a time to become one with the Autochthons.

Once a day for one hour, the Salteater may become one with the Autochthons. The Salteater must chant for one round in orcish, uttering a prayer to the ancestral spirits. This chant can be done while fighting and it is not possible to interrupt it, other than by killing the Salteater outright. At the end of the round the Salteater immediately grows in size by 50% and gains a +5 bonus to Strength and Constitution as well as

an additional +3 bonus to attack, as well as damage reduction 3/-. The Salteater in this form causes Fear in normal creatures who are not members of his crew and causes Terror in all beings with Elvish blood (DC 20). The Salteater's crew members gain a +2 circumstance bonus while he is in this form, though should he be

Table 2-8: J'kurosgch Salteaters

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Mark of the Autochthons; Primal Fear
2	+2	+3	+0	+3	
3	+3	+3	+1	+3	Commanding Presence
4	+4	+4	+1	+4	
5	+5	+4	+1	+4	Loot and Pillage
6	+6	+5	+2	+5	
7	+7	+5	+2	+5	Mastery of the Sea
8	+8	+6	+2	+6	
9	+9	+6	+3	+6	Blood of the Ancestors
10	+10	+7	+3	+7	Visage of J'kurosgch

killed the crew members will suffer a -2 circumstance bonus.

The Salteater may choose to come out of the Visage of J'kurosgch at any time, or wait until the duration is up. The Salteater is fatigued by the experience of channeling the Autochthons.

N'Tibe Yousef

The Islands of Juntra contain many dark secrets, though none as strange as the Jali, the renowned ritualists of Juntra. On the islands there exists a small, secret society of these dark mages, called the Dark Jali, who practice forbidden magics and seek the secrets of the flesh and the ascension of the Will. Though the Dark Jali are shrouded in mystery, it is known that they wish to bring evil spirits into the world as a vile religion. They live in caves and in swamps, hidden from civilized society, though members of their strange cult are often sought out by the rich houses of the cities in their shacks and hovels, trading services for gold and power.

From these secretive people comes N'Tibe Yousef, a Jali of some repute. He speaks very little of his past, having left it long ago to live near the orcish lands. He first discovered Eyegash after his raiding party was destroyed by the elves and assisted him in divining the will of the Autochthons. It was through N'Tibe's guidance that Eyegash was directed on his quest – and N'Tibe alone is one of the few alive, in fact the only human, that can recall Eyegash's real name.

N'Tibe serves Eyegash as his sorcerous priest. Many of the crew are loyal adherents of N'Tibe's death cult. Because N'Tibe does not interfere with his goals, Eyegash does not mind the presence of so many cultists among his crew. In fact, N'Tibe complies fully with all of Eyegash's requests and has distinguished himself as a valued advisor. N'Tibe doesn't mind serving Eyegash, his patience is eternal, as he waits for the day when Eyegash dies. He has no plans to murder him, only to capture his spirit in a focus to use for his own machinations.

N'Tibe currently has a focus made up for Eyegash which he keeps hidden, not that Eyegash would recognize it as a focus if he ever saw it. Now, with the arrival of the murderess Amelia Tatreaux, it seems Eyegash's raids are becoming more bold and bloody. Eventually his death will come and N'Tibe will be there waiting to harness his power.

N'Tibe Yousef Male human Soc6/Jali10; CR 16; Medium-size humanoid (human); HD: 16d4 +16; hp: 56; Init: +5 (Dex, Improved Initiative); Spd: 30 ft; AC:16 (+1 Dex, +2 *ring of force shield*, +3 *bracers of armor*); Atk: +8/+3 melee (1d4+1, dagger +1), +9/+4 ranged; SA spells; AL NE; SV: Fort. +6, Ref. +6, Will +16; Str 10, Dex 12, Con 13, Int 15, Wis 14, Cha 21. Height 6 ft 2 in, weight 190 lbs

Skills and feats: Bluff +11, Concentration +10, Craft [focus] +11, Decipher Script +8, Intimidate +11, Knowledge (religion) +9, Knowledge (spirits) +11, Sense Motive +8, Spellcraft +11, Combat Casting, Spell Focus (necromancy), Iron Will, Craft Wondrous Item, Empower Spell, Silent Spell, Improved Initiative



Possessions: +3 *bracers of armor*, *potion of alter self*, *potion of fly*, *potion of gaseous form*, *ring of force shield*, 200 gp

Spells known (9/5/5/4/4/4/3/2/1; base DC = 15 + spell level)

0 – *acid splash*, *arcane mark*, *detect magic*, *disrupt undead*, *light*, *mending*, *read magic*, *resistance*, *touch of fatigue*; 1st – *cause fear*, *chill touch*, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd – *command undead*, *ghoul touch*, *invisibility*, *knock*, *scare*; 3rd – *deep slumber*, *dispel magic*, *hold person*, *vampiric touch*; 4th – *animate dead*, *bestow curse*, *enervation*, *fear*; 5th – *contact other plane*, *dominate person*; *lesser planar binding*; *magic jar* 6th – *circle of death*, *create undead*, *mass suggestion*; 7th – *control undead*, *finger of death*; 8th – *create greater undead*

Prestige Class – Jali

The Jali are the archetypal witch doctors found in the exotic places of the sub-tropical and tropical seas of the world. Masters of dark and strange magics, these bizarre souls are said to commune with spirits and command depraved cults. Many still whisper of the necromantic magic that they use to ensnare their enemies and use them even after death.

Hit Die: d4

Requirements:

To qualify to become a Jali, a character must fulfill all of the following criteria:

Feats: Spell Focus (Necromancy); Iron Will

Alignment: Any evil

Special: Ability to cast 3rd level spells; once a character takes the dark oath and becomes a Jali,

while still able to multiclass, if they raise a class other than Jali they may never again gain levels in Jali, though they still retain their abilities.

Class Skills:

The Jali's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (focus) (Int), Decipher Script (Int), Intimidate (Cha), Knowledge (spirits) (Int), Sense Motive (Wis), Spellcraft (Int)

Skill points at Each Additional Level: 3 + Int modifier.

Class Features:

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

Weapon and Armor Proficiency: Jali are proficient with the dagger, club, dart, and blowgun. They are not proficient with any shield or armor.

Spells per Day: The Jali continues to gain in spell casting ability as a Sorcerer, though they may only choose future spells of 4th level or greater from the Jali list below and may use them regardless of whether they are Wizard or Priest Spells. The spells on the list below are gained at the same rate as if they had gained a level in sorcerer.

Create Focus: This ability allows the Jali to create a focus that is anchored to a specific person. It requires some bit of personal matter from the target whether it be hair, nail clippings, blood, skin or teeth. The focus can take any shape, though the most common form is a doll that in some way resembles the target. The cost of the focus is 1000 gp, plus 100 xp per level of the target.

Curse: This powerful ability of the Jali allows him to inflict a potent curse on his target using a focus. Once a day for every 5 Jali levels a Jali may use a properly prepared focus to curse his target with any of the following: *break limb, dominate person, enervation, horrid wilting, telepathic bond, eyebite, insanity, nightmare and power word blind*. All of these spells are cast on the focus and only one effect per focus may be used per day. When the spell is cast on the focus (which must be within range for the Jali to cast upon) the victim is affected as if they had been the target of the spell. Range is not a consideration for this, though if the subject is on another plane they are unaffected. The DC for any save is enhanced by use of the focus by +4.

Cult of Personality: At this stage of mastery the Jali becomes a true cult leader and gathers a throng of faithful, fanatical followers. The Jali gains the Leadership Feat with the following differences: the cohorts and followers never abandon the Jali no matter how badly mistreated; at 10th level the Jali gains a special cohort from the special cohort chart in the core rulebook, regardless of their leadership score. All of the cohorts and followers attracted are depraved, vile individuals and are obviously the worst society has to offer.

Spirit Steal: A Jali may use this ability to trap a spirit that has recently died in a properly prepared focus. When a target dies, the Jali must be present or otherwise immediately aware of the death to trap the spirit. Success is automatic if



Table 2-9: Jali

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Brew Potion	+1 Sorcerer Level
2	+1	+0	+0	+3		+1 Sorcerer Level
3	+1	+0	+1	+4	Create Focus	+1 Sorcerer Level
4	+2	+1	+1	+4		+1 Sorcerer Level
5	+2	+1	+2	+5	Curse	+1 Sorcerer Level
6	+3	+1	+2	+5		+1 Sorcerer Level
7	+3	+2	+2	+6	Cult of Personality	+1 Sorcerer Level
8	+4	+2	+3	+6		+1 Sorcerer Level
9	+4	+2	+3	+7	Spirit Steal	+1 Sorcerer Level
10	+5	+3	+3	+7	Skin Ride	+1 Sorcerer Level

the Jali is in the target's presence, otherwise the Jali must make a Will save (DC 18) to trap the spirit remotely. If a remote check fails the Jali suffers 6d6+6 points of damage and the focus is destroyed. A successful spirit trapping remotely or otherwise is immediately obvious to everyone near the target's body.

Skin Ride: The most feared ability of the Jali, Skin Ride allows the Jali to gain the abilities of a spirit trapped in a focus. The Jali invokes the spirit of the focus and allows it to possess him. The Jali makes a Will Save (DC 15 + level of the target). If successful the Jali gains all of the target's abilities as well as his own. For every 5 combat rounds, or one hour of non combat, the Jali must make another Will Save (at a further +2 DC for every 5 combat rounds or additional hour of non-combat) to keep the spirit under control. Failure indicates the spirit has taken control and will rampage uncontrollably, wreaking havoc without concern for the host's safety, although it will not directly try and kill its host. Every 5 rounds of combat after failing to contain the spirit, or every hour of non combat, the Jali may attempt another Will save at the original difficulty to regain control of their body. To remove a skin riding spirit the Jali must make a Will Save at DC 15 + level of the target.

Jali Spell List:

4th: *animate dead, bestow curse, charm monster, confusion, contagion, desecrate, discern lies, detect scrying, dismissal, enervation, fear, lesser geas, scrying, unholy blight*

5th: *contact other plane, dispel good, dismissal, dominate person, lesser planar binding, nightmare, telepathic bond, magic jar*

6th: *circle of death, create undead, eyebite, geas/quest, greater dispelling, legend lore, mass suggestion, true seeing*

7th: *banishment, control undead, finger of death, greater scrying, insanity, planeshift (negative only), power word stun, vision*

8th: *antipathy, binding, clone, create greater undead, horrid wilting, mass charm, power word blind, screen, sympathy, trap the soul, unholy aura*

9th: *astral projection, dominate monster, energy drain, foresight, gate, imprisonment, power word kill, soul bind, temporal stasis, wail of the banshee*

Amelia Tatreaux

Amelia Tatreaux is the youngest child in a family of four girls and two boys. Her father is a wealthy and respected General and Governor of the Southern Colony of Hacedor. Amelia grew up with all of the advantages of the ruling class. She was well educated and stunningly beautiful, yet she hated all of the constrictions that were incumbent to being a daughter of privilege. She would sneak out of the house in the dead of night, disguising herself as a waif, only to return before morning and resume her privileged life.

In this manner she maintained her double life and learned many lessons that only the dark back alleys could teach. By her eighteenth birthday she had not only mastered the etiquette required to survive in the courtly halls of the Empire, but had also learned how to use her dagger to deal with those pressing problems that politeness just could not handle.



On her nineteenth birthday her father surprised her with the announcement that she would be married to a wealthy merchant baron – a man fifty years her senior. A vicious argument ensued in which her father struck her, commanding her to be obedient. There in front of the rest of her family, lightning fast with her dagger, she split him from stem to stern and fled the house.

She left and set out on the first ship she could find that was sailing that day, forever leaving Hacedor, and happily abandoning her family and all its burdensome obligations. News spread quickly of her father's murder and she found herself with a price on her head and sought after by Imperial ships. The captain of the ship she was on set sail immediately after sending her for supplies, leaving her stranded. She used beauty, guile and a list of false names to take passage on other ships, until she finally settled with a pirate named Jack Green, who took a strong liking to her.

For two years they sailed and raided the merchant vessels of Ennio Calabrese, the merchant baron she was betrothed to marry, inflicting heavy losses on him. She took great pleasure in attacking and personally destroying the ships of her homeland, particularly those of the Calabrese Company. She would shred the sails and set them ablaze, often with most of the goods and crew still aboard. She has an undying hatred for Ennio Calabrese and desires above all else to watch him bleed to death in front of her. To this end she used Jack, until she realized that he had no intention of sailing deep into Imperial territory to sack Ennio Calabrese's keep.

She began to tire of Jack and his clumsy adventures. A few months later they happened upon an orc dromon in the open sea. Jack closed with it until he saw the size of its crew, then decided it was far better to leave and choose another target. Amelia recognized her opportunity then and took it. Jack's escape should have been easy, his ship was much faster than the dromon, but they seemed to be stalled. He found the pilot and first mate with their throats slit and as he took command himself, he discovered that Amelia was in the rigging shredding the sails and setting the ship ablaze. Jack, fearing for his life, lowered a boat and with a few of his most loyal crew members fled while his ship burned.

Amelia offered her services to Captain Eyegash, who at first laughed and ordered her thrown overboard. However, when six of his crew lay dead on the deck, he quickly changed his mind, seeing her for the asset she truly was and took her on. Amelia sees Eyegash as brutish and easily manipulative, the kind of Captain that would be willing to sail into Imperial territory in pursuit of the damned Orc Drum he was after...if she could only make him believe it was there.

Amelia Tatreaux Female human Rog5/Ftr3/Sail Rider 7 - 15; CR 15; Medium-size humanoid (human); HD: 12d6+3d10+15; hp: 70; Init: +7 (Dex, Improved Initiative); Spd: 30 ft; AC:18 (+3 Dex, +5 *leather armor*); Atk: +11 melee (1d6+3, +3 *short sword*); SA: Evasion, Sneak attack +3d6, Trapfinding, Trap sense +1, Uncanny dodge, Improved Weapon, Kick up (Bl), Barnacle's Grip, Bust the Guns, Let 'er Burn! AL NE; SV: Fort. +8, Ref. +15, Will +4; Str 13, Dex 17, Con 12, Int 12,



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Wis 10, Cha 16. Height 5 ft 6 in, weight 123 lbs

Skills and feats: Balance +17, Climb +19, Disable Device +13, Intimidate +8, Jump +16, Open Lock +16, Profession (Sailor) +12, Sealegs +17, Search +8, Sleight of Hand +10, Spot +14, Swim +11, Tumble +13.: Athletic, Blind-Fight, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Nimble Fingers, Spring Attack, Sail Rider (B!)

Possessions: +3 *short sword*, +5 *leather armor*, *potion of fly*, *potion of gaseous form*. 1700 gp

Prestige Class – Sail Rider

Sail Riders often start their careers as scrappy bar brawlers that set off on a ship one day and are taken by the sea. They are the small, quick sailors who excel at creating havoc and destruction on an enemy vessel. Often a weapon of last resort, a pirate captain often turns them loose on a ship when he fears he may not be able to take the ship, or when he just wants to sink it out of spite.

The Sail Rider bounds onto an enemy ship and once he's in the rigging the sails are shredded and the masts are blazing within minutes. Merchants, Admirals and Kings all despise losing a ship to a pirate crew and more still take it as a personal affront for their investment to be sunk. Thus, Sail Riders often find a price on their head equal to their pirate captain, should enemy crew members live to tell the tale; and they are almost always the first in line to the gallows.

Despite their contempt for Sail Riders when used against them, more than one merchant has left a pirate captain and his career at the bottom of the murky deep when they unleashed a Sail Rider of their own.

Hit Die: d6.

Requirements:

To qualify to become a Sail Rider a character must fulfill all of the following criteria.

Base Attack Bonus: +4

Sealegs: 6 ranks

Tumble: 6 ranks

Feat: Sailrider (B!), Improved Initiative, Dodge

Class Skills:

The Sail Rider's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Disable Device (Int), Jump (Str), Profession (sailor) (Wis), Sea Legs (Dex) (B!), Spot (Wis), Swim (Str) and Tumble (Dex).

Skill points at Each Additional Level: 6 + Int modifier.

Class Features:

All of the following are class features of the Sail Rider prestige class.

Improved Weapon: You have mastered the art of turning mundane objects into weapons. Chairs, planks, broken bottles and belying pins all are implements of mayhem in your grasp. Virtually anything can be used as a weapon (GM's discretion) without a penalty to the attack roll. Any object with a

hardness of 5 or less can be broken and used as a weapon without penalty (Str check DC 15). The item should be assigned damage according to its closest actual weapon type, with a penalty of -1 to damage. Usually a club or dagger is the appropriate approximation, sometimes a mace if the object has particularly hard metal points or edges. For purposes of disarm and sundering attacks, consider an improvised weapon to be one category smaller than the weapon it approximates.

Barnacle's Grip: You have learned to go down fighting or better yet, not go down at all! Sail Riders are masters of the fall and can use rope, weapons and even their hands to stop their descent. Some have even been known to cling to the side of a ship, rather than be lost in the ocean. On a successful Tumble check of DC 15, the Sail Rider may use whatever reasonable implements at their disposal to stop their fall. If you have nothing with which to stop your fall you may as a last resort use your hands, though this will inflict half the damage the fall would have.

Bonus Feat: Sail Riders may pick a Feat from any of the Feats in Chapter 1 of this book.

Bust the Guns!: Firing a gun takes precision and skill, but busting them takes guts and know-how. After spending 4 rounds at the mouth of a cannon or 2 rounds at the back, the Sail Rider can attempt to sabotage the cannon so that it will not fire and may even explode. After the appropriate amount of time the Sail Rider may attempt a roll, DC 15, at a bonus of +1 per 2 full levels of the Sail Rider, to sabotage a cannon. A cumulative +1 can be gained for every two rounds past the minimum. If the Sail Rider succeeds on the roll, the cannon will not function until an artilleryist spends an equal amount of time fixing the cannon. If the Sail Rider succeeds by 5 or more, the cannon will explode when it is next fired.

Let 'er Burn: A Sail Rider armed with a tinderbox, oil cloth, or Greek fire may attempt to set the sails and ship ablaze. Blazing ships are nearly impossible to recover and are often used to end a captain's days and demoralize his crew. On a successful roll against DC 17, with a +1 per 3 full levels of the Sail Rider, a Sail Rider may attempt to set fire to part of the ship such that it cannot be put out without the use of magical or extraordinary means. If the fire remains burning for more than 4 rounds, it begins to spread. Depending on the weather conditions and the state of the ship, it is only a matter of time until it ultimately ravages the ship.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Improvised Weapon
2	+1	+0	+3	+0	Kick up (B!)
3	+2	+1	+3	+1	Barnacle's Grip
4	+3	+1	+4	+1	Bonus Feat
5	+3	+2	+4	+1	Bust the Guns!
6	+4	+2	+5	+2	Let 'er Burn
7	+5	+3	+5	+2	Bonus Feat
8	+6	+3	+6	+2	
9	+6	+4	+6	+3	Master of the Rigging
10	+7	+4	+7	+3	Bonus Feat

Master of the Rigging: A Sail Rider is as at home in the rigging as a spider in its web. Sail Riders who have truly mastered their environment can move up and down and through the rigging at their full movement. Leaping from masts or rigging lines requires a Jump roll (DC 10).

Gentleman Jake

Jake is a beautiful elf, born to money, but to a boring family of scholars, who dreamed of a life of adventure. Shortly after his 50th birthday he used his inheritance to outfit a ship and set sail to seek his fortune. Unfortunately his annoying sister, Kalliegh, had the same idea. For years he competed with her to be the most successful, although she never seemed to notice they were in competition. Eventually she began to make a fortune in, to Jake's mind, the embarrassing field of Salvager, or as Jake called it, "junk finder". Jake managed well enough; as an adequate battle leader and Captain he led his crew to small victories here and there earning them modest but decent prize money. For his refined manners, fancy clothes, lenient raiding tactics, and well bred though racially hodgepodge crew; he gained a reputation as gentleman pirate. This reputation sometimes afforded him victory without a fight; for a small vessel set upon by him knew they would be allowed to go on their way with their lives and ship, once Jake raided their cargo.

One fateful day after a number of years and failed attempts to match his sister's fame, Gentleman Jake found himself in a port, seeking out the most current news regarding his sister. Upon hearing about her latest successful exploits, he fell into a night of self-pitying drunken revelry, where, among other things, he unloaded his petty story of sibling rivalry to a human prostitute named Leena. The next morning the prostitute told him a rich friend of hers would like to meet him and possibly become his patron. Thus Jake met the half-orc Buck Law, a self-proclaimed "collector, seller, and lender". Buck wanted Jake to procure a magical map he knew Kalliegh had created and that Jake had blathered about to Leena the night before. As a token of his good faith, and to help Jake get the job done, Buck gave Jake the gift of a magic pendant called the Captain's Charm to aid him in leading his crew. It literally glowed with



power, a lovely but obvious beacon of magic. Suspicious, Jake asked why Buck would give a stranger like him a powerful magic item in the slim hope that he would betray his own sister to get another magical item. Buck said the map is far more valuable than the flawed magic item he was giving Jake. Buck explained the Captain's Charm had to be worn prominently in the lapel area to work, which significantly reduced its value to most buyers. To sweeten the deal, Buck offered Leena, a skilled spy and a "disciplinarian" as a helper in the task.

Jake took the job, and led several raids against his sister's ship to no avail. At this point he hatched a more covert plan with Leena, to have her try to get work on Kalliegh's ship. It was successful, and Leena successfully procured the map, but quickly disappeared. Jake was not the worse for wear in the deal, he still got his useful, albeit awkward, magic item which has proved of great use in leading his vessel and charming enemy captains, not to mention the ladies. However he has avoided returning to Buck's port of call for fear of retribution.

His current vessel is a red-striped, well-kept merchantman called *The Blushing Lady*. This politely racy name has helped put him into the contemporary tavern legends and aided his disarming reputation as a welcome raider. His jealousy of his sister is the one thing that sometimes causes his mask of the refined, alluring, cheerful commander to slip, and the one subject on which he is easily manipulated.

Gentleman Jake Male elf Rog7/Privateer10 (BI); CR 17; Medium-size humanoid (elf); HD 7d6+10d8+17; hp 92; Init +4; Spd 30 ft; AC 24(+4 Dex, +5 *Elven Chainmail*), flat-footed 20, touch 14; Atk +16/+11/+6melee (1d6+4/15-20, +3 *Keen Flaming Burst Scimitar*); +16/+11/+6 ranged, SA sneak attack +4d6; SQ *Evasion, Immunity to Sleep, Low-light vision, , Trapfinding. Trap Sense +2, Uncanny Dodge*; AL TN; SV Fort +14, Ref +7, Will +6; Str 13, Dex 18, Con 12, Int 15, Wis 10, Cha 26. Height 5 ft 2 in, weight 100 lbs

Skills and Feats : Appraise +15, Balance +11,



Bluff+21, Climb +7, Diplomacy +32, Escape Artist +4, Forgery +6, Gather Information +18, Hide +2, Intimidate +12, Jump +6, Listen +4, Move Silently +2, Profession (navigator) +10, Profession (pilot) +10, Profession (sailor) +6, Sea Legs +18, Search +6, Sense Motive +11, Sleight Of Hand +4, Spot +16, Swim +9, Tumble +22, Use Rope +8, Agile, Alertness, Athletic, Investigator, Leadership, Persuasive.

Possessions: +5 *Elven Chain Mail*, +3 *Keen Flaming Burst Scimitar*, *Captain's Charm*, *Ring of Protection from sharks*, *Testugo's Spy Glass (B!)*

Kaliegh Sharpeyes

For over 30 years, a young demure elf has quietly been patrolling and mapping the oceans. For the last 50 years she has been the captain of beautifully ornate galleon called *Sunken Dreams*. She and her ominously named ship are the benefactors of the sunken dreams of those that now rest at the bottom of the sea. For she is a world-class Salvager who has gained unbelievable fortune, and is the owner of priceless magical treasures, all of which she culled from the sunken vessels and lost items on the ocean floor. She has outfitted her ship with many of these treasures over the years and now has silver-studded masts and ship's wheel to match, as well as bejeweled yardarms and even a set of golden-threaded sails. Her crew is fiercely loyal and all are rich in their own right. The ship itself is outfitted to be as comfortable as sea life could be. Each sailor has at least a bed and locker of his own; most have their own cabin. The crew's number is light for a vessel of its size, only about 70 people, almost all elves, which makes for spacious quiet living. This is just how Kaliegh likes it, so that she can concentrate carefully on scanning the ocean for treasure. The elves are highly trained on the specialized rigging and other complicated modifications which have been made to the vessel in order to allow the light crew size. New crew members will require at least a full year of training before being competent to work as sailor on the vessel. Kaliegh always has a few new crew members in training in order to be prepared for casualties. The ship is also very well armed, with 16 large cannon built into a special raised fore deck in addition to the other guns normally found on a ship of this class. Despite this extra structure, the elven handiwork allows the ship to maneuver as well and sail as fast as a normal galleon. However, all the modifications have reduced the cargo capacity of the ship to 200 tons. The crew is well trained in defense. They are haughty and superior in demeanor and they are not about to let anyone have their coveted ship or treasure. There are 3 oceanic sentinels (B!) aboard who protect the ship even further with their specialized magic.

Kaliegh is a lovely, smartly dressed elf woman who came from an educated family of scholars and sailors. She is a well-versed navigator, cartographer, and Salvager, who has earned the respect and admiration of her crew through fair treatment and fair prize money. In her century plus at sea she had only one crewmember betray her. This was a human woman, named Leena, who she took on as a boson. Kaliegh thought it might be more orderly to have an outsider for bo-

sun, someone who would not be inclined to fraternize readily with the crew. However the woman was more of an outsider than Kaliegh expected; she was a spy for a rival pirate, Kaliegh's brother, Gentleman Jake. Jake and Kaliegh were raised in privilege but Jake did not take to scholarly education. His story is a tale of a life more daring than hers. They were both given money at a young age and both chose to use it to outfit ships. They occasionally corresponded about their exploits through messages left at a mutual neutral port. But eventually, after 20 years or so, when it was clear that Kaliegh was faring far better than he at privateering, Jake stopped communications and became her enemy. Over the years he has attacked her vessel three times but never succeeded in boarding or even seriously damaging her. Kaliegh always let him limp away. Eventually he sent Leena to spy on Kaliegh; Leena was more successful than Jake could have hoped. She had managed to steal and escape with Kaliegh's maps, created by her and enchanted by one of her Sentinels. With those maps Jake could sail the many seas with ease and foreknowledge. But it was not to be, Leena betrayed Jake too and ran with the maps for a few days. Kaliegh had scryings done and followed her maps to a small port city but soon after that the maps and Leena were protected from scrying, never to be found by Kaliegh. Kaliegh has not made a magical map since.

Kaliegh Sharpeyes Female elf Rog9/Salvager5; CR 14; Medium-size humanoid (elf), HD9d6+5d8; hp 70; Init +4; Spd 30 ft; AC 22 (+4 Dex, +8 bracers of armor), flat-footed 18; touch 14, Atk +12/+7 melee (1d8+4/19-20, +3 keen *Merfolk Trident*(B!)), +15/+10 ranged; SA Sneak Attack +4d6; SQ *Evasion*, *Immunity to Sleep*, *Low-light vision*, *Trapfinding*, *Trap sense* +2, *Uncanny dodge*; AL NG; SV Fort +10, Ref +19, Will +12; Str 12, Dex 18, Con 10, Int 19, Wis 14, Cha 16. Height 5 ft, weight 95 lbs

Skills and Feats: Appraise +21, Balance +14, Climb +2, Decipher Script +20, Diplomacy +11, Disable Device +16, Escape Artist +9, Gather Information +17, Hide +10, Jump +13, Listen +14, Move Silently +7, Open Lock +16, Profession: (navigator) +21, Profession: (sailor) +9, Sea Legs +18, Search +18, Sense Motive +8, Spot +14, Swim +11, Tumble +13, Use Magic Device +15, Use Rope +13, Alertness, Combat Expertise, Diligent, Investigator, Skill Focus (Spot)

Possessions: *Merfolk Trident* (B!), *the Admiral's Sextant*(B!), *Farscope*, *Allura's Blush Pendant*(B!), *ring of major fire resistance*, *ring of water walking*, *cloak of resistance* +5, *Boots of Speed*, *Iron Bands of Binding*, +8 bracers of armor, *iridescent ioun stone*.

Prestige Class – Salvager

A Salvager is a specialized seeker of fortune; an intuitive searcher of the world's waters for treasures lost to the deep. Sunken ships are his mother lode but an accomplished Salvager can find even lone objects at the bottom of the ocean. Salvagers benefit from having their own ship but can work off of any sea-going vessel. The Salvager has a feel for the displacement of water in the seas, making it possible for him to detect the



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Table 2-11: Salvager

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+1	Sense Sunken +10
2	+1	+0	+3	+1	Hook and Haul, Sense Sunken +15
3	+1	+1	+3	+2	Sense Sunken +20
4	+2	+1	+4	+2	Drowned Memory, Sense Sunken +25
5	+2	+1	+4	+3	Eye of Depth, Sense Sunken +30

shape of objects beneath the waves. He has a keen ability to latch onto those objects with the right equipment and haul them up to and to reap their rewards. Additionally the salvager can delve into the water to search for items with the same adeptness.

Hit Die: d8.

Requirements:

To qualify to become a Salvager a character must fulfill all of the following criteria.

Appraise: 4 ranks

Search: 7 ranks

Spot: 4 ranks

Use Rope: 4 Ranks

Feats: Alertness, Diligent, Investigator, Skill Focus: Spot

Class Skills:

The Salvager's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Decipher Script (Int), Disable Device (Int), Forgery (Int), Listen (Wis), Open Lock (Dex), Profession (sailor) (Wis), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Magic Device (Cha), Use Rope (Dex)

Skill points at Each Additional Level: 8+Int modifier.

Class Features:

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

Weapon & Armor Proficiency: Salvagers gain no proficiency in any weapon or armor.

Sense Sunken: At 1st level the Salvager gains the ability to spot displacement of water that might indicate a sunken ship or other stationary obstruction in the water below or nearby his ship with a +10 enhancement bonus to spot checks when looking for sunken objects even if they are hidden or camouflaged physically or magically. For every level after the first his sense improves by an additional +5 enhancement bonus to spot checks when searching. The spot DC for a mid to large sea vessel under the water is 5 at 10' of depth with +5 for every 10' beyond that. For a small vessel or single object the DC is 10 at 10' with a +10 for every 10' after that. For tiny objects such as a necklace or ring, the DC is 15 at 10' with a +15 for each additional 10'. If a salvager submerges to get closer to objects being sought the DC decreases in proportion to the distance to the object.

Hook and Haul: At 2nd level, the Salvager gains the ability to more precisely latch onto and haul up sunken objects. He gains a +10 enhancement bonus to his Use Rope when fishing for and

attempting to hook the object as well as hauling the object up. He further is so adept at this salvaging process that he may use equipment that would not normally be up to the task. All rope and chain he uses for the purpose of hauling up can support 50% more weight than normal.

Drowned Memory: At 4th level, the Salvager has plied his trade for so long that he has come to have a supernatural sense of sunken ships and is able to piece together what caused a ship he has found to sink. When he is within 100 feet of the sunken or raised ship he is able to summon a mental image of the last hour of the ship afloat in his head.

Eye of Depth: At 5th level, the Salvager is able to visually look into the waves off the side of his ship and see into the ocean as if he were looking across well-lit, open land from an appropriate height. Thus, if something is obstructed from view he could still not see it and if it very far away (such as a mile down) it would be hard to make out.

Mole

Mole was a normal dwarf working in the great forges of the Dwarven Halls until a freak accident with the flames claimed all his facial hair. This hair never grew back. Because his face was distorted from the burns, and lacking the important status symbol of a beard, he was shunned by the rest of dwarven society. He grew angrier each passing day against the other dwarves until fi-



nally, in a fit of fury, he killed several members of his family who had excluded him from a family feast. Once he calmed down and saw what he had done, Mole realized that he needed to disappear from the Dwarven Halls forever. After months of travel he came to a seaport and became fascinated with ships and water travel. Because of his unusually good vision he joined a merchant vessel and became its lookout during voyages.

Once, when Mole was off duty and went into the hold to catch a nap away from the others, pirates, led by Captain Zon, attacked the ship, and slaughtered most of the crew. Mole's ugly looks and rude manners, however, appealed to the pirates. He joined them as a lookout since the pirate's lookout had been killed in battle. He now is the lookout for the pirate's ship, *The White Fox*, and has had growing respect for Captain Zon, who Mole will protect with much vigor. He still holds a deep grudge against his own race but doesn't run into dwarves very often in the waters that Captain Zon sails. Nonetheless, he hates dwarves and will almost always attack them on sight. Mole also enjoys a greater share of the treasure on Captain Zon's ship, since most of the ships that are taken have been spotted by Mole. One of Zon's articles of conduct gives an extra ¼ share to the crew-member that sights a ship that is taken as prize.

Mole Male dwarf Rng7/Lookout2; CR 9; Medium-size humanoid (dwarf); HD: 7d10+2d6+36; hp: 77; Init: +4 (improved initiative); Spd: 20 ft; AC: 14 (+2 leather armor); Atk: +11/+6 melee (1d6+2x4, masterwork heavy pick); SA SQ Animal Companion (hawk), Combat Style (two-weapon), Darkvision 120 ft., 1st Favored Enemy (Dwarf), 2nd Favored Enemy (Animals), Improved Combat Style, Spells; Woodland Stride, Track, AL LE; SV: Fort.+13, Ref.+2, Will+4; Str 15, Dex 11, Con 19, Int 9, Wis 14, Cha 7. Height 4 ft 5 in, wt. 156 lbs

Skills and Feats: Climb +7, Jump +6, Listen +2, Spot +16, Survival+7, Alertness, Endurance, Great Fortitude, Improved Initiative, Skill Focus (spot),

Possessions: *Farscope (B!)*, +2 leather armor, masterwork heavy pick, *Sustaining Spoon*, 325 gp

Spells Prepared (2; base DC = 12 + spell level):
1st - *alarm*, *speak with animals*

Prestige Class – Lookout

Lookouts are a class of pirates that make their living by being the first one to spot a potential victim. Any class can become a Lookout, but rogues, bards and rangers make the best Lookouts.

Hit Die: d6.

Requirements:

To qualify to become a Lookout a character must fulfill all of the following criteria

Feat: Alertness, Skill Focus (spot)

Skill: Spot +10

Special: The character must have spent at least 6 months working in the crew's nest of any ship to become a lookout.

Class Skills:

The lookout's class skills (and the key ability



Table 2-12: Lookout

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Spot +2
2	+1	+3	+0	+0	Darkvision +60 ft.
3	+2	+3	+1	+1	Eagle Eye 1/day, Spot +3
4	+3	+4	+1	+1	Athletic
5	+3	+4	+1	+1	Spot +4
6	+4	+5	+2	+2	Darkvision +120 ft., Eagle Eye 2/day
7	+5	+5	+2	+2	Spot +5
8	+6	+6	+2	+2	See Invisible
9	+6	+6	+3	+3	Eagle Eye 3/day, Spot +6
10	+7	+7	+3	+3	Perfect Vision

for each skill) are Climb (Str), Craft (Int), Jump (Str), Spot (Wis), and Swim (Str).

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

Class Features:

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

Weapon & Armor Proficiency: Lookouts gain no proficiency in any weapon or armor.

Spot: Lookouts gain a natural bonus enhancement to all spot checks at all times.

Darkvision: At 2nd level, the Lookout gains darkvision 60 ft. If the character already has darkvision he gains an extra 60 ft. to his vision. This increases to 120 ft. at 6th level.

Eagle Eye: At 3rd level, a Lookout can see better for a given time period per day. He gains an additional +10 spot bonus for 10 minutes / 2 lookout levels. This increases to two times per day at 6th level and three times per day at 9th level.

Athletic: The Lookout gains Athletic as a bonus feat at 4th level.

See Invisible: At 8th level the Lookout gains the ability to discern the outline of invisible creatures by the minute differences in the air motions around them. This vision is limited to a range of 30 feet.

Perfect Vision: At 10th level, the Lookout may see through natural or magic fog, mist, and darkness, as if it was a clear day. This is a supernatural ability.

Shian Kao Shou

The waters between Tang Su and Fujian are often rough and choppy. The wise captain will consult with a seer to avoid the sudden storms, which blow in from the south and west, punishing the seas with howling winds that raise mountainous waves, which would prove ruinous to any ship that is caught in them. Most captains will follow the coast of Tang Su as far north as possible before striking out across the open seas to Fujian. However, the northern coastal waters of Tang Su boast a danger that is almost as great as the fury of the sea. The rocky, inhospitable coast of northern Tang Su displays sharp, gray cliffs reaching from their wave-swept base high into the sky. A multitude of islands dot the coastline, rising sheer out of the water like the jagged teeth of some

monstrous sea creature. Numerous smaller outcroppings and reefs combine with the treacherous currents between the islands to make for an extremely dangerous environment for any ship captain who is not intimately familiar with the waters. Hidden amidst these islands reside the Scalper Tribes, a confederation of goblin and orc tribes led by one of the most fearsome pirates of her day – the half-orc Shian Kao Shou.

Shian's reputation extends throughout Tang Su and even to Fujian. She has led raids all along the coasts of Tang Su, and has also made a few very destructive, although largely unsuccessful, raids on the coast of Fujian. However, her clear domain is the northern coast of Tang Su. She commands this area with an iron fist, and few ships can pass the islands without being spotted by one of the many sentries positioned on top of them. It is no surprise that few merchants dare pass through these waters without the surety of a "passage fee" paid to Shian's men in one of the dingy taverns of the small port town of Sanshan. Those that don't pay the extortion money are either convinced that their own ship can outperform Shian's junks, or that they can escape into the drizzle of a rainy day. All are aware that if their ship is caught by Shian, they will find no mercy at her hands, only an excruciating death.

Shian Kao Shou was born to a human woman, a slave to the orc leader of the Finger Tribe. Her mother died early in her life, finally falling victim to the brutality of her orcish captors. Shian has little memory of her, nor does she care to know more. As a half-breed, Shian learned the lessons of survival in the tribe early and quickly. Although she couldn't match the strength of orcish youngsters, she more than made up for it with her natural cunning, speed, and ability to learn quickly. On many occasions she would anticipate or retreat from an attack, disappearing into narrow goblin tunnels where the orcs were loath to follow. She would emerge only when she had a plan to defeat the attacker, often with help from the vindictive goblins, which hated their orc leaders as much as she did. Her knack for inventive cruelty gained her a reputation after several of her antagonists were found incapacitated but alive, with ears, fingers, or even eyes missing.

Realizing that her luck was due to run out sooner rather than later, Shian took an opportunity to escape the tribal home as a young teenager, stealing onto a ship as a stow-away. Undetected, she got off at the next port, without know-

ing where she was, and disappeared into the alleys of the town. There, she found a crawlspace to hide, and lived for many months while learning the ropes of her new home. The port was Sanshan, a dirty place where the sight of a half-orc was not uncommon. With puberty, her human heritage had started to show dramatically. Her body, always lithe and strong, grew sensuous curves that no orc female could match. Her thick, black hair, allowed to grow to into a long pony tail, accented her tall figure. Her face, punctuated by dark brown eyes with a purple hue, became exotically attractive to most humans, its beauty set off by the sharp fangs and greenish skin tone. Shian found that she could use a combination of her fighting prowess and her exotically appealing looks to gain control over the young thieves and thugs of the town. By the time she was well into her teenage years, she had consolidated the undisputed leadership of all youth gangs in town in her hands. In a daring move typical of her fearless attitude, Shian then went after bigger fish, and launched an all-out war against the established thieves' guild. With many of their leaders found blinded, mutilated, and nailed to the docks, the thieves' guild members either accepted her leadership or left town.

Shian found quickly, however, that the finesse and subtlety typical of a thieves' guild were not her style. Instead, after cowing most of the town's merchants into paying extortion money through her by now familiar brutal threats, she took her gang to sea, looking for richer pickings. Many of them had some familiarity with sailing, but it was still a difficult time, punctuated by several shipwrecks. Still, Shian became convinced of the value of this new pursuit after a few lucky catches of merchants loaded full with precious silks. She realized that the wealth sailing up and down the coast, bypassing the dreary port, was enormous. She also learned that her successful piracy actions would bring retribution in the form of a Tang Su imperial vessel, which arrived some time later to bring order back into Sanshan. Shian and many of her followers escaped under cover of darkness, but sunny weather soon showed the sails of the pursuing naval ship gaining rapidly. Faced with this threat, Shian did not hesitate in deciding on her next move: she set sail for the island of her birth. The island's protection of dangerous reefs deterred her pursuers, who watched from afar as Shian's ship gored itself on an underwater outcropping and foundered. Thinking the job done, they left Shian to the elements. However, although she hadn't planned on running aground, Shian had done so on her approach to one of the many sea caves of the island, knowing that inside she would find shelter, protection, and old, familiar tunnels. Most of her crew survived the shipwreck, following her into the cave, where they spent some time recuperating and salvaging the wreck.

After a few days, Shian went exploring in the caves and eventually made contact with her old goblin friends. A quick plan was laid, and she led her followers on an assault against the orcish leadership of the tribe. Surprised, the orcs fell easily, and Shian – after making some necessary examples of goblin contenders – claimed leadership of the tribe. She began to train them with



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brutal efficiency into a unified and capable fighting force. The goblins took to her leadership readily, being very receptive to Shian's organizational skills, which far surpassed any planning the orcs had ever been able to do. And Shian's plans, as usual, were not small. With the wealth she had garnered so far, she used her contacts in Sanshan to purchase three old slaver vessels that were not deemed fit anymore for the trans-ocean voyage. Carefully mapping out the reefs around the island, she trained with her crew until they could navigate smoothly from open water directly into the shelter of the larger sea caves. Cramping the slavers' low slave decks full of goblins, she then set forth again as pirate.

Shian's pirating career has been a stunning success. She has built her fleet into a formidable force, many crewed solely by capable and fanatic goblins. With the advantage of surprise and intimate knowledge of the areas currents and reefs, her ships appear from the shelter of the coastal islands, surrounding the target ship. When the victim tries to flee, one of her ships can inevitably cut it off and grapple with it, rendering it helpless in the water. The goblins then swarm across the deck and rigging, attacking in a frenzy inspired as much by lust for blood and loot as by fear of Shian's retribution if she sees someone not fighting. Even if the first waves of goblins are defeated, Shian's other ships soon arrive and finish the job. After the battle, the captured ship is often sailed back to the shelter of the islands. There it is unloaded, and if it is useable it is added to Shian's growing fleet.

Soon after the first reports of her piracy became known, an imperial naval fleet of six ships appeared to put a stop to it. This time Shian was ready, however. In the unfamiliar waters of the islands, the naval ships of necessity could not move very fast. Searching in vain for the pirate ships, which were hidden in the sea caves of the island, the commander of the fleet was surprised when he suddenly found his ships the target for catapults lobbing stones from the tops of the islands. Limping out of reach of the bombardment, only four severely damaged vessels made it out of the trap, inflicting a humiliating retreat on the navy.

Building on her success, and searching for new troops, Shian has over the last fifteen years expanded her control from her native tribe to the other tribes, which populate the honeycombs of caverns in the islands along the coast. In often bloody tunnel fighting she has conquered all major Scalper Tribes and combined them in a confederation under her control. Shian has improved the defenses of the islands against any assault by ship, constructing numerous great catapults supplied not only with hull-busting stones but also with burning wads of hide and pitch. The formidable armaments have made the islands, which had already been a secure and well-fortified home for the tribes, into a stronghold that no vessel dares approach uninvited.

In the last five years Shian has extended her reign of terror to the coastal settlements of the mainland. The small villages dotting the northern coast pose little difficulty to raids by Shian's fleet, and had been ignored by her for many years as being too poor to bother with. However, with the

success of her piracy the goblin forces have grown steadily, and Shian has eagerly trained many of them as sailors. Fewer goblins spend time fishing, while more mouths need to be fed. The villages have been raided to fill this gap. Although some villages were destroyed completely, with the population destined for the goblin cooking pots, most now simply pay around ten percent of their production to Shian for "protection". Shian collects her monthly extortion payments from the villages primarily in food.

Organization:

The Scalper Tribes are composed of the Finger, Eye, Ear, Tongue, Nose, and Scalp Tribes. Each Tribe is named for the rough shape of the island that is its home, but it is also customary to prominently displaying one's Tribe by wearing a necklace of the appropriate preserved body parts cut from defeated enemies. The collective name – Scalper Tribes – came into use long ago, when the Scalp Tribe boasted the most aggressive raiders of the mainland and started the tradition of scalping their enemies. The other Tribes followed suit, and only later changed their preference to the different body parts corresponding to their name. Many warriors of the Tribes still take the scalp as a trophy in addition to the other body part.

The population of the Tribes is primarily goblin, with a significant fraction of orcs. Each of the Tribes is led by a warchief that has been chosen directly by Shian. This may be a goblin or an orc, although Shian's disdain for orcs gives them a distinct disadvantage. When a warchief dies, any tribe member may step forward to claim the position. Shian supervises a fighting competition between the contenders, with the specific rules decided by her on the day of the competition. Usually, only one contender survives the battles. Shian then sees to it that the winner is healed, and fights against him herself. On some occasions the winner has died in the final fight with Shian, although usually he is only defeated and then healed. Shian, of course, has never lost, although it is rumored that on some occasions she has had to resort to using her supplies of poison and magic items to gain the edge.

Shian rules the Tribes absolutely, and brooks no opposition or dissent from anybody. She rules by force and fear, although her tactical and strategic leadership abilities are excellent in and of themselves. She continuously seeks to weed out the weakest members of any group, using their painful death as an "example" for the others. Her principle is that "there's always a coward". After every battle, she will exercise this principle, brutally executing one of her troops whom she had noticed during battle as slacking off. It should come as no surprise that when Shian is visible to her troops, they all fight with fearless ferocity. All of her troops within sight of Shian gain a +4 bonus on any fear or morale check.

Shian's inner circle consists of the humans and half-orcs that have accompanied her from her days in Sanshan, as well as some goblins – childhood friends from her own Finger Tribe. These individuals are extremely loyal, having been through many engagements with her, and are never selected by Shian for her "examples". They live in a finely appointed set of caves on the Finger

Island. When sailing out for battle, they often split up between multiple ships to provide a high level of coordination.

Shian's rule has made the shipping route past this coast more predictable. All ship captains understand that if they are seen, they will be intercepted. And they know that if they are not flying the appropriate colored flags, they will be attacked and likely sunk. The flag system used by Shian is a code which identifies a ship as having paid the appropriate passage fee. Six different colors (red, black, white, green, yellow, and blue) and six different symbols (one for each Tribe) are combined to give 36 different flags. In Sanshan, a ship captain may purchase a set of three flags, which make up a code that is valid for a specific month. Each code is only sold once, and can be used only once before it is considered invalid. Of the total 7776 possible codes, at most about a hundred are valid in any given month. Shian's quartermaster Chan Xiao maintains the master codebooks, which specify the valid codes for the next twelve months or more in a script only he fully understands. Every month the new valid codes are drawn in color onto papers and distributed to Shian's men in Sanshan, as well as provided to her ship captains that patrol the shipping lanes. As codes are sold and spotted, the information is forwarded to Chan Xiao, who collates it and also updates the spotted (and thus now invalid) codes for all ship captains on a daily basis. Upon special arrangement with Chan Xiao, the codes may be purchased up to a year or more in advance, to prepare for a return voyage past the islands. However, due to prevailing winds and currents, most ships actually don't sail past the islands on the way from Fujian (southward), only on the way there (northward). If a set of these papers is lost, Shian will not worry overly much, as she assumes that at most one or two ships will slip by on stolen codes during the month. She will, however, alert her spies in every port to look for anyone trying to sell the stolen codes. If she finds such a culprit, he will be kidnapped and brought to the islands for a very unpleasant ending.

The cost of the passage fee depends on the value of the cargo declared by the ship captain. Shian demands ten percent of the purchase cost of all carried merchandize or treasure, and 10 gp for each passenger. In order to keep the ship captains honest in their declarations, Shian will order boarding and inspection of about one in ten vessels that pass through her domain even with valid codes. Usually Chan Xiao and even Shian herself will be on these inspection tours, and in general they are made with a large fleet of ships rather than just one patrol ship. Chan will have a list identifying the valid codes, as well as the amount for which they were sold. If a discrepancy is found, Shian will not ask for explanations, preferring to attack first and then find answers later.

Whether a ship is taken because it failed to pay the passage fee, or was caught trying to get by with a low declaration of value, Shian will seek to capture both crew and ship. Shian does not take many prisoners for ransom, preferring to give the goblins a treat by letting most of a killed or captured crew end up in the cooking pots for an after-battle feast. Only important persons are kept alive, with the prospect of a ransom payment re-

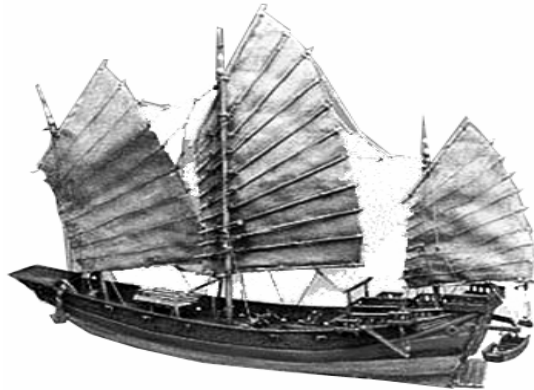
turning them to freedom from the damp dungeon cells deep inside the islands.

Shian's Forces:

The goblins and orcs are standard representatives of their race. They tend to have skills appropriate to their living conditions, focused on survival at sea. Most know how to swim (80%, average rank 5), and many have some skill at sailing (50%, average rank 3). Shian has seen to it they are well trained and well supplied for combat.

These goblins do not train any type of wolves, due to their island homes. They do train volos, large vulture-like birds, which nest on the islands. Although fearsome looking and potentially vicious, the birds are not usually dangerous to any creature of small size or larger, as they will only attack something that large if they are helpless. They will attack a lone swimmer in the water, seeing a head as a perfect target. They have statistics equivalent to a hawk. The volos are used by the goblins as spies and as messengers. They can soar for hours high above the water, and some are trained to return for a reward when they spot a ship approaching. Additionally, many are trained to fly to a particular island and back, carrying messages or small packages.

Shian's ships are mostly junks, which are fairly flat-bottomed vessels with a squarish bow



and high stern. The deck amidships is generally covered by a tent-like canopy, which may extend all the way to the stern. The sails are very distinctive, in that they are fashioned of bamboo-battened cloth forming several large horizontal panels. This rigging style has the advantage of providing a large sail area to catch the frequently light local winds, while being able to be quickly reefed in order to react to the sudden squalls that spring up in these seas. For purposes of maneuvering, the rigging can be considered a square rig.

Small Junk

Description: This ship is a junk-rigged vessel with two masts. Its flat bottom allows for easy travel in large rivers. It has a squarish bow and a high stern. The junk rig can be considered a square rig for purposes of naval maneuvering.

Size: Length 55', Keel 40', Beam 16', Depth 8'

Crew: Optimal: 12 (Piloting DC 16)

Adequate: 9 (Piloting DC 20)

Skeleton: 6 (Piloting DC 24)

Minimum Sailing Ranks: 3

Rigging / Sails: Main Mast - 1 Large Junk, Hit Points 40
Fore mast - 1 Medium Junk, Hit Points 30
Oars / Oarsmen: none
Speed: 6 (sail)
Acceleration / Deceleration: 1/3 (sail)
Maneuverability: D
Seaworthiness: -3 (poor)
Cargo: 20 tons
Transport: 40 (80 goblins)
Hull: Hit Points: 45, Hardness: 8, Break DC: 28
Deck: Hit Points: 30
Armaments: Optional: 3 small cannons (swivel-guns) on aftcastle

Large Junk

Description: This ship is a junk-rigged vessel with three masts. Its flat bottom allows for easy travel in large rivers. It has a squarish bow and a high stern. The junk rig can be considered a square rig for purposes of naval maneuvering.

Size: Length 80', Keel 60', Beam 25', Depth 9'
Crew: Optimal: 24 (Piloting DC 17)
Adequate: 18 (Piloting DC 21)
Skeleton: 12 (Piloting DC 25)

Minimum Sailing Ranks: 4

Rigging / Sails:

Main Mast - 1 Large Junk, Hit Points 40
Fore mast - 1 Medium Junk, Hit Points 30
Mizzen mast - 1 Small Junk, Hit Points 20

Oars / Oarsmen: none

Speed: 6 (sail)

Acceleration / Deceleration: 1/3 (sail)

Maneuverability: E

Seaworthiness: 0 (fair)

Cargo: 56 tons

Transport: 60 (120 goblins)

Hull: Hit Points: 115, Hardness: 8, Break DC: 28

Deck: Hit Points: 70

Armaments: Optional: both sides: 2 medium cannons on deck

4 small cannons (swivel-guns) on aftcastle

Statistics:

The following numbers count only goblins and orcs capable of fighting. An equal number of additional noncombatants also live on the islands.

Finger Tribe: goblins: 330 1st level, 6 2nd level, 13 3rd level, 4 4th level, 2 5th level, 1 6th level, 2 7th level, 55 volos

Warchief Narom Kao (NE male goblin Ftr7/Marauder2)

Ships: 3 Small Junks, 2 Large Junks, 1 Small Carrack

Eye Tribe: goblins: 280 1st level, 8 2nd level, 5 3rd level, 2 4th level, 1 5th level, 1 6th level, 35 volos
Warchief Hje Mam-Hin (CE female goblin Ftr7)
Ships: 5 Small Junks

Ear Tribe: goblins: 180 1st level, 5 2nd level, 6 3rd level, 4 4th level, 2 6th level, 20 orcs (1st level), 2 2nd level, 1 4th level, 1 6th level, 40 volos

Warchief Hsu Chaur-Jian (LE male goblin Rog8)

Ships: 2 Small Junks, 1 Caravel

Tongue Tribe: goblins: 150 1st level, 3 2nd level, 3 3rd level, 1 4th level, 3 5th level, 50 orcs (1st level), 4 2nd level, 2 3rd level, 1 5th level, 25 volos

Warchief Jingkun Chen (NE male goblin Ftr7)

Ships: 3 Small Junks, 1 Large Junk

Nose Tribe: goblins: 130 1st level, 16 2nd level, 8 3rd level, 6 4th level, 5 5th level, 3 6th level, 1 7th level, 2 8th level, 45 volos

Warchief Quihong Ang (LE female goblin Ftr6/Marauder3)

Ships: 2 Small Junks, 1 Large Junk

Scalp Tribe: goblins: 60 1st level, 2 2nd level, 1 3rd level, 1 5th level, 1 6th level, 30 orcs (1st level), 4 2nd level, 2 3rd level, 1 4th level, 1 7th level, 15 volos

Warchief Tin Tj (NE male goblin Rog7)

Ships: 2 Small Junks, 2 Large Junks

Shian's personal forces: divided into the Circle of Eight (her most loyal and closest followers, numbering only eight), and the Red Guard (mostly goblins, the best picked from all tribes)

Shian Kao Shou (LE female half-orc Ftr7/Marauder10 *see below*) – leader, captain

Chan Xiao (LE male human Wiz11 *see below*) – quartermaster, second in command, lover

Ghia Goc (NE female goblin Ftr7) – bodyguard, always near Shian, childhood friend

Siok Kurja (NE male human Sor9) – personal mage, always uses spells to defend Shian

Gunmoo Jeong (LE male half-orc Rog10) – security chief, spy master

Juhyon San (CE female human Ftr8) – interrogator, torture specialist, enforcer

Seung Hyun (N male human Sor5/Oceanic Sentinel 3) – pilot, navigator, ship mage

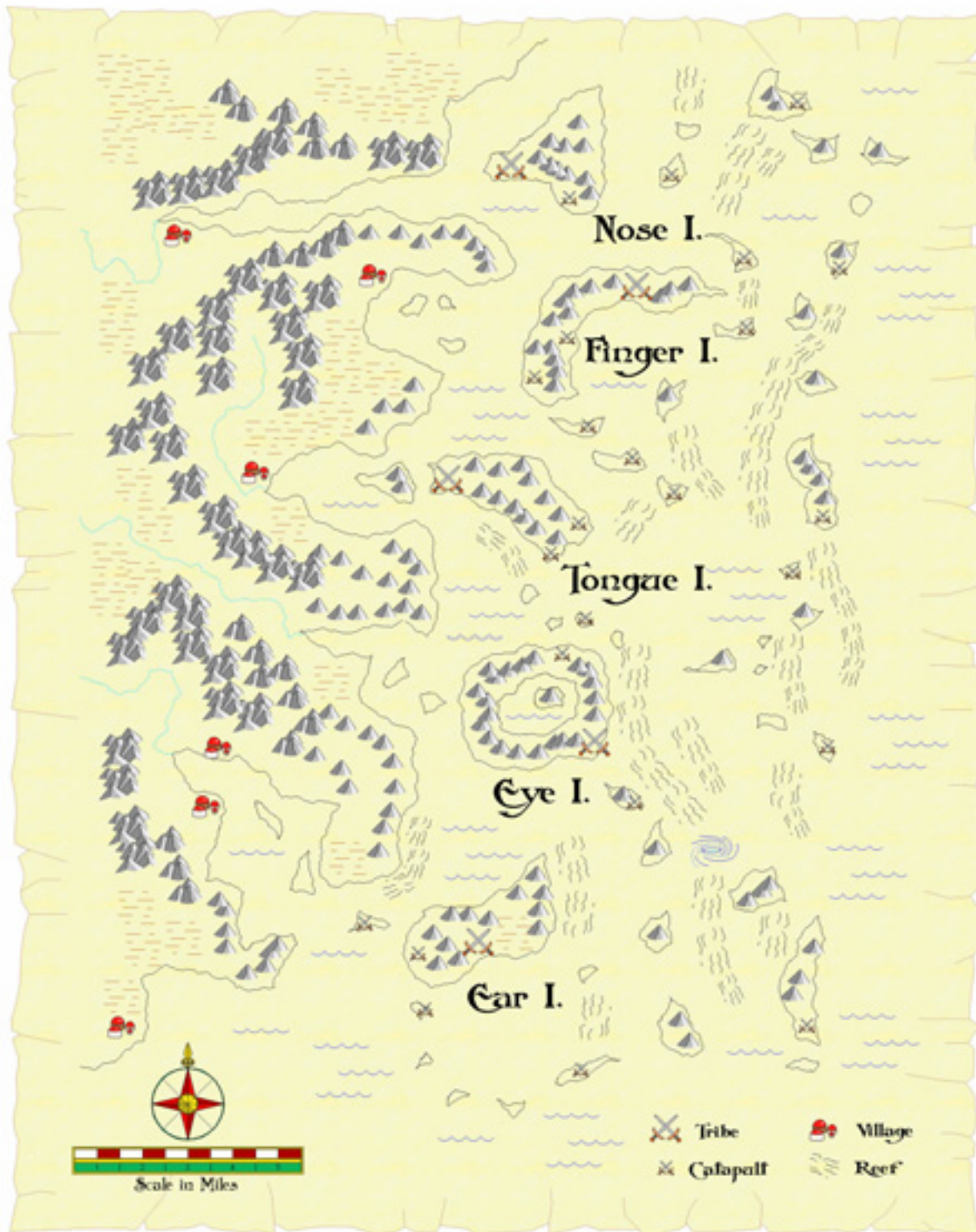
Tecia Hyun (CE female human Wiz9) – battle mage

Tam Anh (NE female goblin Rog8) – spy, messenger, assassin

Red Guard: goblins: 20 1st level, 38 2nd level, 15 3rd level, 8 4th level, 4 5th level, 2 6th level, 2 7th level, 15 volos, humans: 2 2nd level, 3 3rd level, 1 7th level, half-orcs: 2 3rd level, 1 5th level, 1 6th level

Ships: 1 Frigate

Shian Kao Shou Female half-orc Ftr7/Marauder10; CR 17; Medium-size humanoid (half-orc); HD: 7d10+10d12+51; hp: 183; Init: +7 (Dex, Improved Initiative); Spd: 30 ft; AC:23 (+3 Dex, *ring of protection* +5, *bracers of armor* +5); flat-footed 20, touch 13, Atk: +26/+21/+16/+11 melee (1d8+10, *spellcatcher longsword*+4), +20/+15/+10/+5 ranged (1d10 crossbow, repeating heavy, poisoned with huge scorpion venom DC26 1d8 Str or gargantuan centipede venom DC26 1d8 Dex); SA Instill Fear, Lead by Fear, Aura of Terror, Horrific Reputation; SQ Darkvision, AL LE; SV: Fort. +13, Ref. +7, Will +8; Str 18, Dex 16, Con 16, Int 16, Wis 12, Cha 18. Height 6 ft 3 in, weight 130 lbs



Skills and Feats: Bluff +16, Climb +11, Diplomacy +12, Gather Information +16, Handle Animal (volos) +7, Intimidate +25, Jump +11, Knowledge (local) +11, Profession (sailor) (B!) +6, Sense Motive +5, Spot +7, Swim +9, Blind-Fight, Cleave, Combat Reflexes, Exotic Weapon (crossbow, repeating heavy), Great Cleave, Improved Critical (longsword), Improved Initiative, Improved Sunder, Leadership, Persuasive, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: *spellcatcher longsword* +4, 40 special crossbow bolts with hollowed tips for poison, 20 doses huge scorpion venom, 20 doses gargantuan centipede venom, *ring of protection* +5,

bracers of armor +5, *Alura's Blush necklace* (B!), 4 *potions of water breathing*, *horn of fog*, *horn of the tritons*, cash assets (coin, jewelry, bullion, gems): 12,000 gp on Finger Island, 270,000 gp hidden in 5 secret underwater places around the islands whose exact location is known only to her, Chan, and Ghia.

Chan Xiao male human Wiz11; CR 11; Medium-size humanoid (human); HD: 11d4+22; hp: 51; Init: +5 (Dex, Improved Initiative); Spd: 30 ft; AC: 11 (+1 Dex, *cloak of displacement*); flat-footed 10, touch 11, Atk: +10 melee (1d4+5 dagger, poisoned with huge scorpion venom DC26 1d8 Str or gargantuan centipede venom DC26 1d8 Dex), +6

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ranged (1d10, heavy crossbow, poisoned as for dagger); SA familiar - volos; SQ none, AL LE; SV: Fort. +5, Ref. +4, Will +11; Str 14, Dex 13, Con 15, Int 19, Wis 18, Cha 14. Height 6 ft 2 in, weight 195 lbs

Skills and Feats: Appraise +10, Concentration +16, Decipher Script +10, Knowledge (local) +9, Knowledge (arcana) +9, Profession (sailor) +6, Spellcraft +20, Spot +11, Swim +6, Combat Casting, Enlarge Spell, Improved Counterspell, Improved Initiative, Scribe Scroll, Silent Spell, Spell Mastery (*sleep, dispel magic, greater invisibility, polymorph*), Still Spell.

Possessions: *dagger*+3 with hollowed pommel for 5 doses of poison that can be released onto the blade through a channel one dose at a time by a secret catch, 40 special crossbow bolts with hollowed tips for poison, 20 doses huge scorpion venom, 20 doses gargantuan centipede venom, *ring of protection* +5, *cloak of displacement*, *wand of magic missile* (7th level caster), *wand of greater invisibility*, *wand of ice storm*.

Wizard's Spellbook (4/5/5/5/4/2/1) DC = 14 + spell level: 0 - all; 1st - *alarm, animate rope, charm person, grease, identify, mage armor, magic missile, sleep*; 2nd - *arcane lock, blur, fog cloud, gust of wind, locate object, mirror image, obscure object, protection from arrows, pyrotechnics*; 3rd - *dispel magic, flame arrow, fly, invisibility sphere, lightning bolt, nondetection, secret page, sepia snake sigil, sleet storm, water breathing*; 4th - *dimension door, ice storm, greater invisibility, polymorph, scrying*, 5th - *cloudkill, dominate person, Leomund's secret chest, teleport*; 6th - *control water, guards and wards, legend lore, Otiluke's freezing sphere, shadow walk*.

Prestige Class - Marauder

There are many kinds of raiders that prey upon the merchants of the seas, and the coastal towns. Of these, the marauder is one of the most feared by the common populace. Reputed for both effectiveness and brutality, marauders make the spreading of terror an integral part of their profession. Their goal is often not so much a single treasure, as the domination and subjugation of a whole area to their control by virtue of fear.

Fighters and barbarians are common classes from which to become a marauder, and rogues are also not infrequent. Most other classes will find the emphasis on warfare and skill at arms required for a marauder difficult to match, and even unappetizing.

Hit Die: d12.

Requirements:

To qualify to become a marauder a character must fulfill all of the following criteria.

Alignment: Any evil.

Base Attack Bonus: +6

Intimidate: 9 ranks

Feats: Power Attack, Cleave, Leadership

Special: To begin training as a marauder, a character must find a suitable leadership position in the service of another marauder. Examples might be 1st mate on a ship, commander of a guard post, etc. A test of fighting skills is usually also required, often in the form of a deadly duel



Table 2-13: Marauder

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Instill Fear
2	+2	+3	+0	+3	Bonus Feat
3	+3	+3	+1	+3	Insider
4	+4	+4	+1	+4	Lead by Fear
5	+5	+4	+1	+4	Bonus Feat, Insider
6	+6	+5	+2	+5	Aura of Terror
7	+7	+5	+2	+5	Insider
8	+8	+6	+2	+6	Bonus Feat
9	+9	+6	+3	+6	Insider
10	+10	+7	+3	+7	Horrorific Reputation

between two applicants for the position. Once the character is a 5th level marauder, the character can continue training without any mentor, and may also take on protégés himself.

Class Skills:

The marauder's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Profession (sailor) (Wis), Spot (Wis), Swim (Str).

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

Class Features:

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

Weapon & Armor Proficiency: A marauder is proficient with all simple and martial weapons, with all types of armor, and with shields.

Instill Fear: The marauder gains a bonus of +2 on any Intimidate check, and will double the duration of any successful intimidation, including the demoralization of an opponent in combat.

Bonus Feats: At 2nd, 5th, and 8th level, the marauder gains a bonus combat-oriented feat, restricted to the same choice of feats as a Fighter's bonus feats.

Insider: The marauder gains a well-placed insider in the organization of her choice. This may be a local government, an imperial navy, the smuggler's ring, or even another officer in the marauder's own organization. The game master decides who exactly the insider is, as well as his level and skills. The insider is very loyal to the marauder, although not openly so. The insider will take significant risks in order to provide the marauder with information and aid. If an insider is uncovered or otherwise lost, the marauder will gain a replacement for that insider only after the marauder has gained another two levels. This replacement is in addition to any new insider the marauder may get for gaining those levels.

Lead by Fear: The marauder gains a bonus of +1 on her Leadership score for every dissenter whom she makes an example of, and personally fights and kills. The dissenter must be a member of the marauder's organization, or a defiant opponent leader. The bonus for any given kill lasts 6 months. The maximum bonus at any given time due to this ability is +4, although this certainly does not stop the marauder from making exam-

ples of more people.

Aura of Terror: The marauder can make an Intimidate check against more than one person at the same time. The maximum number of people targeted, in particular for the demoralize opponent check, is equal to the level of the marauder. The marauder makes only one roll, which is checked against the DC of each target separately to determine the effect. As per the Instill Fear class feature, the marauder gets a +2 on the roll and doubles the duration of the effect.

Horrorific Reputation: The marauder can instill terror in a whole area, subjugating the area to her demands. To do so, the marauder must raid and completely devastate an area of similar size and strength in the vicinity of the target location. Thus, for example, if a marauder wishes to create a Horrorific Reputation in a coastal town, she needs to raze another coastal town that is near enough for the reports to come back vividly to the target town. Once the area has been raided, she can then approach the leadership of the target area, and demand tribute, taxes, or other similar consideration. If she makes a successful Intimidate check against the leader, the demands will be met for the duration of the next year. The game master can assign penalties to the DC of the Intimidate check if the demands are excessive, for example more than 20% of the annual income of the area. Also, for each additional area that the marauder wishes to subjugate without first doing another raid, the marauder has a -2 cumulative penalty to the Intimidate check. If an Intimidate check is failed, another one can only be attempted after another raid, and will be made at -4 penalty in any case. Also, any subsequent checks in other areas will also have this additional -4 penalty unless another successful raid is first made. After a year has passed, the marauder must make another Intimidate check to continue the arrangement. This check is at -4, unless during the year another raid has been made in the area. However, there is no cumulative penalty to this yearly check for multiple towns - they are all equally afraid. The game master can always ask the marauder to make an Intimidate check to retain control of the area, when special cases arise in the area that may give the people the courage to throw off the yoke.



Golthrok Stormrider

Golthrok Stormrider doesn't know exactly how old he is, because he was orphaned at a very young age. He believes he is only 192, but he is actually 245 years old, quite near being venerable. He lived most of his life in the slums of a port city, until one fateful day he was pressed into a crew. He learned the ways of the ocean, but he knew more about anger than sailing. Realizing this, his captain trained him the best he could to make him a fighting machine to be used in deck raiding. Golthrok became well known for his violence and fury in combat, and of course, his amazing deck leaping abilities. Golthrok eventually trained four others in the crew, which became a crack team of Reckless Boarders. He has played both sides, working on pirate ships as well as ships of privateers, and became wealthy. Unfortunately, Golthrok lost all of his wealth except for a few well-hidden magical possessions and has just recently finished a 30-year jail sentence. Captain Del Mont, a human pirate who had masqueraded as a privateer to get crewmen, betrayed him to the local authorities, easily tricking Golthrok who isn't very bright. Golthrok was tried, with the rest of the crew, and they were all sentenced to serve time in jail, since there were no murders attached to their piracy. Golthrok has started feeling his age, acting as if his life is over. Recently released from prison when the new governor freed all prisoners, Golthrok has taken to frequenting pubs quite often, using intimidation to get drinks because he has little of his treasures left, and is reluctant to sell the items he has retained. Recently, Golthrok has heard that Captain Del Mont is still alive, and he would give anything to find him and get revenge. Golthrok has been asking all sailors in port if they have heard of Del Mont or his ship, the *Water Lily*.

Golthrok Stormrider: Male dwarf Ftr 7/ Reckless Boarder 9; CR 16; Medium-size humanoid (Dwarf), HD16d10+48; hp 136; Init +2; Spd 20 ft; AC 24 (+2 dex, +5 *chain shirt*, *bracers of armor* +4) flatfooted 22; touch 15, Atk +27/+22/+17/+12 melee (1d8+12/19-20, *Bounty Hunter*) +18/+13/+8/+3 ranged; SA Greater Wrath, racial qualities; Reckless Fury;; SQ Jump the Deck AL CN; SV Fort +14, Ref +7, Will+4; Str 22, Dex 14, Con 16, Int 12, Wis 8, Cha 9. Height 4 ft 3 in, weight 150 lbs

Skills and Feats: Climb +21, Intimidate + 13, Jump +35, Swim +21, Tumble +16; Cleave, Dodge, Expert Swimmer, Great Fortitude, Imbibe, Mobility, Power Attack, Skill Focus (Jump), Spring Attack, Swashbuckling, Weapon focus (longsword), Weapon specialization (longsword)

Languages: Dwarf, Common, Giant

Possessions: *Bounty Hunter*, +5 *chain shirt*, *Bracers of Protection* +4, *Pirate's Boots*, *Ring of Comprehension*

Prestige Class – Reckless Boarder

Many think of dwarves as mountain faring folk whom are excellent warriors, crafters, and miners. The reckless boarder is almost nothing

Table 2-14: Reckless Boarder

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Leaper +1; Wrath 1/day
2	+2	+3	+0	+0	Jump the Deck
3	+3	+3	+1	+1	Leaper+2; Recklessness, Wrath 2/day
4	+4	+4	+1	+1	Unhindered(Light), Reckless Fury
5	+5	+4	+1	+1	Leaper+3; Great Leaper, Improved Wrath
6	+6	+5	+2	+2	Mobility; Improved Recklessness
7	+7	+5	+2	+2	Leaper+4; Wrath 3/day, Unhindered (Medium)
8	+8	+6	+2	+2	Greater Wrath, Spring Attack
9	+9	+6	+3	+3	Leaper+5; Wrath 4/day
10	+10	+7	+3	+3	Perfect Recklessness

like a typical dwarf. Generally, reckless boarders come from the dregs of dwarven society, who are more interested in adventuring and fighting rather than the treasure that is normally associated with adventuring. Because reckless boarders are so destructive, they make perfect strike crews. Generally due to their wild natures, these dwarves make excellent boarding crew for ship-to-ship attacks. Whereas typical dwarves are noted for their crafting, these dwarves are noted for their incredible leaping abilities and wild combat urges. It is not uncommon for a squad of 4-5 of reckless boarders to be able to take out an entire enemy crew.

Barbarians, ex-monks, rangers, and fighters are well suited for the reckless boarder class because of their abilities to fight. A rogue can also become a good reckless boarder, using his plethora of skills to efficiently take out his enemies or anything else that may stand in his way.

Hit Die: d10

Requirements:

To qualify to become a reckless boarder a character must fulfill all of the following criteria.

Base Attack Bonus: +7

Race: Dwarf

Intimidate: 3 ranks

Jump: 8 ranks

Tumble: 3 ranks

Special: Cannot be lawful alignment.

Class Skills:

The Reckless boarder's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex)

Skill points at Each Additional Level: 4 + Int modifier.

Class Features:

All of the following are class features of the reckless boarder prestige class.

Weapon & Armor Proficiency: The reckless boarder is proficient with all simple and martial weapons, light and medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move silently, Pick Pocket, and Tumble.

Leaper: The reckless boarder gains an inherent bonus to jump checks. This bonus is +1 at first level, and increases by +1 every two levels thereafter. At 5th level, the reckless boarder can take a 10 on any jump check regardless of the circumstances.

Wrath: At 1st level and above, the reckless boarder can become so violent in combat that he calls upon all of his power to kill his opponents. In his fury, the reckless boarder becomes extremely powerful. The reckless boarder temporarily gets a +4 bonus to strength for the duration of his fury. The wrath last for a number of rounds equal to his new strength modifier.

At 5th level, the reckless boarder gets +6 strength bonus when going into a wrath.

At 8th level, the reckless boarder gets +8 strength bonus when going into a wrath.

Jump the Deck: At 2nd level a reckless boarder's running jump distance is 20 x height.

Recklessness: At 3rd level the reckless boarder gets the extraordinary ability to fight with no regard to his own life. The reckless boarder gets +2 to all melee attack and damage rolls, but has a -2 AC.

Unhindered: At 4th level a reckless boarder has the extraordinary ability to ignore the effects of armor check penalties for light armor. At 7th level he ignores the armor check penalties for medium armor.

Reckless Fury: At 4th level the reckless boarder gains the extraordinary ability to go into a reckless fury once a day. Any enemy who sees (thus it would not affect blind creatures or battles in complete darkness) the reckless boarder in such a state must make a Will save against the reckless boarder's intimidate check. This is a fear effect. If the enemy fails the Will save they are stunned for one round and then shaken for the round afterwards. This ability leaves the reckless boarder fatigued after the encounter ends.

Mobility: If the character does not already have it, he gets the Mobility feat at 6th level.

Improved Recklessness: At 6th level, the reckless boarder only has a -1 to AC.

Spring Attack: If the character does not already have it, he gets the Spring Attack feat at 8th level. He gains the ability even if he would not ordinarily qualify for it.

Perfect Recklessness: At 10th level, the reckless boarder has no penalty to AC and gains damage reduction 4/-.



Fortunata Mercedes del la Sol

Fortunata came from the Ojos Forest in the Southern Colonies. She spent 19 years in the forest before ever having the opportunity to leave them. At 19 she was chosen to go with a group of others of her village to Hacedor on a trading mission. While in Hacedor she was shanghaied and put upon a ship, *The Flying Goose*. This was a pirate ship, a lifestyle that sickened Fortunata. She watched and waited, knowing that if she were patient she would get free. Her chance came one day when the ship was moored in a bay near an island that the pirates called Fanjini Pan. She overheard the pirates talking about the island being haunted. Pirates are a very superstitious lot and they were jumpy being so close to the island. They didn't check Fortunata's bindings, and in the dark she went overboard and swam to the island, figuring that it was better being stranded than with the pirates.

Once on Fanjini Pan she hid until the pirates left. Fortunata was happy to be back in a forest, even though the flora and fauna was quite different from her home. She was grateful for the chance to be free. The longer she stayed on the island the more protective she became, until this became her most important mission in life. After almost 10 years living on the island, becoming more involved with the wildlife, she became the Island Protector of Fanjini Pan.

One day a pirate ship was anchored in the bay, and several of the pirates came ashore. They started hacking up trees and hunting the animals. Fortunata made certain that those pirates would never harm her island again. In the cover of night

she laid the dead pirates on the beach as a warning to the others on the ship. In the morning when others from the ship came ashore to see what happened, even these hardened thieves and murderers were appalled and terrified at what they found. They quickly left, and it is certain that they spread the tails of Fanjini Pan being haunted and deadly.

Fortunata Mercedes del la Sol Female human Rgr 10/Island Protector 4; CR 14; Medium-size humanoid (human); HD: 14d8 +14; hp: 80; Init: +8 (Dex, Improved Initiative); Spd: 30 ft; AC:16 (+4 Dex, *amulet of natural armor*+2); flat-footed 12, touch 14, Atk: +15/+10/+5 melee (1d6+2, club); +17/+12/+7 ranged (1d8+1, +1 longbow of distance); SA Favored enemy (humanoid- aquatic +2), Track, Wild empathy, Combat style (archery- Rapid Shot), Endurance, Animal Companion, Favored enemy (human +4), Improved combat style (archery- Manyshot), Woodland stride, Swift tracker, Evasion, Favored enemy (Monstrous humanoid +4), Understanding, Song of growth, Unnatural balance, Talk to the wind, Keening curse, track +10; SQ none, AL N; SV: Fort. +13, Ref. +18, Will +10; Str 14, Dex 18, Con 12, Int 10, Wis 16, Cha 10. Height 5 ft 6 in, weight 145 lbs

Skills and Feats: Balance +9, Climb +7, Concentrate +3, Heal +8, Hide +14, Jump +7, Knowledge (nature) 9, Listen +10, Move Silently +14, Ride +7, Search +5, Spot +10, Survival +17, Swim +6, Improved Initiative, Point Blank Shot, Precise Shot, Skill Focus (Survival), Stealthy

Spells Prepared (3/2/2; base DC = 13 + spell level): 1st- *charm animal, longstrider, speak with animals* 2nd-*barkskin, cat's grace, 3rd- summon nature's ally III, tree shape*

Possessions: +1 longbow of distance, *amulet of natural armor* +2, *boots of speed, bracers of archery, cloak of resistance* +3, *periapt of health, ring of sustenance*

Prestige Class - Island Protector

Island Protectors are so strongly tied to the land that they become a part of it. The gods themselves bless the members of this prestige class, recognizing that their love for the land makes them the best qualified to defend and heal it. Island Protectors use their magic abilities to nurse a ruined forest back into bloom and to curse those who caused its destruction.

Druids, and rangers are drawn toward this class. Assuming the post of an Island Protector is not to be taken lightly. Once given powers by the gods, the Island Protector usually feels an aversion to leaving their island and those on it unguarded. They venture from the wilderness only when tracking wrongdoers who have grievously transgressed them. Despite the name, Island Protectors can also be found in mainland forests and other 'islands' of wilderness. They are not only tied to isolated islands. Those that are on islands are often sailors who were shipwrecked long ago.

Those who travel through the territory of an Island Protector and take care to do as little damage as possible often don't even realize that there

is a protector in the vicinity. They have no idea that the rustling in the trees and that spooky feeling of being watched are the result of being carefully studied by watching eyes. Those that have been lost and helpless can be found sitting in taverns and telling tales of the benevolent guardian who fed and sheltered them until the storm passed. Settlements who are aware of the existence of an Island Protector nearby tend to look upon the guardian as a friend and sometimes savior. When such groups have need of something the forest can provide, they usually have prearranged deals with the Island Protector to chop wood in certain areas or to hunt certain types of animals that are overly plentiful.

As he advances in the Island Protector class, the individual loses touch with his previous moral convictions. Island Protectors are concerned with nothing but their land and forest. This can lead to alliances with the pure and good or with those that are corrupt and evil. For example, pirates have been known to seek out islands with a protector. Knowing that the base of their operations or a buried treasure is protected by a vicious, somewhat divine fighter is usually worth the hassle of going out of their way to treat the forest with respect.

Ruthless and humorless when it comes to guarding their land, Island Protectors ferociously enforce their own laws. Individuals who attack indigenous plants or animals will be driven out of the woods and, if on an island, into the sea. If the transgressions are deemed great enough, the Island Protector may begin a magical attack designed to both punish the guilty and teach them an unforgettable lesson about respecting nature. Those foolish enough to attack a nymph or the other fey normally taken on by island protectors as lovers, may face a fate of unspeakable horror. When absolutely enraged, Island Protectors usually slay their prey and gut them, leaving the pieces on the ground as a warning to others. Island Protectors are also fond of killing an opponent and then reincarnating them as a forest animal. Any equipment carried by an individual slain by an island protector usually ends up unused in the Island Protector's personal trophy room. Like the forces of nature itself, Island Protectors are without mercy and their punishment can seem harsh to outsiders.

Hit Die: d8.

Requirements:

To qualify to become an island protector, a character must fulfill all of the following criteria.

Base Attack Bonus: +6

Feats: Track, Skill Focus (Survival)

Survival: 10 ranks

Climb: 5 ranks

Hide: 6 ranks

Move Silently: 6 ranks

Alignment: Any non-evil

Special: An island protector must have the blessing of their deity to proceed in this prestige class.

Class Skills:

The island protector's class skills (and the key ability for each skill) are Balance (Dex), Climb



(Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Survival (Wis), and Use Rope (Dex)

Skill Points at Each Level: 2 + Int modifier.

Class Features:

All of the following are class features of the island protector prestige class.

Weapon & Armor Proficiency: An Island Protector is proficient with all simple weapons, light armor, and shields.

Spells: An Island Protector's caster level is considered to be equal to their Island Protector class level. The DC for a saving throw against an Island Protector's magic is 1d20 + the spell's level + the Island Protector's Wisdom modifier. Island Protectors prepare their spells like Druids from their own unique spell list. An Island Protector can cast spells of a level equal or lower than their Wisdom-10.

Animal Companions: If the Island Protector's previous class allowed for animal followers, the Island Protector may continue to gain followers as if advancing in the original class.

Understanding: Island Protectors develop the ability to communicate with both plants and animals at will. This acts as the spells *speak with animals* and *speak with plants* as cast by a 5th level druid.

Unnatural Balance: At 2nd level, Island Protectors learn to respond to the natural world. As a result, they gain a +20 competence bonus to all Balance and Jump checks.

Protected Realm: At first level the Island Protector gains an area to protect. This area has clearly defined boundaries, such as an island, or a particular valley or forest.

Song of Growth: The Island Protector's song can revitalize land that has been ravaged by fire, depleted of resources or otherwise damaged. The Island Protector must take 1 round per square foot of damaged land to heal it. Land that was covered with a dense forest may take up to 5 rounds per square foot. While the Island Protector performs this labor of love, bystanders can literally see trees repairing their bark and flowers

pushing through the ground and bursting into bloom.

Talk to the Wind: At 3rd level, the Island Protector's hearing becomes so powerful that they can hear the distress of any animal and plant within their protected realm. This supernatural ability cannot be dampened through effects that normally muffle sound or by removing the ability to hear. The Island Protector cannot be prevented from hearing the sounds of the forest or wildlife.

Keening Curse: This supernatural ability allows an Island Protector to curse those who defile the land. A high-pitched wail that can be heard a mile away, the keening curse instills its target with a phobia of towns and cities. If the victim fails his Will save (DC 10 + class level + the Island Protector's wisdom modifier), he shuns settled areas and must try to survive in the wilderness. The Island Protector uses this curse to force individuals to appreciate the beauty and savagery of the wilderness. This ability may be used once per day and can be used on anyone who does harm to the domain of the island protector.

This curse cannot be removed through *remove curse*. It can only be lifted by through *miracle*, *wish*, or an *atonement* spell cast by a cleric or druid who worships a wilderness god. Such clerics and druids normally require some sort of quest before removing the curse.

Weather Immunity: At 5th level, the Island Protector begins to supernaturally adapt to weather patterns. One of the side effects of this adjustment is cold and lightning resist 10.

Inescapable: This supernatural ability allows Island Protectors to magically detect those who have escaped their grasp. As a result, the Island Protector can pursue its prey with an uncanny knack for not losing the trail, even if the path has been magically hidden or altered. Starting at 2nd level, the Island Protector receives a +5 competence bonus on all track checks involving those who have defiled their protected realm. This bonus increases by +5 every 2 levels, becoming +10 at 4th level, +15 at 6th level, and +20 at 8th level.

Animal Cohort: At 7th level, the Island Protector receives an animal cohort of up to 12 HD. If the cohort is slain, the Island Protector must wait at least one year before receiving a new co-

Table 2-15: Island Protector

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1	+0	+0	+2	+0	Animal Companion, Understanding, Protected Realm	1				
2	+1	+0	+3	+0	Song of Growth, Inescapable +5, Unnatural Balance	2				
3	+2	+1	+3	+1	Talk to the Wind	2	1			
4	+3	+1	+4	+1	Keening Curse, Inescapable +10	3	2			
5	+3	+1	+4	+1	Weather Immunity	3	2	1		
6	+4	+2	+5	+2	Inescapable +15	3	3	2		
7	+5	+2	+5	+2	Animal Cohort, Devastation	4	3	2	1	
8	+6	+2	+6	+2	Uncanny Tracking	4	3	3	2	
9	+6	+3	+6	+3	Wild Shape (1/day)	4	4	3	2	1
10	+7	+3	+7	+3	Inescapable +20, Wind Walking	4	4	3	3	2

hort. The more powerful animals of the forest need this time to mourn their fallen guardian and to trust the Island Protector's abilities enough to offer service.

Devastation: An Island Protector trying to drive away foes of the forest often uses this curse as a last resort. It causes an individual to waste away like the forest they've destroyed. The protector must succeed at a melee touch attack. If successful the victim suffers 1d3 permanent Con damage (no save). If the curse isn't lifted and the target fails their Fortitude save (DC 12 + class level + the island protector's wisdom modifier), they will continue to suffer permanent Con damage at a rate of 1d3 points per week until atoning with an appropriate cleric. If the character chooses not to atone, they must continue to make Fortitude saves once a week until death. This ability may be used once per week, and then only on someone who has caused serious damage to the Island Protector's domain (this is at the discretion of the GM).

Like the keening curse, devastation cannot be removed through *remove curse*. It can only be lifted through *miracle*, *wish*, or an *atonement* spell cast by a cleric or druid who worships a wilderness god. Such clerics and druids normally require some sort of quest or a significant donation before removing the curse.

Uncanny Tracking: This supernatural ability gained at 8th level allows the Island Protector to see through the effects of a *pass without trace* spell cast by a caster of any level. The protector sees all the details of the track left behind as if the spell wasn't cast. This means that unless those who cast the spell also took care to physically hide their trail before casting the spell, the Island Protector often has a very easy path to follow. This ability only functions in the protected realm.

Wild Shape: As per the fifth level Druid ability.

Wind Walking: The most powerful Island Protectors gain the ability to run on the tops of trees and to ride the wind. At 10th level, Island Protectors may run across the trees without balance checks. They may continue to move like this as long as the trees are no more than 30 feet apart.

After running for a distance of at least 300 feet unimpeded, the Island Protector can begin to use the wind to carry them. When encountering a gap or crevice, the protector can continue by running on the air. This extraordinary ability carries the Island Protector up to 150 feet before they must again touch down on an object and run again. When riding the wind, Island Protectors move at a pace that is 5x the base creature's normal run speed.

Spell List

Island protectors choose their spells from this list:

1st level- alarm, create food and water, cure light wounds, detect animals or plants, detect evil, detect good, detect poison, endure elements, expeditious retreat, know direction, purify food and drink, shocking grasp, sleep.

2nd level- animal friendship, animate rope, calm emotions, command, control sound, delay poison, detect chaos, detect law, detect thoughts, doom, endurance, invisibility, nondetection, pass without

trace, see invisibility.

3rd level- bestow curse, cure moderate wounds, dispel magic, displacement, emotion, find traps, invisibility purge, lesser restoration, neutralize poison, plant growth, tongues, tree shape, zone of truth.

4th level- control plants, cure serious wounds, find the path, heal, improved invisibility, locate creature, mark of justice, polymorph self, quench, remove blindness/deafness, remove disease.

5th level- commune with nature, dispel chaos, dispel evil, dispel good, dispel law, feeblemind, forbidance, legend lore, reincarnate, tree stride, wall of thorns, word of recall.

Vrila the Sea Witch

One of the most feared pirates on the seas is Captain Vrila. She is often referred to, usually in hushed tones in seaside taverns, as the Sea Witch. She has earned a reputation, as most successful pirates have, of being both ruthless and cunning. But she is most feared for the arcane power she wields, for she is both an accomplished spellcaster and ritualist. Her tome of unique arcane rituals is legendary in its own right, but those who would seek to steal its secrets must first face the power of the rituals themselves. It is still debated among mages and sailors if Captain Vrila discovered the book or researched the rituals herself.

Those close enough to Vrila to know the difference between reputation and reality know her as a practical and fair commander, interested primarily in wealth and power. She is an attractive woman, despite the rugged appearance years of sea and adventure have given her. She wears the comfortable clothing of a mage with little adornment and only a minimum of necessary equipment.

Captain Vrila makes her living as a smuggler. She has a vast network of suppliers and customers for rare and prohibited cargo. Although she makes a great deal of coin as a smuggler – enough to keep her crew very loyal – her primary interest is to locate rare and ancient arcane artifacts. She uses the information network she developed as a smuggler to scour the realm for any clues, which might lead to a powerful enchanted item, a rare ritual scroll, or an exotic spell.

Vrila is a talented sorceress and uses her arcane powers to great advantage in her occupation. She also is a skilled arcane ritualist and uses ritual power not only to enhance her ship and her own personal power, but on occasion to make impossible escapes or defeat seemingly insuperable enemies. One of her favorite tactics, for example, is to create a maelstrom just in front of a pursuing ship – a maneuver that has brought more than one ship to the bottom of the sea. Her tome of arcane rituals is legendary in its own right. She is very secretive about the source of the tome, allowing wild speculation as to its true source. In fact, the tome is merely a repository where she scribes her rituals. She has collected individual rituals from distant lands, adventures into remote and hazardous seas, and from the treasure troves of ancient wizards. It is her most prized possession.

Captain Vrila Female human Sor10/Smugger7; CR 17; Medium-size humanoid (human); HD 10d4+7d8+17; hp 84; Init +1; Spd 30 ft.; AC 14 (+1 Dex, *ring of natural armor* +3), flat-footed 13, touch 14; Atk +12/+7 melee (1d6+3/18-20x2, +3 *keen scimitar*), +10/+5 ranged; SA none; SQ Concealment, Inconspicuous, Secret Compartment, Improved Appraise; AL CN; SV Fort +6, Ref +9, Will +13; Str 10, Dex 13, Con 12, Int 17, Wis 12, Cha 20. Height 5 ft 8 in, weight 152 lbs

Skills and Feats: Appraise +13, Arcane Ritual +23, Bluff +18, Concentration +8, Decipher Script +13, Disguise +15, Forgery +8, Gather Information +15, Knowledge (arcane) +13, Knowledge (architecture and engineering) +5, Knowledge (geography) +8, Profession (navigator) +12, Profession (sailor) +4, Sea Legs +4, Sense Motive +5, Sleight of Hand +5, Spellcraft +13, Swimming +4; Arcane Ritual Mastery, Craft Wand, Enlarge Spell, Leadership, Scribe Arcane Ritual Scroll, Skill Focus (Arcane Ritual), Submerged Spell.

Languages: Aquan, Common, Dwarven, Elven, Goblin

Possessions: *Ritual Tome*, +3 *keen scimitar*, *ring of natural armor* +3, *amulet of ritual skill*, *staff of ritual power*, *boots of shipwreck survival*, *wand of lightening bolts* (caster level 10, *charges remaining* 70) korba 20 drams, Large Carrack (The Sea Serpent).

Spell Known (8/7/7/7/7/5/3) DC = 15 + spell level; 0 – *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *mage hand*, *mending*, *message*, *ray of frost*; 1st – *comprehend languages*, *disguise self*, *mage armor*, *magic missile*, *obscuring mist*; 2nd – *arcane lock*, *fox's cunning*, *mirror image*, *obscure object*, *touch of idiocy*; 3rd – *cure moderate wounds*, *dispel magic*, *enhance crew*, *fireball*, *fly*; 4th – *harden*, *mend ship*, *wake*; 5th – *teleport*, *pass-wall*; 6th – *control weather*, *freezing sphere*

Ritual Tome: Leather bound tome containing high quality cloth paper. The tome is enchanted so that it is invulnerable to damage from both normal fire and water. The tome measures 11 inches by 17 inches, the size of a ritual scroll, and has room for 25 rituals. The ritual tome is both attuned and spiritbound to Vrila (see Attunement and Spiritbind rituals). Vrila has scribed the following rituals into the tome (with source book in parentheses):

- Arcane Cartography (B!)
- Attunement (Spellbound)
- Create Ship (B!)
- Dimensional Transport (Pirates!)
- Dispel Ritual (Spellbound)
- Enhance Wand (Spellbound)
- Ghost Wind (B!)
- Hidden Chamber (Pirates!)
- Indestructible (Spellbound)
- Learn Spell (Spellbound)
- Maelstrom (Pirates!)
- Modify Enchanted Item (Spellbound)
- Protection from Scrying (Spellbound)
- Recharge Wand (Spellbound)
- Refrigerate (Spellbound)
- Ritual Spellcasting (Spellbound)
- Ritual Ward (Spellbound)
- Skeleton Crew (B!)
- Spiritbind (Spellbound)
- Still Water (B!)

New Rituals

Dimensional Transport

Arcane Ritual
Conjuration (Teleportation)

DC: 25

Flaw: 4

Components: V, S

Korba: 2 drams

Casting Time: 1 minute

Range: 1,000 ft.

Area of Effect: One or more objects of up to 100,000 cubic feet total volume

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With this ritual you may transport a very large object or collection of objects through a dimensional door for a short distance. The maximum distance of the transportation is 1,000 ft., but it can be any distance less than that, as desired by you. The object can be of any weight, but the total volume cannot exceed 100,000 cubic feet. The object can be a ship, a small building, or a colossal creature. If it is a ship or building, then all of the contents and occupants of the structure will be transported as well. The ritual may also be used to move multiple objects, but they must all be in close proximity to each other, with no object more than 10 ft. away from the next closest object.

The ritual functions very similarly to a *dimension door* spell. Upon successful completion of the ritual the target object(s) will pass through a dimensional door to the exact location you desire.

Critical Success: Maximum distance of transportation is increased to 10,000 ft.

Critical Failure: See *Arcane Ritual Critical Failure* table.

Flaw: Direction of transportation is random.

Hidden Chamber

Arcane Ritual
Conjuration

DC: 37

Flaw: 3

Components: V, S

Korba: 8 drams

Casting Time: 10 minutes

Range: 100 ft.

Area of Effect: Chamber of 4,000 cubic feet volume

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You may use this ritual to create an extra-dimensional chamber with an internal volume of 4,000 cubic feet. Because the chamber exists in extra-dimensional space, it is not visible or accessible from the outside. The chamber will have one opening, which is the only way it can be accessed. The opening must be placed along a wall or floor of a large structure, such as a building or a ship. The weight of everything placed within the cham-

ber will be distributed evenly to the structure to which it is attached.

The opening of the chamber can be any size or shape, as can the chamber within the overall limits of total volume. The opening will be created in the desired wall or floor upon the successful completion of the ritual, but will not be apparent, as it will be concealed by an illusion exactly matching the surface it replaces. This illusion cannot be dispelled unless the ritual itself is dispelled. It is easily detected, however, (Search DC 15) as one's hand would pass right through it into the chamber beyond. The opening does not compromise the structural integrity of the wall or floor in which it is created.

Critical Success: See *Arcane Ritual Critical Success* table.

Critical Failure: See *Arcane Ritual Critical Failure* table.

Flaw: See *Arcane Ritual Flaw* table.

Maelstrom

Arcane Ritual
Transmutation

DC: 34

Flaw: 1

Components: V, S

Korba: 4 drams

Casting Time: 10 minutes

Range: 1 mile

Area of Effect: Circle of 100 ft. radius within a body of water

Duration: One day

Saving Throw: None

Spell Resistance: No

With this ritual you may create a violent maelstrom. The whirlpool will have a radius of 100 ft. and must fit entirely within a large body of water. The funnel of the maelstrom will descend 100 ft., or to the bottom if the body of water is less than 100 ft. deep.

The maelstrom represents a terrain hazard of +5 for the purposes of piloting. Ships whose course intersects the area of effect of the ritual will be caught in the maelstrom, drawn towards its center, capsized and sunk. The pilot of a ship so caught has one opportunity to escape by making a successful piloting skill check with a +1 circumstance bonus for each knot of speed the ship has as it encounters the hazard. Creatures caught in the maelstrom must make a Swimming skill check (DC 20) or else be drawn down to the bottom of the funnel. They can then make another Swimming skill check (DC 20) each round to attempt to escape and swim away from the funnel, meanwhile normal rules for drowning will apply.

Critical Success: See *Arcane Ritual Critical Success* table.

Critical Failure: See *Arcane Ritual Critical Failure* table.

Flaw: See *Arcane Ritual Flaw* table.

Captain Vrila's Ship - The Sea Serpent

Large Carrack (B!, page 23)

Special Features:

- There is a ritually created Hidden Chamber in the hold of the ship. The opening is concealed beneath the floor in the lower hold, and appears to be inside hull of the ship.
- The bow and masts of the ship have been rendered ritually indestructible, as per the Indestructible ritual.
- The hold contains a small chamber on which the Refrigerate ritual has been cast and is used to keep perishable food from spoiling.
- The Captain's quarters are protected by a Ritual Ward.
- There is a permanent Ghost Wind, as per the ritual by that name, cast upon the ship (maneuverability is increased to D, ship always has a light wind in the direction the ship is heading).
- The ship is under the protection of a Protection from Scrying ritual.

Prestige Class - Smuggler

Smugglers are experts in moving contraband or illegal material. Cunning, resourcefulness, and deception are their tools of the trade. They do not need to be sailors, but in any world with sea travel ships will be a preferred method of transport for smugglers because of the freedom and carrying capacity they afford.

Any base class except paladin or monk may become a smuggler. Rogues make excellent smugglers, and rangers are extremely well-suited also. Fighters who wish to have a career that utilizes more of their wits may become a smuggler, and



Chapter 2:
Pirate Profiles



Table 2-16: Smuggler

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+2	Concealment	
2	+1	+0	+3	+3		
3	+2	+1	+3	+3	Inconspicuous	+1 level of existing class
4	+3	+1	+4	+4	Bonus language	
5	+3	+1	+4	+4	Secret Compartment	
6	+4	+2	+5	+5		+1 level of existing class
7	+5	+2	+5	+5	Improved Appraise	
8	+6	+2	+6	+6	Bonus language	
9	+6	+3	+6	+6		+1 level of existing class
10	+7	+3	+7	+7	Dimension door	

even the occasional barbarian may do so, although this is less common. Sorcerers and wizards who are motivated as much by profit as by power can make great use of their arcane skills as smugglers. Clerics and even druids of the appropriate ethic may also enter this profession, sometimes in service to their faith rather than to themselves.

NPC smugglers may be found in any port or large city. They often captain ships of their own or work for outlaw organizations. They tend to exist wherever the forces of law have a tight grip on commerce.

Hit Die: d6

Requirements:

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

Alignment: Any non-lawful

Bluff: 5 ranks

Appraise: 8 ranks

Class Skills:

The smuggler's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (architecture and engineering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language

Skill Points at Each Level: 6 + Int modifier.

Class Features:

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

Weapon and Armor Proficiency: Smugglers are proficient with all simple and martial weapons and with light armor and shields (except tower shields).

Spells per Day: Smugglers continue training in magic and will therefore continue to gain spells per day as if they were gaining levels in their spellcasting class, although not as quickly.

Concealment: Smugglers are expert at hiding small items on their person so as to avoid a direct search. At first level a smuggler can conceal a small item (dagger size or smaller) on their person so that a Search (DC 20) is required to find it. This DC increases by +1 for each additional level in smuggler.

Inconspicuous: Smugglers usually do not like to draw attention to themselves, especially from those in authority. At third level smugglers gain the ability to blend in with the crowd, appear inconspicuous, non-threatening and innocent and in general to go unnoticed. This includes appearing to be dressed in local garb. Anyone attempting to find the smuggler or simply to keep an eye out for anyone suspicious must make a Spot check (DC 15) in order to notice a smuggler using this ability. Alternatively, the smuggler may use their Disguise skill to make an opposed check against anyone searching for them, in which case this ability grants a +5 competence bonus to the skill check.

Bonus language: Smugglers often need to move merchandise between different nations or regions. They therefore need to be able to speak the local language of many regions. Smugglers gain a bonus language at 4th level and again at 8th level.

Secret Compartment: At 5th level smugglers gain the ability to use their Knowledge (architecture and engineering) skill to design and create secret compartments, in buildings, ships, large containers, or any structure. The smuggler makes a skill check in Knowledge (architecture and engineering) and the result becomes the DC of a Search skill check needed to find the secret compartment. The size of the compartment and the time it takes to create depend upon available material and the nature of the structure. In general, it takes about one day of labor to create such a compartment. A quick improvised secret compartment can be made in less time, but this will result in penalties to the smuggler's skill check as determined by the GM.

Improved Appraise: Smugglers need to know the value of items and cargo, so in their travels and adventures they tend to pick up stories and rumors about valuable goods, legendary enchanted items, and anything else of value. Starting at 7th level, when a smuggler makes a successful Appraise check they gain additional information in addition to the inherent quality and value of an item. They also will recognize the item's historical significance if any, will have a chance to know the abilities of a magic item, and will know something of an item's past, including who might want to purchase the item or cargo and who may be looking for it.

Dimension door: When all else fails, some-

times a smuggler simply has to make a quick get-away. At other times, inconvenient obstacles need to be bypassed. For those times, at 10th level a smuggler gains the supernatural ability to dimension door, as per the spell, at will, once per day.

The Drunken Lich

Sailors everywhere are keeping a weather-eye out for the ghost ship *Sawmaker*, manned by skeletons and ghouls and commanded by a silent lich, seen at various locations on the high seas. The lich's purpose is a mystery, for he only rarely attacks those he meets at sea, and his navigational positions do not seem to make much sense.

The secret truth is that there is no lich. Years ago, the necromancer Simon Tager had the incredible stroke of good luck to be on a ship whose crew was devastated by plague. After poisoning the crew's stores to gradually reduce everyone's resistance to the disease, a few well-timed killings of the more resilient officers made the ship his. His dream of commanding an undamaged ship with an undead crew had at last come true.

One day while engrossed in his plans to attack some coastal villages, he came across some wreckage of another ship that had sank in a storm. A single survivor, barely alive, helplessly clung to some flotsam and was in no position to resist when Simon had him captured. The necromancer prudently ordered that the prisoner be dumped in the brig and fed enough to keep him alive - at least long enough for him to be interrogated.

Unfortunately for Simon, he was inexperienced in commanding the undead on the handling of live prisoners, and the monsters took him literally and did not search the prisoner or take any other special precautions. Simon's bad luck did not end there: the prisoner was Mikhail Dneiper, an accomplished ritualist. He proved to be far more resilient than Simon anticipated, and shortly after awakening he killed the creatures posted outside the brig, cast *repulsion* on himself, used sufficient *knock* spells to get himself out of the cell, and began a rampage that Simon did not survive.

This left Mikhail, a powerful wizard who nevertheless had no knowledge of seamanship, alone on a ship full of corpses. Furthermore, Mikhail's spellbook had been lost in the earlier storm and his spells in memory were almost gone. He desperately searched the ship for magic items and found *Daniel's Barometer* in Simon's cabin, along with some *korba* and the *Ship of Bone* ritual. Mikhail was opposed to the creation or maintenance of undead creatures on moral grounds. However, he was stranded in mid-ocean and knew he needed a crew if he wished to make it back to land alive. With luck, perhaps he could sail the ship into the harbor of a busy city where it would be attacked and destroyed, allowing him to escape and flee to land in the confusion without attracting any scrutiny from those who would think him an evildoer. He used the Barometer in the ritual to help ensure success, and immediately regretted it.

The Barometer had turned Mikhail into a cat, alone on a ship full of skeletons. The fact that he commanded the skeletons was of limited useful-



ness, since Mikhail had no idea what commands to give them. Thanks to the power of the ritual the skeletons seemed to know what to do to keep the ship afloat, but were uncaring as to exactly where the winds blew it.

Fearful of overzealous heroes who might attack the ship and kill him in their zest to destroy everything aboard, Mikhail has ordered one of the skeletons to bedeck itself in Simon's robes and jewelry, hoping that such dress will make it appear as a lich (and thus attract the brunt of enemy attacks, which he hopes are likely to ignore or miss the presence of an ordinary-looking cat). Mikhail orders that particular skeleton to perform certain actions calculated to produce the impression that it is in charge (standing near the helm, pointing, appearing to cast spells with no visible effect, etc.)

The *Sawmaker* has never actually attacked another ship since Mikhail came on board, though it is certainly rumored to have. It also has been sighted tragically close to land, in situations where Mikhail was unable or unwilling to risk an attempted landing because no safe-looking harbor was nearby. There are not many stores on the ship, but there is certainly enough to last a single small animal (such as a cat) for a very long time, though it has been months already. Not surprisingly, Mikhail's getting a little loopy.

Stats follow for Mikhail Dneiper --- first in his "natural" human form, then as the cat.

Mikhail Dneiper Male human Wiz18; CR18; Medium-size humanoid, HD18d4+18; hp 73; Init +4, Spd 30 ft.; AC10, flat-footed 10, touch 10; Atk +10/+5 melee (1d4+1/19-20, dagger), +9/+4 ranged; SA none; SQ see below; AL CG; SV Fort +7, Ref +6, Will +14; Str 13, Dex 10, Con 12, Int 20, Wis 16, Cha 12. Height 6 ft, weight 183 lbs

Skills and feats: Arcane Ritual +29, Balance +2, Bluff +3, Climb +3, Concentration +11, Diplomacy +7, Hide +3, Jump +3, Knowledge (arcana) +16, Listen +4, Move Silently +2, Ride +6, Sea Legs +2, Sense Motive +4, Spellcraft +26, Swim +4, Tumble +2, Arcane Ritual Mastery, Combat Casting, Combat Expertise, Improved Critical: Ray, Improved Initiative, Scribe Scroll, Silent Spell, Spell Mastery x3, Spell Penetration, Still Spell, Weapon Focus: Ray.

Special Abilities: Spell Mastery. May prepare the following spells without a spellbook: *control weather, detect thoughts, disintegrate, dismissal, displacement, feather fall, knock, passwall, project image, shield, shout, slow, spell turning.*

Cat form AC changes to 14 (flat-footed 12, touch 14,); Atk +17/+12/+7/+2 melee claws (1d2-4), +12/+7/+2 melee bite (1d3-4); SV Ref changes to +8.

Skills: (only changes listed here) Balance +12, Climb +2, Hide +15, Listen +8, Move Silently +6, Spot +4.

Feats: (add) Weapon Finesse: Bite, Weapon Finesse: Claw.

Ghost Ships

There are many tales of ghost ships. The most infamous may be the tale of the Flying Dutchman. By many accounts, in 1641 Captain Hendrik van der Decken swore to round the Cape of Good Hope if it took him till the end of the world. According to the legends, he's still trying. The Flying Dutchman is seen as a portent of evil. Its appearances seem to coincide with poor fortune for those that see her. Sailors have claimed for centuries that the crew of the Dutchman tries to get them to deliver spectral letters or lead them to dangerous shoals during heavy storms. King Edward V of England was a midshipman aboard H.M.S. *Bacchante* in 1881 when no less than thirteen people reported seeing her. In his diary on July 11 he wrote that, "At four A.M. The Flying Dutchman crossed our bows." The seaman who first spotted the ship, died from a fall only seven hours later. Edward's description of the ship paints an eerie picture, "... a strange red light, as of a phantom ship, all aglow in the midst of which light the mast, spars and sails of a brig two hundred yards distant stood out in strong relief as she came up." Other reports have the Dutchman under full sail in weather so harsh that no sane captain would have his sails above decks, let alone unfurled. The Flying Dutchman has been reported as recently as 1959 by a freighter. With the Suez canal few ships have to sail around the Cape of Good Hope anymore, and they are largely automated so that even in bad weather they need not look to the skies. One can almost imagine Captain van der Decken, his eyes glowing red, seething that he cannot entice them to join him and his crew at the bottom of the storm-tossed seas.

Template – Undead Captain

An Undead Captain is formed when a ship meets an unusual fate. The captain, particularly loyal members of his crew and even the ship itself "haunt" the world of the living near the spot they

went down. "Undead Captain" is a template that can be added to any humanoid that was the captain of a ship in life and died while holding that station. Undead Captains are very similar to Ghosts, but in some ways are even more powerful. The original captain (referred to hereafter as the "base creature") must have a Charisma score of at least 12. The creature's type changes to "undead." It otherwise uses all the base creature's statistics and special abilities except as noted here.

Appearance: Undead Captains appear similar to how they did in life, but transparent and with a dour angry countenance that chills the soul. They have a fierce light that glows where their eyes once rested and their ghostly raiment appears worn and distressed.

Hit Dice: Increase to d12.

Movement: The Undead Captain moves at the same rate it did in life. The Undead Captain can fly at a speed equal to the base creature's move and has perfect maneuverability.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters. When the Undead Captain manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier.

Attacks: The Undead Captain retains all the attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures.

Damage: Against ethereal creatures, an Undead Captain uses the base creature's damage ratings. Against non-ethereal creatures, the Undead Captain can now wield an ethereal copy of whatever his favored weapon in life was. If it was not magical, it gains magical bonuses equal to his charisma bonus. If it was magical it gets either its own bonuses or his charisma bonus, whichever is higher. In addition it can use its special attacks, if any, when it manifests (see below).

Special Attacks: The Undead Captain retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The Undead Captain also gains a manifestation ability plus the other special attacks described below. Saves have a DC of 10 + 1/2 Undead Captain's HD + Undead Captain's Charisma modifier unless noted otherwise.

Manifestation (Su): All Undead Captains have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, Undead Captains become visible but remain incorporeal. However, a manifested Undead Captain can strike with its touch attack or favored weapon. A manifested Undead Captain remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting Undead Captain is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spell casting Undead Captain manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested Undead Captain's touch spells don't work on material targets.

Unearthly Touch (Su): A Undead Captain

that hits a living target with its incorporeal attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only. Furthermore, anyone damaged by this attack must make a Will save or be panicked for 1 round/HD of the Undead Captain. A creature that successfully saves against this effect is not subject to it again for one day.

Horrific Appearance (Su): Any living creature within 60 feet that views the Undead Captain must succeed at a Fortitude save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of

incorporeal subtype.

Cursed Rejuvenation (Su): It is not possible to destroy an Undead Captain through simple combat. As a rule, the only way to destroy an Undead Captain for certain is to determine the reason for its existence, then set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): An Undead Captain has +8 turn resistance.

Base Saves: Same as the base creature

Abilities: Same as the base creature, except that the Undead Captain has no Constitution score, and its Charisma score increases by +6.



permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same Undead Captain's horrific appearance for one day.

Corrupting Gaze (Su): The Undead Captain can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the Undead Captain's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Special Qualities: An Undead Captain has all the special qualities of the base creature and those listed below, and gains the undead type and

Skills: Undead Captains receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise same as the base creature

Feats: Same as the base creature

Climate/Terrain: Any water where ships could conceivably go

Organization: Always accompanied by crew (7+)

Challenge Rating: Same as the base creature +4

Treasure: Special

Alignment: Any

Advancement: Same as the base creature

Template – Undead Crewman

The crew of a ghost ship is always much smaller than the ship's crew before it sunk. The ghost crew is comprised of only the most loyal of the ship's complement. This is the kind of crew that would gladly follow the captain into hell just to spit in the devil's face, and they apparently did. "Undead Crewman" is also a template. An Undead Captain retains a number of crew equal to 3 + his Charisma modifier (after gaining the +6 due to becoming an Undead Captain). The only requirement for the original crew (hereafter referred to as "the base creature") is that they were the most loyal members of the crew to the captain himself. The creature's type changes to "undead." It otherwise uses all the base creature's statistics and special abilities except as noted here.

Appearance: Undead Crewman appear like apparitions out of nightmares, they are either skeletal or bloated corpses, still dressed in their sailor's outfits as they were the day they died. A dim gray light glows where their eyes once were.

Hit Dice: Increase to d12.

Movement: The Undead Crewman moves at the same rate it did in life. The Undead Crewman can fly at a speed equal to the base creature's move and has perfect maneuverability.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters. When the Undead Crewman manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier.

Attacks: The Undead Crewman retains all the attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures.

Damage: Against ethereal creatures, an Undead Crewman uses the base creature's damage ratings. Against non-ethereal creatures, the Undead Crewman can now wield an ethereal copy of whatever his favored weapon in life was. If it was not magical, it gains magical bonuses equal to his charisma bonus. If it was magical it gets either its own bonuses or his charisma bonus, whichever is higher. In addition it can use its special attacks, if any, when it manifests (see below).

Special Attacks: The Undead Crewman retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The Undead Crewman also gains a manifestation ability plus the other special attacks described below. Saves have a DC of 10 + 1/2 Undead Crewman's HD + Undead Crewman's Charisma modifier unless noted otherwise.

Manifestation (Su): All Undead Crewmen have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, Undead Crewmen become visible but remain incorporeal. However, a manifested Undead Crewman can strike with its touch attack. A manifested Undead Crewman remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spell casting Undead Crewman is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they

work normally against ethereal targets. When a spell casting Undead Crewman manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested Undead Crewman's touch spells don't work on material targets.

Corrupting Touch (Su): A Undead Crewman that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Frightening Visage (Su): Anyone who meets the gaze of an Undead Crewman must make a Will save or be panicked for 1d4 rounds. Making a successful save means that the creature does not have to make any subsequent saves against that specific Crewman's gaze for one day.

Special Qualities: An Undead Crewman has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype.

Cursed Rejuvenation (Su): It is not possible to destroy an Undead Crewman through simple combat. As a rule, the only way to destroy an Undead Crewman for certain is to destroy its Captain.

Turn Resistance (Ex): An Undead Crewman has +4 turn resistance; this is bolstered to +8 within 30 feet of its Captain.

Base Saves: Same as the base creature

Abilities: Same as the base creature, except that the Undead Crewman has no Constitution score, and its Charisma score increases by +3.

Skills: Undead Crewmen receive a +4 racial bonus to Hide, Listen, Search, and Spot checks, otherwise same as the base creature.

Feats: Same as the base creature

Climate/Terrain: Any water where ships could conceivably go

Organization: Always accompanied by other crew members and Undead Captain

Challenge Rating: Same as the base creature +2

Treasure: Special

Alignment: Any

Advancement: Same as the base creature

Ghostly Equipment

When an Undead Captain forms, all its equipment and carried items usually become ethereal along with it. In addition, the Undead Captain retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession, and were in the Undead Captain's possession when he died). This is in addition to his favored weapon. The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better enchantment, however, can harm material creatures when the Undead Captain manifests, and enchanted weapons can harm the Undead Captain.

The original material items remain behind, just as the Undead Captain's physical remains do. If another creature seizes the original, the ethereal copy fades away. This angers the Undead Captain, who constantly seeks to return the item to

its original resting place.

Equipment for the Undead Crewmen is dealt with similarly to the captain. Each Crewman retains 1d4 items that were special to them (favorite peg leg, hook, magical vest, whatever). These items are rarely weapons, but if they are, they are likely to have been magical ones. However, if someone gains possession of one of the crewmen's items, the ship does not go out of its way to hunt them down for it (though if they do happen across them...).

The Ship

Most importantly, the Undead Captain still has his ship. The spectral copy of his ship has all the stats the original had, but it always moves as if under full sail in strong wind with an optimal crew. The Undead Captain verbally gives orders as if an optimal crew were sailing the vessel, but his Undead Crewmen do not have to actually follow those orders. The ship itself reacts as if an optimal crew were following the captain's orders perfectly. Current weather does not affect the ghost ship. It always moves as if it has a perfect wind. Neither current nor roughness of seas has any bearing on a ghost ship. In fact, being ethereal, the ship flies when it manifests in the material world. To be more precise it seems to levitate as its turning is still two dimensional. It simply rises and falls as if a levitate spell had been cast on it. Any weaponry on the ship is ethereal and will not affect material targets unless it was magical before it sunk.

The ghostly manifestation of the ship appears near the spot where the ship sank and moves until it has an encounter. The frequency of the manifestations varies from ship to ship and these encounters do not necessarily end in combat. Depending on the alignment of the Undead Captain he may attempt to warn a ship about whatever danger befell his ship, or he may be looking for an easy target to board and plunder. Some ghost ships are just trying to find their way home, hoping to not encounter another ship till they can slip into their homeport. Some are still fighting a war that was over long ago, attacking ships flying the colors of their old foe. Then there is the Flying Dutchman, trying to sail around the Cape of Good Hope in a bad storm, and cursing those that can do it when she can't.

The Flying Dutchman

Captain Hendrik van der Decken Male, undead captain template Exp 12; Cr 16; Medium-size ghost (human) HD 12d12, hp 108; Init +1 (Dex); Spd:30 ft, flight (30 ft, perfect maneuverability) AC 17 (+1 Dex, +6 deflection for Cha); Atk +11/+6, melee (1d6 +8, rapier) SA Unearthly Touch (DC 22), Horrific Appearance (DC 22), Corrupting Gaze (DC 22); SQ Undead, Incorporeal, Cursed Rejuvenation, Turn Resistance (+8), Bolster Undead Crewmen; AL LE SV: Ref +4, Will +9; Str 14, Dex 13, Int 12, Wis 15, Cha 22. Height 6 ft 2 in, weight 225 lbs

Skills and Feats: Appraise +15, Bluff +13, Hide +8, Intimidation +15, Knowledge (navigation) +15, Knowledge (geography)+10, Listen +8, Profes-

sion (pilot) +7, Profession (sailor) +8, Search +8; Sense Motive +15, Spot +15, Power attack, Dodge, Leadership, Expertise, Improved Critical (Rapier), Improved Disarm.

Possessions: Spectral rapier +6, Hendrik's Spy-glass, master crafted pocket watch.

Crew:

First mate Male, undead crewman template com 8; Cr 10; Medium-size ghost (human) HD 8d12, hp 58; Init +5 (+1 Dex, +4 Improved Init); Spd:30 ft, flight (30 ft, perfect maneuverability) AC 13 (+1 Dex, +2 deflection for Cha); Atk +6 melee (1d6 +3, club+1) SA Corrupting Touch (DC 16), Frightening Visage (DC 16); SQ Undead, Incorporeal, Cursed Rejuvenation, Turn Resistance (+4), Bolstered by Undead Captain within 30 ft (+8 turn resistance); AL LN SV: Ref +4, Will +3; Str 14, Dex 13, Int 10, Wis 10, Cha 15. Height 5 ft 11 in, weight 170 lbs

Skills and Feats: Profession Sailor +8, Spot +8, Hide +8, Search, +8, Listen +8, Power Attack, Improved Bull Rush, Improved Initiative, Skill Focus (Profession sailor).

Possessions: club +1, bottle of fine brandy, lucky gp

Yeoman (8) Male, undead crewman template com 6; Cr 8; Medium-size ghost (human) HD 6d12, hp 40, 32, 46, 38, 29, 49, 44, 39; Init +0; Spd: 30 ft, flight (30 ft, perfect maneuverability) AC 12, (+2 deflection for Cha); Atk +3 melee (1d6 +1, club) SA Corrupting Touch (DC 15), Frightening Visage (DC 15); SQ Undead, Incorporeal, Cursed Rejuvenation, Turn Resistance (+4), Bolstered by Undead Captain within 30 ft (+8 turn resistance); AL LN SV: Ref +3, Will +2; Str 12, Dex 10, Int 9, Wis 9, Cha 14. Height 5 ft 8 in, weight 180 lbs

Skills and Feats: Hide +5, Listen +5, Profession (sailor) +9, Spot +5, Search, +5, Attack, Improved Bull Rush, Skill Focus (Profession sailor).



Chapter 3: Ships and Booty

Ship Operational Costs

A ship is an expensive piece of capital equipment, which represents a significant investment on the part of its owners. The useful lifetime of a ship is not very long, averaging only about 6 years in a warm, humid climate, with perhaps double that average in dry, calm conditions. The owner must thus calculate the payback of the ship's purchase cost over this short time span. Additionally, the owner faces regular costs for maintenance, crew, supplies, and fees.

Maintenance on a ship is a con-



Table 3-1: Standard Operational Costs

Description	Cost
Purchase Price (PP)	May also be construction price
Depreciation per year	8% to 15% of PP, loss of value of the ship
Maintenance (full year operation)	(4+1d6)% of PP
Maintenance (good weather operation only)	1d6% of PP
Crew (sailor rank <= 4), per month	2 gp per sailor, or 5% to 10% share for all
Crew (sailor rank 5-6), per month	5 gp per sailor, or 8% to 12% share for all
Crew (sailor rank >= 7), per month	9 gp per sailor, or 10% to 15% share for all
Crew (officers, about 5% of crew – 1 st mate, cook, quartermaster, pilot, navigator, etc), per month	35 gp per officer, or 15% to 20% share for all
Crew (expert – cleric, mage, etc), per month	60 gp, or 5% to 8% share each
Crew (captain – non-owner), per month	150 gp, or 20% to 30% share
Supplies, per month	3 gp per crew member
Dock fees, per day	2 sp to 10 sp per ton (ship's tonnage rating)
Anchorage fees, per month	3 sp to 15 sp per ton (ship's tonnage rating)
Loading/Unloading	0.5 sp to 2 sp per ton (cargo)

tinuous effort. It can be reduced by idling the ship during the months with the worst weather – but this of course also reduces the revenue that could be generated by it. Most owners of ocean-going vessels plan their ships' voyages such that they avoid the bad weather seasons by sailing in different parts of the world as appropriate. A successful pirate may choose to spend the winter season on the haven of a tropical island somewhere, although more commonly, the pirate is constrained to remain in the area where he has his base and knows the waters intimately.

Crew and supply costs depend directly on the level of staffing and the duration of the ship's operation. Crew pay, however, may be awarded as shares of the final profit or loot, rather than regular salaries. A pirate may also make use of slaves and captives as well as regular crew.

Fees are usually charged for anchorage, docking, and loading or unloading of goods. Even a pirate will have to deal with these costs if he wants to sell his ill-gotten gains in some port. The costs may vary widely from port to port.

Table 3-1 summarizes the average standard costs that can be expected.

Trade Goods

Where would a pirate be without booty? The lure of a merchant galleon whose holds are laden with treasure will attract many a pirate. Such hauls are reserved for the rare occasion, however. Unless a pirate has a tip from a well-placed spy, more often than not the contents of the merchant ship are unknown. The game master can either decide what goods are prevalent or appropriate on the shipping route where the merchant is encountered, or can simply decide randomly.

Most pirates have ships that are considerably smaller than most merchant ships. This is largely due to the pirate's requirement for speed and maneuverability. Accordingly, a merchant ship

whose holds are filled with many tons of wood is not nearly as interesting as one that holds at least some valuable goods, such as arms or fine wine. Apart from the fact that the pirate cannot easily transfer bulk quantities of goods from the merchant ship to his own, large bulk quantities of goods may also be harder to resell. Of course, a shipment of high-quality Fujian armor may be just as difficult to resell without drawing attention. Pirates will frequently make for a port that is at least neutral to the pirate, if not a true pirate's haven, in order to sell the loot for cash.

Table 3-2 (next page) gives an idea of some wholesale prices of common trade goods. These are the prices at which a merchant would buy the goods in order to resell them at retail price in his store or stall. When purchased in bulk, usually a purchase of at least 100 of the units identified in the table – i.e. 100 barrels, jugs, crates, etc, the prices are from 20% to 50% less. Conversely, prices for a single item or a lesser quantity (such as 1 lb of oregano) can be calculated from the wholesale prices by adding from 30% to 70% to the price, corresponding to the retail price of the good. The cargo space includes consideration for storage and packing requirements. The purchase price assumes the origin is a place where these goods are commonly produced. The markup limit gives an idea how much the maximum sale price at an ideal destination might be.

Shipping Prices

No treatment of pirates is complete without a consideration of the economics of shipping. Many pirates profit primarily from the extortion money they collect from those merchants who wish to pass through an area the pirates control. The merchant will of course charge appropriate shipping prices to pay for either the necessary protection, or the necessary bribes.

The price of shipping goods will be such that it

Table 3-3: Shipping Prices

Length of voyage (days)	Goods (100 tons +)	Goods (1 ton to 100 tons)	Goods (< 2000 lb, >100 lbs)	Goods (100 lbs or less)	Passage (medium creature)
1	3 gp / t	2 gp / t	3 sp / 100 lb	1 gp	4 gp
2	3 gp / t	3 gp / t	4 sp / 100 lb	1.5 gp	6 gp
5	3 gp / t	4 gp / t	5 sp / 100 lb	2 gp	8 gp
10	6 gp / t	8 gp / t	10 sp / 100 lb	3 gp	12 gp
20	12 gp / t	16 gp / t	20 sp / 100 lb	6 gp	24 gp
30	18 gp / t	24 gp / t	30 sp / 100 lb	8 gp	32 gp
40	24 gp / t	32 gp / t	40 sp / 100 lb	10 gp	40 gp
50	29 gp / t	38 gp / t	48 sp / 100 lb	12 gp	48 gp
70	38 gp / t	50 gp / t	62 sp / 100 lb	16 gp	64 gp
90	45 gp / t	60 gp / t	75 sp / 100 lb	20 gp	80 gp
120	58 gp / t	75 gp / t	92 sp / 100 lb	25 gp	100 gp
150	75 gp / t	100 gp / t	125 sp / 100 lb	30 gp	120 gp





Table 3-2: Trade Goods

d%	Trade Good	Cargo Space	Wholesale Purchase Price at Origin	Wholesale Sale Price Markup Limit
01	Alchemical Supplies (20 lb box)	1/25 t	75 gp	300 gp
02-04	Armor (common, 100 lb crate)	1/10 t	150 gp	225 gp
05	Armor (high-quality, 100 lb crate)	1/10 t	300 gp	600 gp
06-08	Arms (common, 100 lb crate)	1/10 t	150 gp	225 gp
09	Arms (high-quality, 100 lb crate)	1/10 t	250 gp	500 gp
10-11	Beer (barrel, 50 gallons)	1/4 t	15 gp	25 gp
12	Cattle (each, ½ ton)	1 t	10 gp	20 gp
13-14	Cheese (crate, 200 lb)	1/10 t	30 gp	40 gp
15	Chickens (crate, 50 lb)	1/10 t	3 gp	5 gp
16	Chocolate (20 lb box)	1/50 t	250 gp	500 gp
17-19	Clothing (common, 50 lb box)	1/10 t	40 gp	60 gp
20-21	Copper (ingots, 500 lb)	1/4 t	200 gp	280 gp
22	Finery (50 piece box, 50 lb)	1/10 t	150 gp	450 gp
23-25	Fish (fresh, 400 lb barrel)	1/4 t	10 gp	15 gp
26-28	Fish (salted, 400 lb barrel)	1/4 t	20 gp	30 gp
29-30	Fruit Preserves (50 lb jar)	1/25 t	10 gp	15 gp
31-32	Furniture (crate of 5 small pieces)	1/10 t	100 gp	300 gp
33	Furniture (crate w/ 1 large piece)	1/10 t	100 gp	300 gp
34-35	Glassware (100 piece crate, 50 lb)	1/10 t	50 gp	125 gp
36	Herbs (dried, 25 lb bag)	1/50 t	150 gp	300 gp
37-39	Iron (ingots, 500 lb)	1/4 t	75 gp	100 gp
40-42	Leatherware (100 lb crate)	1/10 t	25 gp	35 gp
43-44	Linen (200 lb crate, 200 sq yd)	1/6 t	50 gp	75 gp
45-46	Marble (construction, 1 ton)	1 t	80 gp	120 gp
47	Marble (fine, 1 ton)	1.5 t	200 gp	400 gp
48-50	Meat (smoked, 400 lb barrel)	1/4 t	100 gp	150 gp
51-54	Metalware (50 lb crate)	1/25 t	50 gp	75 gp
55-56	Olives (400 lb barrel)	1/4 t	40 gp	60 gp
57-59	Olive oil (50 lb jug)	1/25 t	75 gp	150 gp
60	Paper (20 lb sheaf, 500 pages)	1/50 t	130 gp	300 gp
61-63	Pickled Vegetables (400 lb barrel)	1/4 t	30 gp	50 gp
64	Pigs (each, 200 lb)	1/5 t	2 gp	3 gp
65-68	Pottery (50 lb crate)	1/10 t	10 gp	15 gp
69-70	Rope (500 ft. coil)	1/20 t	10 gp	15 gp
71-72	Salt (50 lb jar)	1/25 t	100 gp	200 gp
73	Silk (10 lb bolt, 20 sq yd)	1/100 t	100 gp	300 gp
74	Slaves (medium size, 200 lb)	1/8 t	75 gp	300 gp
75	Spell Components (10 lb box)	1/40 t	50 gp	150 gp
76	Spices (20 lb jar)	1/50 t	200 gp	350 gp
77-80	Stone (construction, 1 ton)	1 t	30 gp	40 gp
81-82	Sugar (50 lb jar)	1/25 t	100 gp	300 gp
83	Tobacco (leaves, 200 lb bundle)	1/15 t	40 gp	80 gp
84-86	Tools (50 lb crate)	1/20 t	50 gp	100 gp
87	Tools (high-quality, 20 lb crate)	1/50 t	100 gp	250 gp
88-89	Vegetable oil (50 lb jug)	1/25 t	50 gp	100 gp
90-91	Wine (15 gal cask, good)	1/15 t	15 gp	25 gp
92	Wine (24 bottle case, fine)	1/15 t	120 gp	250 gp
93-96	Wood (construction, 1 ton)	1 t	25 gp	35 gp
97-98	Wood (fine, 1 ton)	1.5 t	30 gp	60 gp
99-100	Wool (200 lb crate)	1/6 t	40 gp	70 gp

can provide a healthy profit margin for the ship owners. Although there are significant variations depending on the actual shipping distance, the dangers of the journey, as well as the size and quality of the ship, the average shipping price depends primarily on the length of the voyage from origin to destination.

Table 3-3 provides average merchandise shipping fees and passage fees based on the expected length of the voyage.

The length of the voyage is determined considering typical sailing routes and sailing conditions. It is normally assumed that the ship is not sailing by night. Note that for trips requiring extensive sailing on the open seas, there can be a marked difference in length of the voyage and distance traveled depending on the direction of travel. A destination that takes 40 days to reach, might require 70 days to return from. This is due to the standard sailing routes, which make optimal use of the prevailing winds and currents of the ocean.

Shipping and passage prices can be affected by numerous factors. Some guidelines are considered in table 3-4. These should be applied judiciously – the game master can always decide whether a particular factor does or does not apply for one reason or another.



Chapter 3: Ships and Booty

Table 3-4 – Shipping Price Modifiers

Description	Price Modifier
Destination port size – large ($\geq 10,000$)	- 20%
– small ($\leq 1,000$)	+ 20%
Destination port location – major shipping route	+ 0%
– standard shipping route	+ 10%
– uncommon shipping route	+ 30%
Shipping route danger – low chance ($<5\%$) of attack	+ 0%
– moderate chance ($<20\%$) of attack	+ 30%
– high chance ($>20\%$) of attack	+ 100%
– very high chance ($>50\%$) of attack (assuming the captain will go at all, and feels he has adequate defenses to handle the danger, or has paid the necessary bribes)	+ 300%
Quality of the ship – low (poor crew, poor maintenance)	- 30%
– normal	+ 0%
– high (good crew, good weaponry)	+ 30%
Size of the ship – small (<60 t)	+ 20%
– normal	+ 0%
– large (>300 t)	- 10%
– very large (>700 t)	- 20%

Chapter 4: Ship Construction

The Ship

The single most important piece of equipment in a pirate's arsenal is, of course, the ship. Whether the pirate commands a single vessel or a fleet of them, a pirate's ships play a major role in determining the threat that the pirate poses to other ships or to communities on shore. In a fantasy setting there may also be raiders from the sea that do not use ships, such as merfolk or other water-dwelling races, but even their threat is limited without the reach, transport capability, and offensive and defensive aid of ships.

It is important to remember that many pirates of notoriety will have under their command a squadron of ships. They will often integrate captured ships into their own fleet, and may even scuttle their old ships as they become damaged in warfare to replace them with the newer, captured ships. On the other hand, some pirates may have invested a large amount of time and money in the equipment, magical protections, and other finesses of their flagship, so that they will protect it at all costs. This is not common, however, as even the finest ships deteriorate in the harsh conditions imposed upon them by the sea, and rarely have a lifetime exceeding a dozen or so years at best.

Equally important to a pirate's own ships are the ships that are targets of the pirate. Preferring fat, slow merchant ships with small numbers of defenders, the normal pirate hopes to avoid well-armed military vessels. In general, a pirate will thus prefer fast ships, both in order to be able to catch merchant vessels, and to be able to outrun military ships. The consideration of speed is always balanced against the carrying capacity of the pirate's ship, both for the transport of men, as well as for hauling away the goods looted from the pirate's victims.

Table 4-1 provides a summarized list of many common ships ranging from the longships of the Viking raiders to the ocean-going vessels of the navies of the 1600's. Ships of a later age will progressively become larger, sleeker, and faster, as shipbuilding technology improves. If you wish to introduce more modern sailing vessels into your campaign, such as sloops, schooners and clippers, you are of course free to do so. The custom ship construction rules, which follow later in this chapter, will provide you with the necessary statistics.



Table 4-1: Common Ship Types — Legend

Cost – average cost of the ship in thousands of gp
L – length of the ship, from bow to stern, but excluding the bowsprit
B – beam (width) of the ship, at its center
D – depth of the ship from main deck to keel (bottom of the hold)
Tons – total tonnage of the ship
Cr – average number of crewmembers needed to sail the ship
Tr – transport, average capacity for additional troops, oarsmen, or passengers
Cg – cargo, average tonnage available for cargo
R – rigging, square (S) or lateen (L)
Sp – maximum speed in knots (nautical miles per hour) under normal conditions
O – number of oarsmen for propulsion
M – maneuverability, see table 4-2
SW – seaworthiness, modifier to rolls against any weather-related DC
Hull – total hit points of the ship's hull, ship starts sinking after half
Hd – hardness of the hull, the hull's Break DC is equal to hardness+20
Int – interior, total hit points of the ship's interior structure, hardness is 5

Table 4-1: Common Ship Types

Ship Type	Cost	L	B	D	Tons	Cr	Tr	Cg	R	Sp	O	M	SW	Hull	Hd	Int
	(kgp)	(ft)	(ft)	(ft)	(t)	(#)	(#)	(t)		(k)	(#)			(hp)		(hp)
Category: Longship Era																
Longboat	4	35	10	4	9	3	26	4	S	7	12	C,A	-3	20	8	10
Longship	6	70	17	6	50	5	75	20	S	7	30	D,A	0	100	10	50
Drakkar	37.5	150	25	8	210	18	230	100	S	7	70	D,B	0	250	10	125
Category: Galley Era																
Fusta	28	80	13	5	37	8	175	15	L	6	90	C,A	-3	60	10	40
Galley	33	130	16	6	92	15	320	30	L	5	150	D,A	-3	150	10	100
Galleass	60	150	25	10	270	45	520	80	L	6	210	E,A	-5	320	12	200
Great Galley	56	150	25	11	300	30	140	130	L	5	90	E,B	-3	320	10	200
Brigantine	24	60	15	8	50	12	90	20	L	8	40	C,A	-3	45	8	35
Category: Early Merchant Ships																
Cog	30	75	25	18	220	12	40	130	S	5	-	E	+3	150	10	120
Round Ship	31	70	22	20	200	21	50	110	L	5	-	E	0	120	8	80
Grain Ship	52	180	47	32	1830	40	100	1080	S	4	-	F	-3	1000	8	500
Category: Carrack Era																
Caravel	36	60	18	15	110	13	40	60	L	7	-	D	+3	75	10	60
Small Carrack	45	80	26	17	230	21	50	135	S	6	-	E	+5	200	10	135
Large Carrack	55	100	33	20	420	42	100	250	S	7	-	E	+5	420	12	250
Great Carrack	70	140	45	23	940	85	250	530	S	6	-	E	+5	800	13	600
Xebec	60	90	24	10	140	35	200	60	L	10	-	D	0	200	8	140
Category: Galleon Era																
Galleon	75	135	33	25	760	75	200	400	S	7	-	D	+10	600	14	400
Merchant	85	180	45	28	1550	150	250	925	S	6	-	D	+10	1000	12	800
Man-o-War	70	160	35	26	1010	200	700	400	S	8	-	D	+10	1000	14	600
Royal Galleon	105	200	50	30	2040	300	1600	750	S	7	-	E	+5	2000	18	1400
Frigate	50	110	30	15	330	45	110	180	S	10	-	D	+10	350	12	250
Category: Small Ships																
Ketch	18	65	17	11	82	9	20	50	S	8	-	D	+5	70	10	50
Polacre	15	50	15	10	50	5	13	30	L	8	-	D	0	45	8	30
Keelboat	11	50	15	8	39	6	30	20	S	4	16	F,B	-5	40	8	25
Pinnace	16	45	13	9	35	7	25	17	S	9	12	D,B	0	30	8	20
Yacht	14	40	11	8	23	8	20	14	L	11	-	C	+5	30	10	18
Fishingboat	3.5	30	10	6	12	3	6	7	L	7	-	D	-3	15	6	15
Sailboat	2.5	20	6	4	3	2	-	2	S	6	2	C,A	-5	6	5	6
Category: Fantastic Ships																
Dwarven Knorr	23	50	15	6	30	6	25	15	S	7	8	D,A	0	50	10	20
Dwarven Skaid	65	100	20	7	100	9	180	40	S	8	50	D,A	0	150	12	60
Elven Fusta	52	100	15	8	87	20	285	10	L	7	160	D,A	0	130	13	50
Elven Galley	72	140	23	10	230	35	500	60	L	6	240	D,A	0	350	16	150
Gnomish Paddlewheeler	95	80	20	12	130	24	125	50	S	5	-	D,B	-3	130	8	80
Gnomish Fluit	80	160	50	40	2080	250	1100	1100	S	5	-	F	-3	2000	8	1200
Orcish Dromon	120	200	55	12	880	30	1500	300	S	2	600	F,B	0	850	8	500





Table 4-2: Maneuverability

Class	Maneuverability
A	6 30-degree turns / minute, speed must be 0 (rowed ship)
B	3 30-degree turns / minute, speed must be 0 (rowed ship)
C	3 30-degree turns / minute
D	2 30-degree turns / minute
E	1 30-degree turn / minute
F	1 30-degree turn / two minutes

The statistics given above will enable a game master to manage naval encounters. Particular attention should be paid to the fact that most ships fall into a narrow spectrum of speeds. Combined with the long-range visibility often found at sea, a chase between two ships may last many hours. The outcome of an encounter may often be determined by the fall of night, as the prey escapes into darkness. On the other hand, in coastal waters the ship's maneuverability, surprise, and the wise use of the prevailing winds will often determine the success of a chase. For game masters who want to truly recreate the excitement of sea travel, naval pursuit, and ship combat, detailed rules for ship navigation, maneuvering, and warfare can be found in *Broadsides!*, the Naval Adventuring d20 rules supplement from Living Imagination, Inc.

Custom Ship Construction

Building a ship is a work of art and craft, as much as it is engineering. Each ship is unique, and shows the handiwork of the master shipwright responsible for its construction, as well as the resources the builder was willing to invest in the ship. However, any given shipwright will in all likelihood only be capable of building one or two specific types of ship. The master shipwright will not deviate much from the fundamental structure of the ship construction which he is familiar with. The ship building industry in any given area will also have only a very limited number of ship types that can be built there. In other words, don't expect to be able to commission a longship or galleon in a city that is known for building galleys. The game master should decide and note the shipbuilding capacity of his various port settings. The game master should determine which types of ships could be built in any particular shipyard of his campaign, as well as any unusual capabilities of the shipyard.

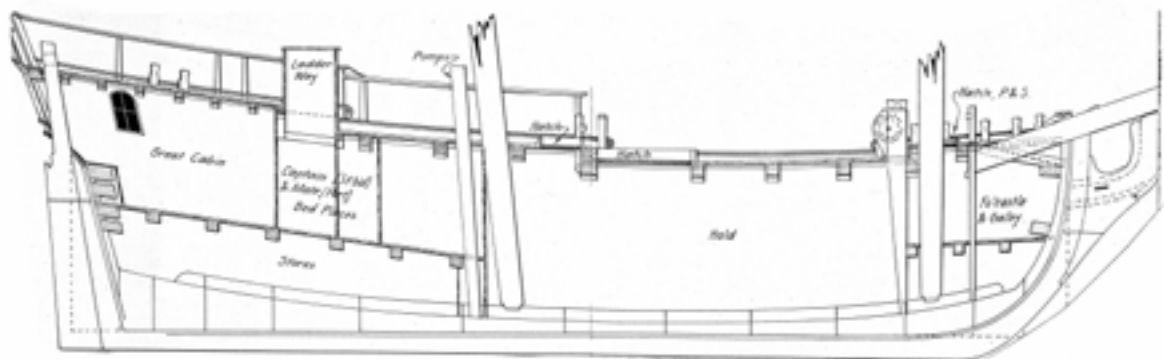
The total cost of building a ship can vary widely, depending on the quality of material and labor used to build the ship, as well as any unusual features. The rules given in this chapter provide a guideline for the creation of common sailing ships, constructed primarily of wood. The game master may allow other materials, as appropriate to his campaign setting, with a commensurate cost differential. Increasing or decreasing the size of a ship, while remaining within the same basic type and design, is possible, although must be held within reason. Cost for such larger or smaller ships will scale in proportion to the ship's tonnage, as detailed below.

On the other hand, a ship, which is less than half the average size, or more than twice the average size of the ship as it is commonly built, will be considered a new design. New designs, whether due to unusual size requirements or due to requests for a ship type which is unknown to local ship builders, will be much more difficult and expensive to build. Cost increases by a factor of up to ten over the numbers given below for such requests are not unreasonable, and the result may still be a complete failure.

Length: The first decision a builder should consider is the size of the ship to be built, as well as the finesse of its lines and the extent of its rigging. Table 4-3 gives the base cost per ton of a ship, based on its length from stern to bow, and its maximum sailing speed under normal conditions.

Secondly, the beam and depth of the ship must be decided. Note that both of these are generally predetermined to a large extent by the type of ship being built. Although some variability is possible, a shipwright would not be able to make major adjustments without the construction job being considered a new design.

Beam: The beam of the ship is its width at its widest part, generally somewhere near the middle



of the ship. The ratio (L/B) of the length (L) of the ship to the beam (B) of the ship indicates how sleek the ship's lines are. A streamlined ship will be more expensive to build, but increases the ship's speed. A boxy ship will be slower, but is cheaper to build and holds more cargo, and may thus serve the purpose of transporting goods better. For obvious reasons, many merchant ships tend to have a boxy shape, while a pirate or the military will prefer a sleeker vessel. Table 4-4 identifies the effect of the hull shape on the base cost as well as on the maximum speed.

Depth: Another major cost consideration is the depth of the ship, defined as being the distance between the main deck and the keel. Deep draught ships are not only cheaper to build on a per ton basis, they are also generally more stable. Of course, the total cost will be greater, since the tonnage will increase in direct proportion to the depth. Although deep draught ships are great for ocean shipping, they are often restricted from entering shallow waters, and require good harbors to load and unload goods. Table 4-5 identifies the depth requirements for the number of full decks under the main deck, as well as the effect on the base cost and the base seaworthiness of the vessel.

Tonnage: The total tonnage can be calculated using the following formula, where the dimensions are given in feet, and the result is in tons (2000 lbs). The hit points of the hull of the ship are also equal to the total ship tonnage.

$$\text{Total Ship Tonnage} = (\text{Length} - 3/5 \text{ Beam}) * \text{Beam} * \text{Depth} / 125$$

$$\text{Base Hull hp} = \text{Total Ship Tonnage}$$

Base Cost: Using the base cost per ton from table 4-3, the total tonnage of the ship, and the summed cost modifiers from tables 4-4 and 4-5,

the total base construction cost of the ship can be determined.

$$\text{Total Base Cost} = (\text{Base Cost per ton}) * \text{Tonnage} * (100 + \text{Cost Modifiers}) / 100$$

Maneuverability: The maneuverability of a sailing ship is dependent on its size, as can be seen in table 4-6. It can be increased or decreased by changing the complexity of the rigging and the quantity of the sails. At the same time, an increase in speed can also be attained through increased sails and more complex rigging. A ship's rigging can show many variations, but for the purpose of constructing large sailing ships of this era there are really only two basic rigging styles which need be considered. These are the square rig and the lateen rig. Small ships, requiring only relatively simple rigging, may sport a large variety of local rigging styles, but can all be considered lateen rigged for purposes of these rules. During later eras the gaff rig, with its familiar horizontal boom, became quite popular, essentially replacing the lateen rig. For purposes of these construction rules, the gaff rig can also be considered a lateen rig.

The square rig increases a ship's seaworthiness and speed over long voyages, while the lateen rig generally enhances a ship's maneuverability. Accordingly, a ship whose speed is increased with no improvement in maneuverability can be considered to have been square rigged. Conversely, if the ship's maneuverability is increased from the base of D (for ships up to 100 ft) or E (for ships larger than 100 ft), it has likely been lateen rigged; even if the speed is additionally increased. These enhancements will affect the cost, as given by the cost adjustment percentage derived from table 4-6. Note that this decision will also have an effect on the overall crew requirements, which will be determined later.



Table 4-3: Base Cost

Length	4 knots	5 knots	6 knots	7 knots	8 knots
Length < 50 ft	200 gp / ton	250 gp / ton	300 gp / ton	350 gp / ton	400 gp / ton
Length 51 ft – 100 ft	150 gp / ton	200 gp / ton	250 gp / ton	300 gp / ton	350 gp / ton
Length 101 ft – 150 ft	100 gp / ton	150 gp / ton	200 gp / ton	250 gp / ton	300 gp / ton
Length > 150 ft	75 gp / ton	100 gp / ton	150 gp / ton	200 gp / ton	250 gp / ton

Table 4-4: Hull Shape

Ratio L/B	3.0	3.25	3.5	3.75	4.0	4.25	4.5	4.75	5.0+
Cost Modifier (%)	-20%	-10%	0%	+10%	+20%	+35%	+50%	+65%	+80%
Speed Modifier (knots)	-1	-1	0	0	+1	+1	+2	+2	+2

Table 4-5: Ship Draught

Depth D	< 8 ft	8 ft - 15 ft	16 ft - 25 ft	> 25 ft
Number of Full Decks below Main Deck	0	1	2	3
Cost Modifier (%)	+20%	0%	-10%	-20%
Base Seaworthiness	-3	0	+3	+5



Seaworthiness: Similarly, the seaworthiness of a vessel can be enhanced by robust rigging and construction. Shoddy construction can also save money, although it reduces the seaworthiness of the vessel. Cost adjustments for these considerations are given in table 4-7.

Crew: At this point, after all these considerations, the ship's basic crew complement must be determined. Better technology and higher quality of workmanship and materials can reduce the crew requirement. Thus this decision again has a direct effect on the cost of building the ship. This is determined in Table 4-8, which identifies the cost adjustment based on the desired average crew level, in consideration of the ship's basic rigging and maneuverability adjustment from table 4-6. The number of crew required for the ship is then determined by dividing the tonnage of the ship by the # of tons per crew from table 4-8

$$\text{Average Crew} = \text{Tonnage} / (\text{Tons per Crew})$$

Cargo and Transport Capacity: The cargo space of a ship is determined based on the total tonnage of the ship. In general, two thirds of a ship's total tonnage is available for cargo and passengers. This is generally divided up into cargo space (tonnage) and transport capacity (medium-sized passengers or troops) as follows:

$$\text{Cargo Tonnage} = \text{Total Tonnage} * 60\%$$

$$\text{Transport Capacity} = \text{Cargo Tonnage} / 2$$

Optionally, cargo space can be converted into transport space, and vice versa. One ton of cargo space can be converted into 5 spots for passengers, or vice versa. If this is done during ship construction, no extra costs are incurred. If this is done at a later time, then the conversion cost is 50 gp per ton (or 5 transport capacity).

Table 4-6: Rigging Cost Adjustment Percentage (%)

Maneuverability	C	C	C	D	D	D	E	E	E	F	F	F
Speed Modifier	+1	0	-1	+1	0	-1	+1	0	-1	+1	0	-1
Rigging (Lt/Sq)	Lt	Lt	Lt	Sq/Lt	Sq/Lt	Lt	Sq	Sq/Lt	Lt	Sq	Sq	Sq
L < 50 ft	+30%	+20%	+10%	+10%	0%	-10%	0%	-10%	-20%	-10%	-20%	-30%
L 51 ft – 100 ft	+50%	+30%	+20%	+20%	0%	-10%	0%	-10%	-20%	-10%	-20%	-30%
L 101 ft – 150 ft	n/a	n/a	n/a	+50%	+30%	+20%	+20%	0%	-10%	0%	-10%	-20%
L > 150 ft	n/a	n/a	n/a	+70%	+50%	+30%	+30%	0%	-10%	0%	-10%	-20%

Table 4-7: Seaworthiness Cost Adjustment Percentage (%)

Base Seaworthiness	Final Seaworthiness					
	-5	-3	0	+3	+5	+10
-3	-10%	0%	+20%	+50%	n/a	n/a
0	-15%	-10%	0%	+20%	+50%	n/a
+3	-20%	-15%	-10%	0%	+20%	+50%
+5	-25%	-20%	-15%	-10%	0%	+20%

Table 4-8 – Crew Requirement Cost Adjustment Percentage (%)

Tons Per Crew	Rigging Cost Adjustment (from table X-6)									
	+70%	+50%	+30%	+20%	+10%	0%	-10%	-20%	-30%	
25 t	+110%	+100%	+70%	+60%	+50%	+40%	+30%	+20%	+10%	
20 t	+85%	+80%	+50%	+45%	+35%	+25%	+15%	+10%	0%	
16 t	+65%	+60%	+35%	+30%	+25%	+15%	+5%	0%	-5%	
13 t	+50%	+45%	+25%	+20%	+15%	+5%	0%	-5%	-10%	
10 t	+35%	+30%	+15%	+10%	+5%	0%	-5%	-10%	-15%	
8 t	+25%	+20%	+10%	+5%	0%	-5%	-10%	-15%	-20%	
6 t	+15%	+10%	+5%	0%	-5%	-10%	-15%	-20%	-25%	
5 t	+10%	+5%	0%	-5%	-10%	-15%	-20%	-25%	-30%	
4 t	+5%	0%	-5%	-10%	-15%	-20%	-25%	-30%	-35%	
3 t	0%	-5%	-10%	-15%	-20%	-25%	-30%	-35%	-40%	

Options: Finally, table 4-9 lists a number of miscellaneous considerations, with their associated adjustments to cost, maneuverability, speed, and cargo space.

Total Cost: Using the total base cost determined earlier, and the summed cost adjustments from tables 4-6, 4-7, 4-8, and 4-9, the total construction cost of the ship can be determined.

$$\text{Total Cost} = (\text{Total Base Cost}) * (100 + \text{Cost Adjustments}) / 100$$

Armaments: Most pirates will also place some form of armaments on their ships, as availability and price will allow. The game master must determine what armaments are available in his campaign, and may adjust prices accordingly. Table 4-10 lists a summary of several common armaments, although more details can be found in the core rulebook and the Broadsides! naval rules

supplement. Cargo space requirement for the mounting of an armament is 4 times its weight.

Construction Time: Construction time can depend on many factors, particularly the availability of the required skills and materials. However, assuming that the capability to build the ship is available, an estimate of the construction time can be made by taking the square root of its cost as a basis:

$$\text{Construction Time (days)} = 30 * \text{sqrt}(\text{Total Cost} / 1000)$$

Ship Construction Costs

- 1) Determine base cost per ton, based on length and speed (Table 4-3)
- 2) Modify cost due to hull shape (Table 4-4)
- 3) Modify cost due to depth (Table 4-5)
- 4) Determine total tonnage based on length, beam, depth as per formula
- 5) Calculate total base cost = modified base cost * tonnage
- 6) Determine cost adjustment based on maneuverability adjustment (Table 4-6)
- 7) Determine cost adjustment based on seaworthiness adjustment (Table 4-7)
- 8) Determine cost adjustment due to crew requirements (Table 4-8)
- 9) Determine cost adjustment due to miscellaneous structures (Table 4-9)
- 10) Calculate total cost = total base cost * sum of cost adjustments



Table 4-9: Miscellaneous Structures

Option	Cost Adjust.	Maneuv. Adjust.	Speed Adjust.	Cargo Adjust	Other Description
Oars (support)	+10%	B	Rowing	-25%	Provides rowing speed 2 knots
Oars (primary)	+20%	A	Rowing	-50%	Provides rowing speed 3 knots
High Forecastle (1)	+5%	-1/2 step	-	+10%	See notes below
High Aftcastle (1)	+5%	-1/2 step	-	+10%	See notes below
V. Light Construction	-20%			-	Penalty of -33% hit points to hull
Light Construction	-10%			-	Penalty of -15% hit points to hull
Light Armor	+10%			-	Provides +15% hit points to hull
Medium Armor	+20%		-1	-	Provides +30% hit points to hull
Heavy Armor	+30%	-1 step	-1	-	Provides +50% hit points to hull

(1) Adjustments for a forecastle and aftcastle only apply if these superstructures have a pronounced height, exceeding the height corresponding to one deck. Each half step adjustments individually have no effect. Only if both are in evidence does the maneuverability class get reduced by one step (e.g. from D to E).

Chapter 5: Equipment and Magic

Equipment

Table 5-1 Weapons, and 5-2 Nautical Instruments, illustrate some of the equipment an adventurer at sea might run across. Many more items can be found in the equipment lists of *Broad-sides!*, our naval rules supplement.

Musketoön: A musketoön is a shorter version of a musket. The accuracy and range is not a great as a musket, but it lends itself to fighting on the deck of a ship. It uses a flintlock firing mechanism.

Blunderbuss: The blunderbuss is a close range weapon that fires a very large shot, or at times was set to fire several smaller shot at the same time. This is deadly when used on a crowded deck of a ship where it could kill and maim several people with a single blast. If the large shot is loaded, the 2d8 damage and 70 ft. range increment apply. If the small shot is loaded, the range increment is only 30 ft., and the target area is a 10-foot square area. One creature in each of the four 5 foot squares in that area is attacked for 1d6 damage. If a creature occupies more than one square due to its size, then it may be the target of more than one attack accordingly. The attacker should make separate attack rolls for each of the four attacks.

Grenado: Grenado are sometimes referred to as powder flasks. They are grenades that are small hollow balls of about two ounces in weight. These can be made of iron, glass, or wood and are filled with gunpowder. The fuse is lit just before being thrown at the intended target. The grenado also presents a hazard to the attacker. If a natural 1 is rolled on the attack, the grenado's fuse was too short or the attacker hesitated a little too long, and the grenado blows up in the hands of the attacker, inflicting the 2d6 damage on him.

Stinkpot: Stinkpots are filled with chemicals that create a cloud of foul smelling odor when set on fire. They are thrown onto the deck of the victim's ship in an attempt to cause the crew to



cough and gag, affecting their ability to defend themselves. The first round that it is lit and thrown, it only affects the 5-foot square it lands in. Thereafter, the burning stinkpot creates a 15-foot diameter cloud centered on itself, and burns for ten minutes. During every round caught within the cloud every creature must make a Fortitude save against DC 14, or become nauseated for 1d3 rounds. The nausea will render them incapable of attacking, casting spells, or anything else that requires attention.

Pedrero: This is a small cannon, usually cast of bronze, designed to fire a stone projectile. It is usually mounted on a swivel. They were cast with an integral powder chamber with a smaller diameter, about a third to a half that of the bore, of a normal cannon. The density of a stone cannonball is only about a third that of iron shot, so that the internal pressure needed to produce the appropriate muzzle velocity is less. Gunners usually load a pedrero with half the powder charge of a cannon throwing an iron ball of the same weight..

Backstaff: The backstaff is a tool used in navigation to gauge latitude. It can also be used to measure the angular height of a landmark, whose



actual height is known. From this information, the ship's distance from that landmark can be calculated. The name comes from the practice of the observer turning his back to the sun, and it is made of wood. It is more accurate than the cross staff because it uses the sun at the back, rather than line of sight, looking into the sun.

Chronometer: The chronometer is used for precise measurement of time. They have a perfect escapement for precise measurement of time, and a compensation balance for the movement of the deck. They are used for determining longitude at sea. Some chronometers can weigh up to 125 pounds.



Cross staff: The cross-staff is a navigational tool used for measuring latitude. Sometimes referred to a fore-staff, it is a square-shaped staff with a scale marked off. It is fitted with a sliding crosspiece set at right angles to the staff. One end of the staff is where the navigator looks. The crosspiece is then slid until its top is lined up with the sun or polar star and the bottom with the horizon. The scale is marked where the crosspiece touches the staff, and the value is then converted into degrees by referring to a table.

Octant: The octant is used for making angular measurements for navigational purposes.

It consists of a triangular wooden frame with a swinging index arm pivoted at the apex. A mirror is fixed at that point which would move with the arm. A second mirror, half of which was transparent so that the user could view the horizon, was fixed to one limb with the sight



attached to the opposite limb. A precise scale, calibrated in degrees, was scribed on the arc of the bottom limb of the triangle, across which the index arm moved.

Quadrant: The quadrant is used for making angular measurements for navigational purposes. It consists of a triangular plate, the apex of which was fitted with a plumb bob, with a pair of pinholes on one edge, for sighting. On the bottom a degree scale was inscribed, which the plumb bob swung over. The observer lines up the celestial body viewed through the pinholes, while an assistant reads the position of the plumb bob on the degree scale.



Sea Astrolabe: The sea astrolabe is an instrument used to take altitudes. It is simplified from a normal astrolabe in that the alidade and degree scale were really all that is needed for the navigator's use. It is usually made quite heavy so that it is kept vertical on the rolling deck of a ship.



Table 5-2: Nautical Equipment

Nautical Equipment	Cost	Weight
Backstaff	85 gp	2 lbs
Cross staff	75 gp	2 lbs
Chronometer	1000 gp	20-125 lbs
Octant	500 gp	3 lbs
Quadrant	500 gp	4 lbs
Sea Astrolabe	95 gp	9 lbs

Table 5-1: Weapons

Weapon	Cost	Damage	Crit	Range Increment	Weight
Musketoons	350 gp	1d10	x3	100 ft	8 lbs
Balls, Musketoon (10)	3 gp				2 lbs
Blunderbuss	600 gp	2d8 or 1d6 x4	x3	70 ft or 30 ft	12 lbs
Lg Shot, Blunderbuss (10)	5 gp				4 lbs
Sm Shot, Blunderbuss (10)	10 gp				4 lbs
Grenado	80 gp	2d6	-	15 ft	0.1 lb
Stinkpot	70 gp	Nausea	-	15 ft	1 lb
Pedrero *	450 gp	3d6	x4	100 ft	100 lbs
Solid Shot, Pedrero	10 gp				2 lbs

* - The Pedrero has a 2 lb shot, with a 0.75 lb powder charge, reload time of 2 full round with a crew of 2, and a Stop Target of Large



Magic Items

Bag of Sailing Fortitude: This magical bag contains just enough nails (iron or wooden pegs) to complete one ship construction. When used to fully complete its construction that ship gains a +20% hit point bonus to its total value. The magical property of the bag takes effect as soon as one of the nails is used to begin construction. If any of the nails from the bag are split between different sailing vessels or other construction projects, the magic is lost and 10d10 nails remain in the bag with no magical properties.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, iron body; Market Price: 34,000 gp; Weight: 200 lbs.

Bounty Hunter: In addition to damage this +2 longsword deals 1d6+2 temporary Strength damage when it hits. A Fortitude save (DC14) will negate this effect. When this sword brings an opponent down to 0 Strength she cannot move her muscles and becomes completely limp.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, ray of enfeeblement; Market Price: 23,500 gp; Market Price: 21,000 gp; Weight: 6 lbs.

Cape of the Swashbuckler: This stylish piece of clothing never seems to tatter, nor do the colors fade. The wearer of this cape gains a +1 dodge bonus to AC and a +2 enhancement bonus to charisma.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, prestidigitation, charm person, haste; Market Price: 6,500 gp; Weight: 1 lbs.



Captain's Charm: This useful but obvious 4" long oval pendant must be worn by an active ship captain, on the outer most article of her clothing, at the lapel level in order to function. The pendant gives a +6 charisma bonus to the wearer. It also flashes with a glaring light, similar to sun reflected in a mirror and allows the captain to cast flare 3 times per day.

Caster Level: 14th; Prerequisites: Craft Wondrous Item, flare; Market Price: 40,000 gp; Weight:-.



Dagger of Action (Minor Artifact): The wielder of this +1 defending dagger of speed gains a +4 enhancement bonus to Dexterity as well as the following feats: Acrobatic, Agile, Athletic, Combat Expertise, Dodge, Improved Feint, Improved Initiative, Improved Retain, Mobility, Retain, Sailor, and Weapon Finesse: Dagger. The wielder must be wearing light armor or less, and be without a shield, for these feats and bonuses to be gained.

Caster Level 20th; Weight: 1 lbs.



Daniel's Barometer of Ritual Wonderment (Minor Artifact)

This item predicts the weather for the next 24 hours with 95% accuracy. Its main purpose, however, is to give the user a +6 bonus to his Arcane Ritual checks, as well as a +4 bonus at attempts to beat an enemy's Spell Resistance. However, it is not to be used lightly. When used in an arcane ritual, the ritualist must make a Fortitude save of DC 20. Failure means that the user has been polymorphed against his will. Daniel's Barometer will turn its users into animals of size S or smaller.

Once a user has been polymorphed by the barometer, he remains in his new form until he is hit with a remove curse effect, or until the weather changes. The caster of the remove curse must overcome a Spell Resistance of 25. If not cured, at the next significant weather change (e.g. sunny, cloudy, rainy, stormy) the user will polymorph again, into another random animal of size S or smaller; and this will continue happening for as long as the user lives.

Caster Level: 19th; Weight: 8 lbs.



Davey Jones' Locker: This horribly cursed item is actually a lure for treasure seekers. It is the creation of certain evil water dwelling outsiders. It appears to be a large, open sea chest resting on the sandy bottom of the sea containing gold coins and riches. They appear most often in water that is clear enough that they can be seen from the surface, but anyone reaching into the

treasure is pulled through the chest to the creature's home dimension. The victim gets a Reflex save of DC 25 to avoid this fate. There the offending treasure seeker is found guilty of attempted theft and is sentenced to serve the creature for 7 years. If the treasure seeker manages to grab a handful of coins or any of the other valuables, they will find the coins are of no known minting and the other treasure is of incredibly exquisite manufacture. In this case, the creature is now allowed to travel to this dimension to "retrieve" its stolen goods and punish the thief, usually by killing him. Use the statistics for a Hamatula, with the exception that it can move in water as if it had both freedom of movement and water breathing as permanent abilities.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, Evil Outsider, gate, limited wish; Market Price: 55,000 gp; Cost to Create: 26,750 gp + 2,440 xp Weight: 50 lbs.



Doctor Bag of the Vizier: This item is like an ordinary surgeon's kit, except that it contains 5,000 units of resources. Furthermore, a Surgeon (B!) performing surgery can heal a patient beyond that patient's normal hit point maximum, granting the patient any excess as temporary hit points that last for a full 48 hours. When utilized as a "healer's kit", it grants a +6 circumstance bonus to the Heal check, rather than the ordinary +2 or +4.



Caster Level: 5th; Prerequisites: Craft Wondrous Item, aid; Market Price: 20,000 gp; Weight: 5 lbs.

Dragon Whip: This is a cat o' nine tails covered in scales as if made from a lizard's skin instead of leather. The "tails" appear barbed and wisps of flame dance about them. This weapon has a magical bonus of +2, and is a flaming burst weapon. It gives its wielder fire resistance 30. As a standard action, instead of making an attack, the whip can be cracked in the air, unleashing a cone of fire 50 ft long doing 10d10 damage (Reflex save DC23 for half damage). Each whip can only do this 9 times ever. After the ninth use the whip retains its other properties, but the whip's cone of fire cannot be recharged.

Caster Level: 13 Prerequisites: Craft Magic Arms and Armor, protection from elements, delayed blast fireball, gust of wind, greater magic weapon; Market Price 32,000 gp; Weight 2 lbs.



Enchanted Masthead: These magic figures are mounted on the bow of a ship to provide a variety of magical abilities to the ship. An enchanted masthead must also be ritually bound to the ship before its benefits can be used. Only one masthead can be ritually bound and mounted on any given ship, although a single masthead may certainly have more than one power.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, Limited Wish; Market Price: 10,000 gp + 6,500 gp per power; Cost to Create: 5,000 gp +(3,500 gp + 300 xp) per power; Weight: 200-500 lbs.





Table 5-3 – Enchanted Masthead Powers

1-2	Navigation	+4 bonus on all Navigation checks
3-4	Piloting	Piloting – +4 bonus on all Piloting checks
5-6	Speed	Speed – +1 increase to maximum speed in knots
7-8	Maneuverability	Maneuverability – improves Maneuverability class by one level
9-10	Seaworthiness	Seaworthiness – +4 bonus on all Weather checks
11	Stealth	Stealth – ship can be covered by illusionary mist, which reduces the range at which it can be spied by a factor of four
12	Eagle Eye	Eagle Eye – range of lookout’s vision is doubled
13	Pursuit	Pursuit – once an enemy ship is sighted, the captain constantly knows which direction it is in, for up to nine days
14	Treasure Finding	Treasure Finding – provides +4 bonus on all Navigation checks
15	Ramming	Ramming – +4 hardness bonus on all Ramming attack rolls
16	Stability	Stability – +1 stability bonus on all armament attack rolls, including cannon, catapult, ballista, etc.
17	Fire Protection	Fire Protection– +4 bonus on all saving throws versus fire, half damage from magical fire, gain saving throw DC 10 + 1/die of damage against normal fire, no damage if save is made, half damage if save is failed
18	Hardness	Hardness – +2 increase to hardness of hull and deck
19	Buoyancy	Buoyancy – +4 bonus to all Foundering checks
20	Maintenance	Maintenance – halves maintenance costs of the ship

Helm of Disguise:

This helm appears to be a helm, but once put on the wearer can transform her appearance to be that of anyone she would like. It will not change the body size and shape, just the facial appearance. This not an illusion, but an actual transmutation of the wearer’s body, although it is restricted to the head.



Caster Level: 5th; Prerequisites: Craft Wondrous Item, alter self; Market Price: 9,000 gp; Weight: 2 lbs.

Hendrik’s Glass: This unique cursed item is the spyglass of the Captain of the Flying Dutchman. It adds a +5 luck bonus to Spot and Piloting checks while at sea. However, it also brings bad luck. If this item is being used during the voyage, then whenever there is a check for weather, the weather is always two steps worse than the normal result. If the weather rolled is hurricane level before the two-step adjustment, then the last feature of this item is activated. During the fierce storm that ensues the ship is attacked by The Flying Dutchmen and her crew. They will only leave the ship alone if the person using the glass is killed, if the glass itself is thrown overboard, or

if they are defeated, in which case the user is safe until the next hurricane.

Caster Level: 17th; Prerequisites: Craft Wondrous Item, bestow curse, storm of vengeance, guidance; Market Price: 45,000 gp; Weight: 3 lbs.



Kaliegh's Map: This gold threaded 20"x30" oil cloth, when on a ship, is enchanted to show the location of that ship upon the ocean depicted on the map, as if charted on a standard map for navigation. It further shows the type and location of any ships floating or recently (within the last 5 years) sunk within 100 miles.

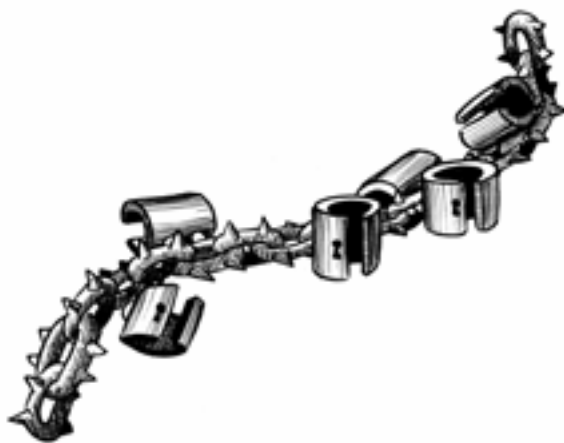
Caster Level: 19th; Prerequisites: Craft Wondrous Item, discern location, greater scrying, true seeing; Market Price: 45,000 gp; Weight: 1 lb.



Manacles of the Slaver: This is a heavy black iron chain with six, eight, or twelve pairs of manacles attached. The chain has vicious looking barbs intertwined in it. This loathsome device is of great benefit to gaolers and slavers alike. When all of its manacles are full and properly closed and locked, each person locked in them suffers a -1 penalty to their Willpower save per person the manacles hold. Therefore if 6 people are chained together in a set of 6 pairs, then each of them is at -6, if 12 people are in a set of 12 pairs then each is at -12. If the manacles are not full then there is no adjustment.

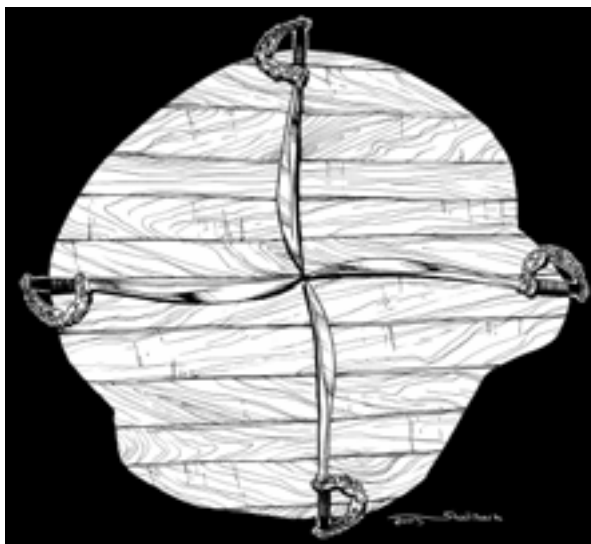
Manacles of the Slaver are also more difficult to escape than ordinary or even masterwork manacles. To get out of Manacles of the Slaver a character can attempt an Escape Artist check (DC 42) or they can attempt to break the manacles with a strength check (DC 35). Manacles of the Slavers all have amazingly good locks (Open Locks DC 40). Manacles of the Slavers are considered hardness 15 with hit points equal to twice their capacity (12, 16 and 24 respectively).

Caster Level: 10 (6 pairs), 13(8 pairs), 16 (12 pairs); Prerequisites: Craft Wondrous Item, bestow curse; Market Price: (6 pairs) 6,000 gp, (8 pairs) 12,000 gp, (12 pairs) 24,000 gp.



The Mutineers: These four evil falchions were commissioned long ago by a rich and successful human pirate fleet commander, who was father to four evil, contentious, rival children. When he was dying he gave each one a sword and one quarter of the fleet. He told them these swords were made to protect against the destruction of his legacy by them, his greedy hateful heirs. He told them that the swords were too alluringly powerful to give up yet at the same time if ever used against each other or their crews they would have such destructive force that all would be lost to them. These falchions are normal +2 weapons but when used against one's own shipmates, one's sibling, or one's sibling's shipmates it becomes a +5 keen weapon against those foes. After each battle in which a Mutineer is used in this way the wielder suffers 1d4 permanent charisma damage.

Caster Level: 20th; Prerequisites: Craft Arms and Armor, bestow curse, keen edge, greater magic weapon; Market Price: 72,000 gp; Weight: 6 lbs each.



Necklace of the Crab: This necklace, made out of solid gold, imbues the wearer with water breathing. The wearer also gains a +5 circumstance bonus to a Swim check.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, water breathing; Market Price: 24,000 gp; Weight: 1 lb.



Pendant of Sailing: This pendant, in the shape of a ship, grants a +5 circumstance bonus to Piloting and Navigation checks, as well as a +5 bonus to all weather-related DC checks of the ship.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, creator must have 10 ranks in Sailing, Guidance; Market Price: 50,000 gp; Weight: -.



Pirate's Boots: These boots are finely made of tooled leather. The wearer of these boots gains a +5 competence bonus to jump, climb, and swim skills.



Caster Level: 5th; Prerequisites: Craft Wondrous Item, jump, spider climb, endure elements; Market Price: 12,000 gp; Weight: 1 lbs.

Ram of Deflecting: A ship equipped with this ram is protected by a magical force around the ram reducing the amount of damage the ramming ship takes by half.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, wall of force; Market Price: 15,000 gp; Weight: 200 lbs.

Ring of Comprehension: This ring allows the wearer to understand and speak any language of the user's choice. This ring will also tell the user what language another species is using by simply hearing one word of their language.

Caster Level: 9th; Prerequisites: Forge Ring, tongues; Market Price: 15,000 gp; Weight: -.

Ring of Navigation: This ring has a sextant inscribed on the band. It continually grants the wearer a +4 competence bonus to Navigation checks.



Caster Level: 5th; Prerequisites: Forge

Ring, creator must have 5 ranks of the Navigation skill, guidance; Market Price: 12,500 gp.

Sails of Self-Propulsion: These sails continue to move the ship even though there is no wind, and when there is a wind the sails help, increasing the speed of the ship. The sails add an extra +1, +2, or +3 knots to the maximum speed of the ship.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, gust of wind; Market Price: sail price+15,000 gp (+1), sail price+35,000 gp (+2), or sail price+65,000 gp (+3); Weight: (varies - B!).

Ship of Holding: This appears to be a cargo ship, but the hold contains an extra-dimensional space that can accommodate large numbers of people effectively, if not comfortably. The inside of the extra-dimensional space is filled with narrow, crowded bunks. Every day a nourishing but tasteless bowl of gruel appears at the head of each occupied bunk. With a single command word the extra-dimensional space can be emptied into the Astral Plane. This horrible invention is used mainly for the safe transport of large numbers of medium-sized, sentient creatures. Although it is ill-suited for it, the space can also be used to transport cargo, but its narrow confines prevent storage of any packages larger than 2 feet by 2 feet by 5 feet. While it has application as a military transport, the relative ease with which its cargo can be "lost" makes that a risky venture. It is used frequently by slavers wishing to maximize the amount of "cargo" they can bring from one point to another. The entrance to the extra-dimensional space is the size and shape of a door,



which is mounted in a wall in the hold of the ship. Anything within the extra-dimensional space does not count against the cargo limit of the ship, nor does it make the ship heavier. However, the space does have limits to what it will hold. There are three known versions of this ship. The type of ship and the maximum number of medium-sized occupants or the maximum amount of cargo the ship's extra-dimensional hold can contain can be seen on this chart:

Caster Level: 15; Prerequisites: Craft Wondrous Item, magnificent mansion, polymorph any object.

Table 5-4: Ship of Holding

Ship	Occupants	Cargo	Market Price
Xebec	700	44 t	75,000gp
Carrack	1200	75 t	150,000gp
Galleon	2000	125 t	290,000gp

Spellcatcher Weapon: This is a magical weapon with the special ability to catch any spell whose target is the wielder of the weapon. Area effect spells cannot be caught, nor can the level of the spell be greater than the weapon's magical bonus. Thus, for example, a +3 spellcatcher longsword could only catch 0th through 3rd level spells. In order to catch the spell, the wielder



must use up an attack of opportunity when the spell is cast at her. If she cannot make an attack of opportunity, because she has already used all of her attacks of opportunity that round, then she cannot attempt to catch the spell. The spell is successfully caught if she makes a Reflex save against the DC of the spell. The weapon bonus is added as a bonus to the reflex save. When the spell is caught, it is absorbed by the weapon with no effect. The wielder can choose to either immediately have it reflect back at the caster, or retain it in the weapon. If she retains it, she can release it later as a free action upon any creature the weapon has just struck and damaged. If the weapon is holding a spell, no other spell may be caught until the held one has been released.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, globe of invulnerability, spell turning; Market Price: +2 bonus.



Wetsuit of the Frog: This item is a wetsuit that is made of frog skin. It gives the wearer a +15 enhancement bonus to jump. It also provides the wearer with the water breathing ability and reduces cold damage by 5 points/round.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, jump, endure elements, and water breathing; Market Price: 27,500gp; Weight: 25 lbs.



Chapter 6: Kronor's Folly

One hundred and seventy years ago Samuel Kronor, a young man from a wealthy family of landed gentry, came to this island, hoping to make his fortune. When he arrived, the island's population consisted of a hand full of colonists attempting to set up plantations. Samuel's hope was to increase their population by demonstrating to other prospective colonists how fertile the land was. Unfortunately, Samuel's claims attracted attention from a different sort of person than he had hoped to entice. Only a few years after his arrival, the island was attacked by a group of cutthroats who murdered most of the colonists before departing again for richer booty.

Samuel survived the attack and, ever optimistic, started to rebuild the island. His focus, however, had shifted from building plantations to raising a town, which others could use as a safe haven and base. A deep, natural cove on the island provided a well-sheltered harbor for the largest ocean-going vessels, and the shipping lanes from the Empire to the colonies lay only a short distance away. In honor of his far-off liege, and to remind all visitors that the King's law reached even here, he named the settlement Port King. Three years later the fledgling town was attacked by pirates, and many of its buildings razed in a fire. Undaunted, Samuel once again set about to rebuild, determined to include better defenses. After another year and a half a third attack was repulsed by the port's armaments, which are mounted in fortifications that had been raised on the cliffs overlooking the cove. The island started getting more visitors from the Empire, and merchants started changing their shipping routes to include a stop over at Port King. Even the plantations flourished at the hands of a new set of colonists.

The fourth attack on the island was a long time coming, but when it did after another eleven years, it was well planned by a large confederation of pirate captains, who saw Port King as a perfect base for themselves. Samuel was not so lucky this time, as he died his last Gift in the battle. The pirates did not destroy the town, or kill its inhabitants. Instead they simply instituted a government dominated by the pirate captains who made the town their base. After Samuel's demise the island was referred to as Kronor's Folly in the Empire, where the news of the attack raised little



more than eyebrows. The name has stuck, to the point where the town's actual name is only rarely used in references to the place.

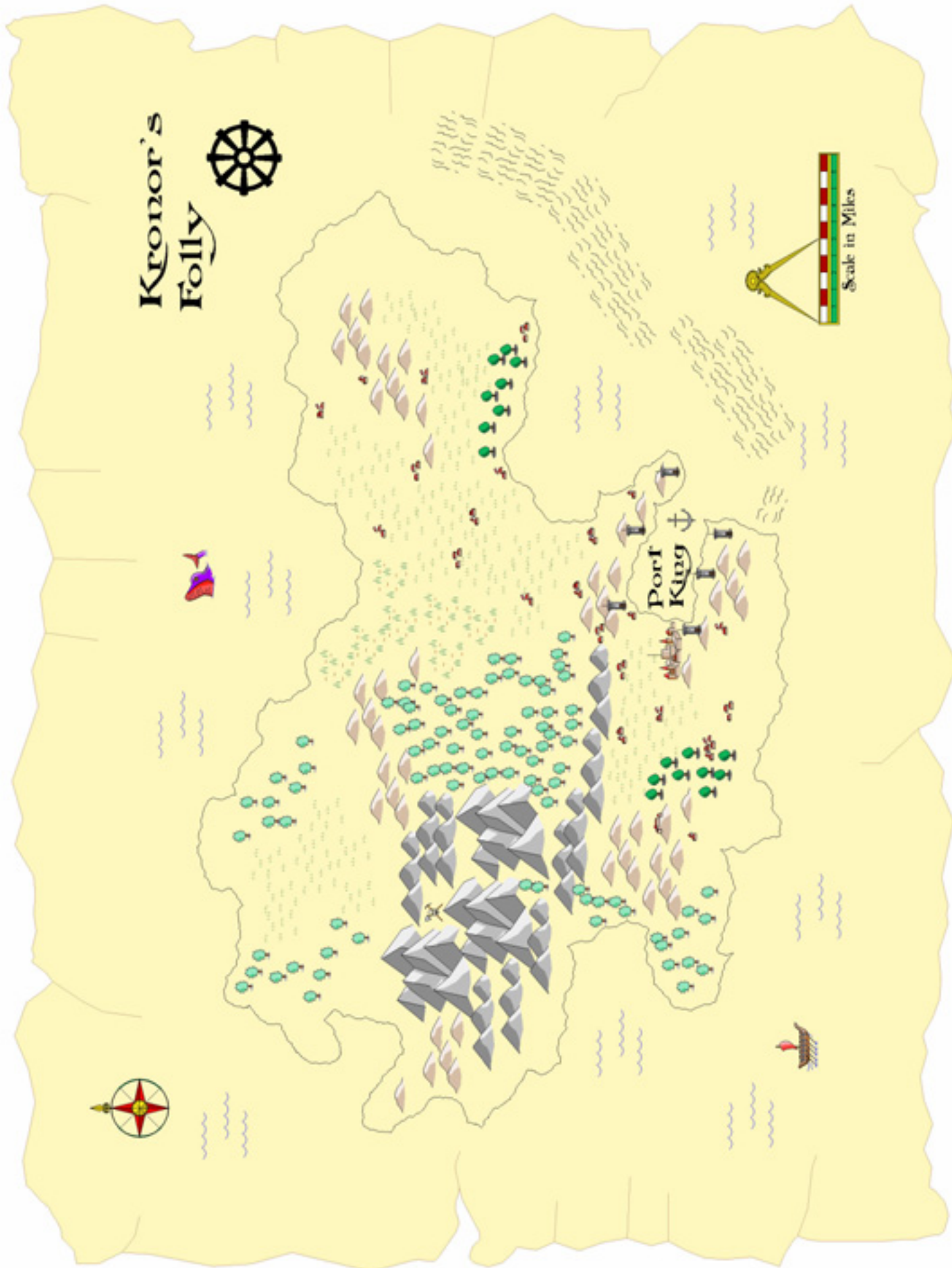
Over the past hundred and fifty years the island of Kronor's Folly in the Quilla has become home to men and women of all races and nationalities whose common bond is the flight from their past lives, either because they are avoiding oppression, escaping persecution, running from justice, or searching for adventure. Adventurers, escaped slaves, ex-soldiers, criminals and the shipwrecked have found refuge in the freewheeling atmosphere of Port King. Kronor's Folly is in close proximity to trade routes, but is protected by a set of coral reefs that discourages pursuit by any of the naval vessels. Pilots from Port King row out to meet any ships that wish to make port, and guide them through the treacherous maze of reefs.

Port King has over two hundred houses, shops, taverns, and warehouses. A small fort sits at one end of the harbor, and fortifications line the cliffs on either side of the cove, bristling with armaments. The town is a perfect place for pirate captains to obtain supplies and for the crew to spend their ill-gotten gains while looking for the next ship and the next adventure. The port's

Kronor's Folly



Port King





Chapter 6: Kronor's Folly

shipyard is small, but allows pirates, as well as other ship captains, to careen their ships and make repairs. Near the shipyard is a holding pen for slaves, and a lively auction is held about once a week.

The climate of Kronor's Folly is very pleasant, and its land is surprisingly fertile. Many of the plantations started by the first settlers have reverted to wilderness, and the lush forests hide the remains of their buildings. Others, however, are thriving businesses, and many a pirate captain has retired to ownership of a lush plantation. Just outside of town are several large mansions owned by some of the wealthier pirates, many of who live here for large parts of the year, or all the time, if they have retired. Farther inland are the large plantations that help make Kronor's Folly a thriving island. The island also boasts plentiful cattle and game, many of who are descendants of the livestock brought by the earliest settlers. Hunters make their living providing the town with food caught in the wild forests.

The population of Kronor's Folly is a mixture of pirates, merchants, plantation owners and people hoping to get rich on the money that the pirates bring in. A decade ago the then elected governor, Leo Nardan, imported a few hundred prostitutes, hoping to regularize the lives of the unruly pirates. Many of these prostitutes became wives and are now the leaders of "fine society" on the island. The permanent residents of Kronor's Folly mix with the mostly transient population of pirates and sailors in a colorful fabric of life. The rules by which they live closely follow the pirate's written and unwritten laws, providing for a rough but democratic society. Many of the citizens that are the mainstay of Kronor's Folly are ex-pirates who have retired from the sea. The majority of the wealth on Kronor's Folly comes from the multitude of pirates that move through Port King. Often a pirate crewman will return from a tour at sea with significant wealth, which is freely and quickly spent in the pubs, gambling houses and brothels of the port. In a matter of weeks, or sometimes in a matter of days, the booty is gone, having vanished into the pockets of the residents of Kronor's Folly. Left with little but fond memories, the pirate will seek out another ship, and eagerly set out again, with perhaps a last kiss of his favorite concubine to remind him to return soon – and wealthy.

Port King

The current governor of Port King is Alicia Crawford. She became governor three years ago. Alicia came to Kronor's Folly ten years prior to her becoming governor. Her name before coming to Kronor's Folly was Bordeaux du Mont, Captain of the *Screaming Fire*, one of the most successful pirate ships of her day. A decade ago Bordeaux and her crew took a prize that provided a pleasant surprise. Although they had known that the ship was part of a gold shipment, they didn't expect the vast treasure they found. Each crewmember walked away from the prize with a little more than 12,000 gp; the quartermaster, surgeon, first mate and Bordeaux walked away with almost 25,000 gp each. To a man, the crew decided that they would take their earnings from that prize and retire. Bordeaux also wanted to settle down, but she feared that being away from the sea would soon get to her. She decided to change her name back to her birth name, and came to Kronor's Folly. She had used this port often, and liked the rough-and-tumble place. She purchased one of the smallest plantations on the island and soon became interested in spending a lot of her time in Port King. Now known as Alicia Crawford, even to those who had known her before as Bordeaux, she soon became an integral part in the governing of Port King.



Alicia is by nature a leader, followed by men and women because she has the charisma, intelligence and drive to get things done. Alicia actively welcomes all those that practice piracy to Port King, because she knows that their money will quickly flow into the pockets of the merchants, tavern owners, gaming houses and brothels of the town. By encouraging this she makes the economy strong and the people of Port King prosperous. The laws in Port King are fairly lax, but there is a militia who will strictly enforce what laws there are. Foremost amongst these is the rule to



0 Scale in Feet 400

Port King



take your personal fights out to sea. Rivalries between pirates can be fierce, and Alicia is careful not to allow Kronor's Folly to become the battleground. Pirates come to Port King because they know they can find supplies, a place to rest, a place to hide, and a place to relieve the boredom that can inflict a sailor's life. They know that they can find companionship, fresh food and drink, hire crewmembers, as well as perhaps uncover information about possible targets.

The town has, over time, divided itself into three distinct districts: The Docks, Uptown and Market. Uptown is where the new society of Port King live. A significant number of these are retired pirates, trying to become legitimate, or at least live out their lives in relative peace and be able to spend the money that they earned while on the high seas. The governor's mansion resides in Uptown, the owner changing when the office is filled with a new governor. Most of those docked in the harbor of Port King rarely see the sights of Uptown, finding the empty streets and lush gardens too quiet and staid for their enjoyment. Instead the visitors to Port King are most often found in the area known as The Docks. While this area does abut the harbor, it encompasses an area several streets removed from the docks. This is the area where any sort of entertainment can be found, at any time of day or night. The Market also abuts a section of the docks, and is only open during the day. Here those that live in Uptown, sailors, pirates and farmers mingle to purchase and sell almost anything that can be thought of.

There are about thirty taverns in Port King, some small and seedy, others large and crowded. None is busier than the One-Eyed Parrot, a place where one can buy any information that might be found in this town. The One-Eyed Parrot is located in the Docks, as are most of the other taverns. The One-Eyed Parrot is fairly typical of the taverns in The Docks, although it is perhaps a bit more upscale, with a permanent bard on staff. Newcomers to Port King are pointed to the One-Eyed Parrot as a place to start their search for goods, pleasure, or information.

The One-Eyed Parrot (Tavern ***, 550 gp, 12 employees, 8d8+4 Guests)

Size: ground floor 60' x80' -common room, kitchen; first floor 60' x80' -14 private rooms

Proprietor: *Sergio Conden* (CG Human F5/Rog11) - a small unassuming man in his early forties, gray short hair, dark intense eyes

NPCs: Captain Robert Bleekmen (N Human Rog 7/Sea Captain 8(B!)) - charming, charismatic, boisterous, willing to talk to friendly folk, spends a bit too much time in tavern and not on the seas.

Tom Greenleaf (N Halfelf Brd 6) entertaining, witty, attractive

The tavern is filled with sailors of all varieties, from the good ones to the poor ones. If you have the right attitude and the correct jingle in your purse you can find almost any scrap of information in the local area. The rooms above deal to all the richest captains in port. Some of the patrons are so successful in their sea ventures that they maintain permanent quarters at the One-Eyed Parrot. It is this constant flow of commerce that enables Sergio to keep the best kind of spirits and ale in house. There is a permanent Bard that per-

GM Information only:

The most important information to be found is that Sergio himself is a long-term spy, who gathers information on all pirates that arrive in town and provides it to the authorities in the Empire. Once a month his contact comes in and orders a plate of some of the worst smelling garbage in the place. Contained somewhere in the food is a small hollowed out bone, in which a tiny scroll of meticulously written notes is concealed. Depending on the nature of the party, they could be hired to find out where the information leak is in the local area, or they could be on the side of the law, replacing Sergio's regular contact to get the information themselves and escape to the authorities. If Sergio believes he will be discovered he has enough experience and friends that he can make it to a ship and off to safer waters if the party isn't extremely good at their jobs.

forms at the One-Eyed Parrot nightly, he makes quick a bit of money with his performances. He is quite popular with the loud, rowdy sailors that frequent the tavern.

The merchants of Port King will purchase almost any item from the pirates, in turn reselling it for a greater profit. Most pirates don't care to dicker about the price of items they sell to these merchants, as long as it is reasonable, because they want to get rid of the evidence of their piracy. There is a tax that the governor levies upon every item that is bought and sold in Port King. The tax is small but because of the sheer volume of items that are traded in Port King it brings the government quite a large sum every year. Common items are usually easy to find in the Market. Items that will be purchased for a price closest to their actual value are metal crafted items. There is a blacksmith in Port King, but there is more of a demand than there is the ability to create weapons. Magic items can be found in Market, but they do tend to go quickly. Potions, scrolls, wands and rings are more commonly found than armor or weapons. A pirate who finds a haul with



magic weapons can generally ask what they want for the item, within reason. Some pirates will sell magic items in Port King, then turn around with the profits and purchase a similar item in the Empire, and still have money left over. The items that seem to be most rare in Market, however, are musical instruments.

The wealthiest man in Port King is Chee Dri Non, the owner of the small shipyard that is located at the edge of the harbor. Chee doesn't build new ships very often, continually trying to keep up with the sheer volume of the ships that he maintains. The pirates and merchants that dock here pay him a tidy sum for his maintenance and careening services. Chee is one of the few inhabitants of Port King that didn't retire from the sea. He had worked in other shipyards his whole life, and 18 years ago he happened to land on Kronor's Folly, a stop over for the ship he had happened to be on. Once he was in Port King he naturally went to take a look at the shipyard. The man who was running it at the time was old and tired of living in Port King, and was looking to go back to the Empire and live in the quiet countryside of his home. Chee became friends with the man quickly and it was decided that Chee would purchase the shipyards, paying the sum over a five year period. Chee was quick to improve the working of the shipyard based on his extensive experience and connections. He paid off the old man within three years, and has been making money hand over fist since then. Almost any item to repair a ship can be purchased at the shipyards, or Chee will gladly order the necessary parts if he doesn't have it in stock, and if you are willing to wait.

Any captain looking for crewmembers can usually find them in Port King. On the docks there is a table with a chair underneath a small pavilion specifically for hiring of crew. The captain, or quartermaster of the ship looking for crew will post what

they are looking for and the small boys on the docks will run through the town, usually The Docks and Market, announcing the openings. The following day the captain will sit at the desk and interview the lines of crewmembers waiting. If hired, the new crewmember will be expected to sign the articles of conduct on the spot.



Captain Brennean stood on the wharf looking out across the island. He wore a face of concern. This was the third ship this month that had not returned from their run. He was beginning to wonder if it was a coincidence or something more.

Imperials had lain in wait of at least one of the ships that went missing, and all aboard had been hanged. Reports had been carefully leaked to the island so the pirates would know they were being hunted. If Captain Brennean were one to show emotion in public he would have laughed at the thought of the Imperials trying to scare the pirates. There was something about these attacks that bothered Brennean; they were coordinated, almost as if they knew what the pirates were after. He suspected a traitor, but any one on the island could be responsible for selling information to the Imperials. The issue wasn't the fact that the information was being sold, but just how accurate it was. Who would have access to such information? It was a needle in the proverbial haystack. Brennean was meeting with three of his fellow Captains today at the One-Eyed Parrot, he just hoped they could find out who was selling them out to the Imperials.

Valis was on his way back from his meeting, the last scrap of information he now possessed would finally give his government the life of one of the most ruthless pirates on the island. Still he had to get off the island and back to Port La Croix where he could safely report the information. Even Valis didn't know the contents of the message he carried, it was always safer that way. It wasn't that he couldn't be trusted, but his contact took no chances. Only one man in Port La Croix could read the note he carried, if he could get a ship there he would surely be promoted. He would wait for night before making his move.

The last of the Captains left Brennean to his own devices. He watched the door to his opulent room at the One-Eyed Parrot close. He was left to think. They were no closer to discovering who the traitor was. If they couldn't discover who was so accurately tracking their raiding runs, they would all be finished. He planned to be extra vigilant while he was in public, and next time he ventured on the sea he would check his crew thoroughly. It was this kind of thinking that would ultimately lead to his downfall. As he didn't hear the softly padding feet just outside of his room, his last visitor and his greatest enemy.

Chapter 6: Kronor's Folly

Chapter 7: Pirate Adventures

The Swimmers

(For 4-6 players of levels 6-9)

Introduction

A few years ago a small band of kithraas pirates came across a group of slavers preying upon the human and merfolk inhabitants of a remote island. The pirates interfered, defeating the slavers in a night battle where the kithraas stealthily approached underwater and climbed up the anchor lines of the ship. After the battle the pirates claimed the slavers' ship, but released the captured natives. In gratitude, the natives invited the kithraas to stay and use their island as a base. The kithraas pirates accepted, and the group is now headquartered there.

While the human natives live in a small village on the island, the merfolk live in the lagoon in its middle. The kithraas and some merfolk who have joined them live in a large underwater cavern system. The ship is usually anchored in the lagoon, near the underwater cave entrance. The pirate band has expanded to include some non-native humans as well, who reside in the village, living in harmony with the natives.

These pirates are not the bloodthirsty type. They simply believe that the powerful human empires out there have stolen too much of the world for themselves, and they're only taking it back for the less fortunate races. Nonetheless, they are ruthlessly efficient in their attacks, taking full advantage of their natural abilities in the water, and have been known to sink ships full of people, sending them to a watery death. They depend primarily on stealth to attack their prize, shadowing a ship during the day and then closing in for an underwater raid at night. Their tactics often include disabling ships by jamming the rudder, attaching heavy nets filled with seaweed to the bottom of the ship, and even boring holes into the hull. Their ship has a storeroom full of tools used for such tricks.

Background

The players have been hired by the representative of the crown to root out and destroy the kithraas and merfolk pirate gang known as The Swimmers. The reward offered is to be the pi-



rates' ship and any treasure found in their hideout, as well as the good will of the crown. The players will be provided with transportation to and from the island that is the pirates' hideout.

If the players make inquiries, they can find out that normally the crown would not go to such efforts to bring to justice a minor nuisance like the Swimmers. However, apparently these pirates last year had the fortune to attack a ship where they made away with a family heirloom; a very valuable royal family heirloom. The crown used scrying rituals to find the item, and traced it to its illicit buyer. The players can have retrieved this object previously, or maybe this is an adventure for the future. In any case, as a side effect of this search, the pirates' hideout was identified, and the decision was made to clean up this loose end.

Part One

Erwin Blanwood, the crown's representative, gives the players a writ to take to the harbormaster of the Argenti Docks in the city of Parma. There they will acquire passage on a ship that will take them to the pirates' lair, an island in the Inland Sea named the Claw. They are also informed to take rooms at the Welcome Reef, an inn next to the Harbormaster's Offices of the Argenti Docks, until the ship is ready to sail.

The players arrive in Parma early evening and can easily get directions to the Welcome Reef. The innkeeper is behind the bar when they enter and she introduces herself as Marie Fortuna. There



are a number of people in the Tavern. It is loud and lively, the occupants seem to all be enjoying themselves. Marie leads the players to one of the few empty tables while she makes certain the rooms are ready. After a few minutes a young boy approaches the players, "You're not from Parma, are you? I'm Tib. You need a guide, I know these streets well." Tib will ask for a gold piece a day, but can be negotiated down to one silver per person per day for guiding them around. He will make some ominous comments if the players balk at hiring him, but won't pressure them any more than that. He will be an unreliable guide in any section other than the area around the docks, and will often be hard to find at all.

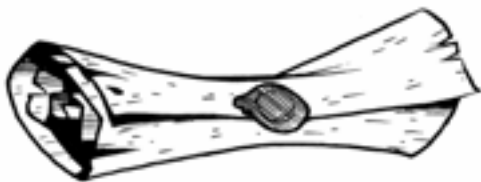
When the players take their writ to the harbor master, they will be told that the ship will be ready to sail 3 days hence. They can board the evening before. The ship is the *Sparrow*, a small carrack captained by Henri du Geoff.

If the players are nice to Tib:

Tib is a member of a local gang who run the guide service as a protection racket - if the newcomers pay one of the gang members for their services then the newcomers were left alone.

If the players are mean to Tib:

If the players shun Tib they will be plagued by muggings, robberies, and fights the entire time they stay in Parma.



Tib's Gang

Tib Human Ftr1; CR 1; Medium-size Humanoid (4 ft.9 in. tall); HD: 1d10; hp: 3. Init: +2 (Dex); Spd: 30 ft; AC:12 (+2 Dex); Atk: +7 melee (1d10+2, dagger); SA none; SQ none; AL N; SV: Fort. +2, Ref. +2, Will +0; Str 10, Dex 14, Con 10, Int 13, Wis 10, Cha 12.

Marco (leader), Josey, Carl; 3 Male Human Ftr3; CR 3; Medium-size Humanoid; HD: 3d10+6; hp: 30, 24, 19; Init: +5 (Dex, improved initiative); Spd: 20 ft; AC:18 (+1 Dex, Large Shield, Breastplate); Atk: +7 melee (1d10+2, bastard sword); SA Power Attack; SQ none; AL NE; SV: Fort. +5, Ref. +2, Will +2; Str 15, Dex 12, Con 15, Int 10, Wis 12, Cha 8.

Skills: Jump +4, Search +6, Sense Motive +5, Spot +6, Swim +4

Robin Female Human Rog2; CR 2; Medium-size Humanoid; HD: 2d6+4; hp: 15, Init: +8 (Dex, improved initiative); Spd: 30 ft; AC:14 (+4 Dex); Atk: +1 melee (1d4, dagger), +5 ranged (light crossbow); SA none; SQ none AL NG; SV: Fort. +2, Ref. +7, Will +0; Str 11, Dex 18, Con 14, Int 15, Wis 12, Cha 16

Skills: Appraise +5, Climb +6, Disable Device +6, Hide +9, Listen +6, Move Silently +9, Open Locks +9, Search +4, Sleight of Hand +9, Spot +8, Swim +2, Use Magic Device +5

Zurly Male Human Rog2, CR 2; Medium-size Humanoid; HD: 2d6+6; hp: 14; Init: +6 (Dex, improved initiative); Spd: 30 ft; AC:14 (+2 Dex, leather); Atk: +1 melee (1d6+1, short sword); SA none; SQ none; AL CE; SV: Fort. +3, Ref. +5, Will +0; Str 13, Dex 15, Con 16, Int 8, Wis 8, Cha 7

Skills: Disable Device +8, Hide +4, Intuit Direction +5, Jump +4, Listen +4, Move Silently +3, Spot +6

If the group has paid Tib then the next 2 days will pass without much happening. If they have not, then one of the party will randomly be pick-pocketed by Robin on the evening of the first night, while they are distracted by Zurly. Tib will lecture them later about how he could have warned them about the place.

If the players don't pay the second day, then there will be a bar fight started by one of the members of Tib's gang telling a man that they know to be hotheaded and quick to start a fight that they overheard the group talking about how ugly and obnoxious the man was. The man and his mercenary friends will attack the group - shouting that they insulted them. They are very belligerent and all quite drunk, getting a -2 circumstance bonus to all skill checks and attack rolls.

8 Male Human Ftr3; CR 3; Medium-size Humanoid; HD: 3d10+6; hp: 32, 28, 25, 22, 21, 19, 19, 14; Init: +1 (Dex); Spd: 20 ft; AC:18 (+1 Dex, Large Shield, Breastplate); Atk: +7 melee (1d10+2, bastard sword); SA Power Attack; SQ none AL NE; SV: Fort. +5, Ref. +2, Will +2; Str 15, Dex 12, Con 15, Int 10, Wis 12, Cha 8.

Possessions: Bastard Sword, Large Metal Shield, Breast Plate, 89 gp and 75 sp (between all 8)

Part Two

The ship leaves the harbor under a clear blue sky, and a strong wind. After six days of travel it approaches the island known as the Claw. Feel free to roll for encounters at sea, although no major difficulties should be met. Captain du Geoff informs the players that a lagoon is open to the sea on the east side of the island. He approaches the island from the southwest, where a low chain of hills blocks the view of anyone in the island's interior. He will anchor about a mile off shore, and promises to remain there until the players return, or if he feels there is any danger to the ship. He figures his ship will be noticed sooner or later, so the players should make haste on their mission. He will tell the players that he cannot sail into the lagoon, since there is a coral reef at its opening, and he does not know a safe channel through it. He does feel that the longboat could easily navigate the opening.

The captain will lower a longboat for the players to row ashore, or into the lagoon. He will send men with them to bring the boat back. He tells the players that he will keep watch and send the longboat back on an agreed-upon signal - which must of course be visible from the western side of the island where he is anchored. If the players ask Captain du Geoff about any support for underwater actions, he will suddenly "remember" that the crown provided 12 water breathing potions for their use, "if you really feel you might require them".

The island has three areas of interest to the players. The first is the lagoon in its center. The pirates' ship, a caravel named the *Vengeance*, is moored in the lagoon, usually about a quarter mile away from the pirates' lair. The merman community also lives in the lagoon, scattered in

individual family groups.

The second area of interest is the village of Pugalla, occupied primarily by natives, with a few of the human members of the pirate crew.

Finally, hidden from sight, is the underwater cavern complex that is the lair of the kithraas and mermen who are active members of the pirates.

Lagoon

Shark Golem: If the players row or swim into the lagoon, they will soon attract the attention of the guardian, a shark golem. It patrols near the coral reef at the lagoon's entrance. Its instructions are to attack anyone that swims in who is not a merman or kithraas, as well as any vessel that is not painted with a bright yellow color on its bottom. The pirates' ship and rowboat both have a bright yellow stripe painted along both sides of the keel.

Shark Golem

Large-size Construct

Hit Dice: 10d10 +20 (79 hp)

Initiative: +1 (Dex)

Speed: Swim 40 ft.

AC:19 (+1 Dex, + 8 natural)

Attacks: Bite + 14 melee, Tail Slap + 12 melee

Damage: 3d8+6, 1d12+6

Face/Reach: 15 ft. by 5 ft. / 5 ft.

Special Attacks: Frenzy

Special Qualities: keen scent, construct, magic immunity, damage reduction 20/ +2

Abilities: Str 22, Dex 13, Con -, Int -, Wis 11, Cha 1

Climate/Terrain: Any Aquatic

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always Neutral

Advancement: 11-12 (Large), 13-15 (Huge)

Frenzy (Ex): When the shark golem hits with its bite attack it gets an additional +4 circumstance bonus to hit and +2 circumstance bonus to damage on the next round.

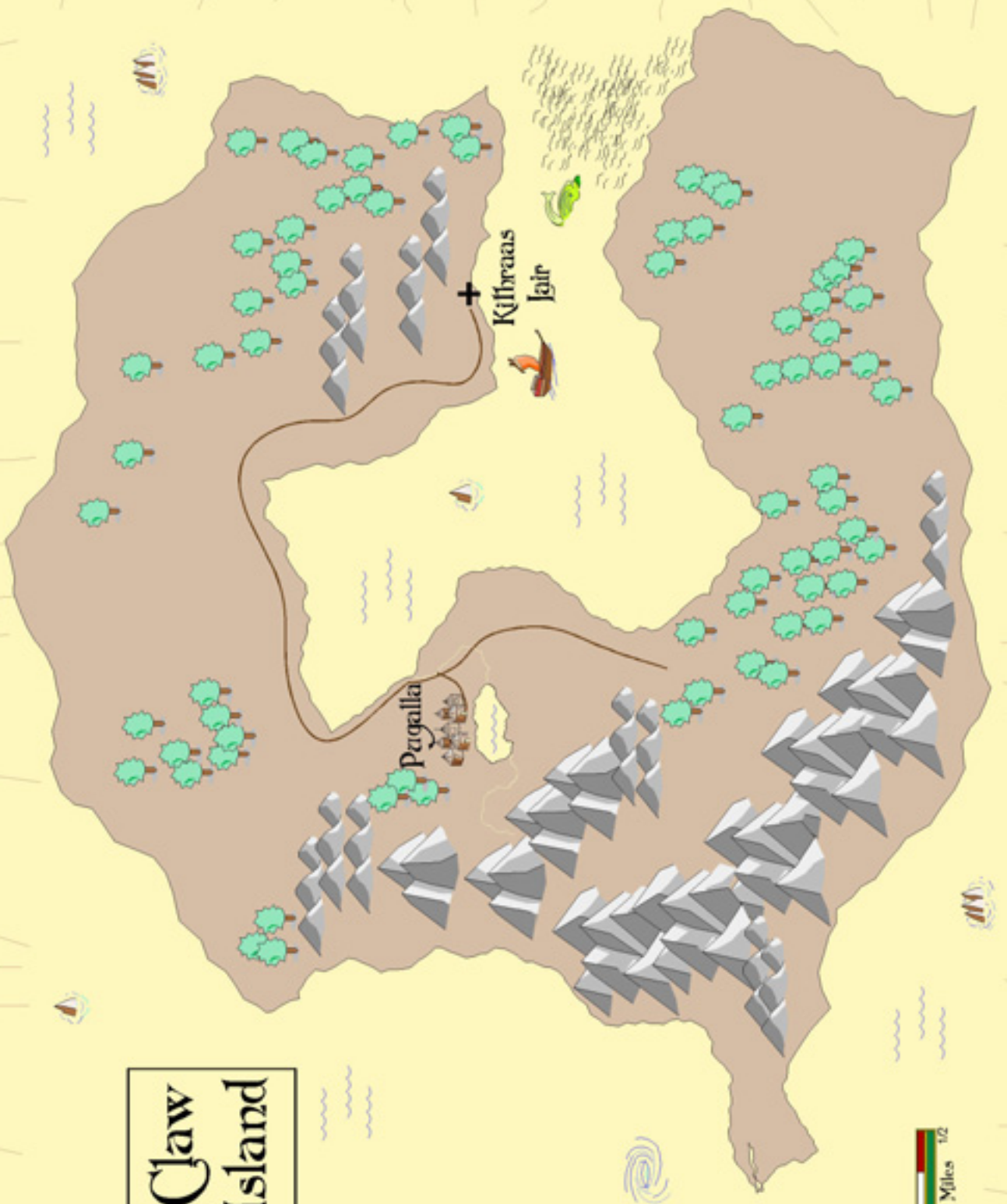
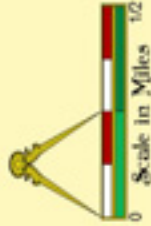
A shark golem is specially created to protect an area that the creator designates. They resemble sharks, but with metallic skin. They weigh 1000 lbs. The shark golem's tail slap can be used on a small vessel, causing everyone inside to make a Reflex save or be tossed overboard. The DC of the Reflex save is equal to 20 minus the length of the vessel in feet.

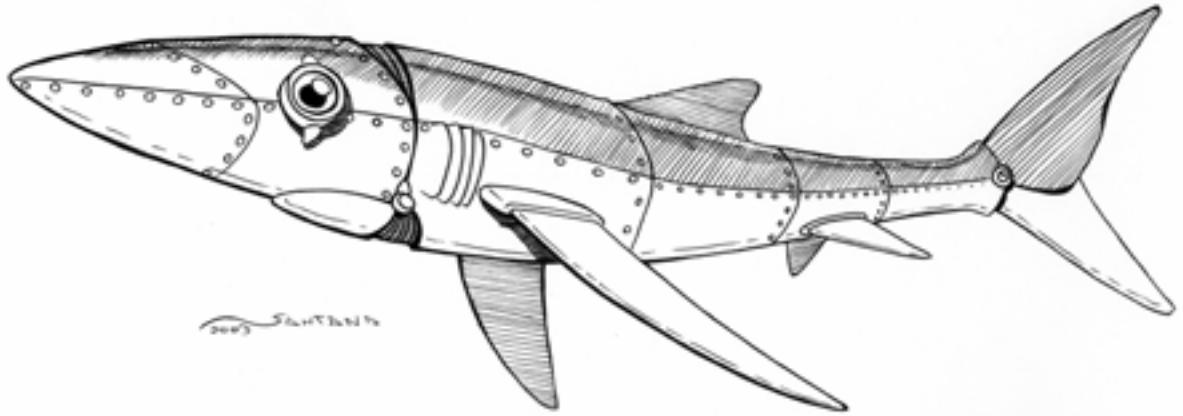
Merfolk: The merfolk of the lagoon will seek to avoid the players. They will warn the pirates if given the chance, but only if they see no personal danger in doing so. They live in individual family groups of 2-8, concentrated in the western part of the lagoon. They do not recognize a single leader, making decisions by council of all family heads. Not surprisingly, this can take some time. Every 1/8th mile traveled in the lagoon there is a 1 in 6 chance of encountering a family group, this increases to 1 in 3 in the western part.

Merfolk

56 individuals, plus 4 3rd level, 3 5th level, 2 7th level, and 12 porpoises

Claw Island





The Ship: Unless an alarm has been raised, the vigilance on the ship is lax. No sign of movement can be seen on deck. A rope ladder conveniently hangs from the deck down to the water. There is no one on the deck of the ship. One can see the doorway that leads below, as well as boxes and barrels, currently empty, on the deck. There is also a closed hatch, leading down into the hold.

There are two guards in one of the cabins below, dicing. If the players search the deck they must all make a Move Silent check at DC 15. Unless all succeed, the guards will appear in 5 minutes and raise the alarm by ringing a bell hanging on the mast. If the players had already gone to the village then nothing more will happen. If they had not gone to the village then the pirates in the village will now be alerted, and plan to set an ambush for the players. They will also send a couple of natives to watch the ship while hidden in the trees on shore, and report back on the movements of the players. The lagoon will also be carefully watched from the trees on the shore near the village.

2 Male Human Ftr3; CR 3; Medium-size Humanoid; HD: 3d10+6; hp: 30, 26; Init: +5 (Dex, improved initiative); Spd: 30 ft; AC:18 (+1 Dex, Large Shield, Breastplate); Atk: +7 melee (1d6+2, scimitar); SA none; SQ none AL NE; SV: Fort. +5, Ref. +2, Will +2; Str 15, Dex 12, Con 15, Int 10, Wis 12, Cha 8

Possessions: scimitar, large metal shield, breast plate, 90 sp one of the men has a large horn strapped to his belt.

Behind the doorway is a steep, narrow stairway leading down below deck. In the wall aft of where the stairs came down there are two doors, both closed. A narrow hallway runs toward the fore of the ship, opening into the hold. Two more doors are in this hallway.

The doors in the aft wall lead into a storage area on one side and the captain's quarters on the other. In the captain's quarters a Search check against DC 20 will reveal a secret compartment, where Captain Alnul du bal Mardek's log books and sea charts are stored. The doors on either side of the hallway lead into small cabins, currently empty.

Across the hold in the fore of the ship is another wall with two doors. One of the doors leads into the crew's quarters, crowded with hammocks. The other door leads into the galley, where the two

men are dicing. A Listen check of DC 15 at the door will let the players hear voices and the sound of dice being shaken and rolled. For every round that the players are below deck, they have to make a DC 15 Move Silent check, else the guards will come to investigate. The primary goal of the guards will be to get onto the deck and ring the alarm bell.

Village of Pugalla

Natives: The natives are a friendly folk, and will not take sides in a battle, unless the players treat any of them badly. They will help the pirates only by spying on the players. They live a carefree life, surviving on the bounty of the island; hunting the birds, monkeys, and small goat-like animals that frequent the woods and hills, under the guidance of an old druid.

Natives

150 individuals, plus 25 2nd level, plus 10 3rd level, plus 3 4th level

Agrawala, Male Human Drd5; CR 5; Medium-size Humanoid; HD: 5d8+5; hp: 31; Init: +2 (Dex); Spd: 30 ft; AC:17 (+2 Dex, hide armor, large wooden shield); Atk: +4 melee (1d6 scimitar); SA spells; SQ wild shape (1/day), AL NE; SV: Fort. +5, Ref. +3, Will +7; Str 10, Dex 14, Con 13, Int 12, Wis 16, Cha 8

Possessions: scimitar, hide armor, large wooden shield, *Wand of Cure Moderate Wounds* 42 charges

Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0- *detect magic* x3, *read magic* x2; 1st - *cure light wounds* x4; 2nd - *charm person*, *bark skin*, *summon nature's ally II*; 3rd - *poison*, *summon nature's ally III*

From the beach on the western part of the lagoon a path leads to the village, which is about a half mile inland. Branching off from this path are two others. One of these paths leads around the northern end of the lagoon for a length of about 2.5 miles, and ends on the beach near the *Vengeance's* anchorage and the underwater lair of the pirates. A rowboat can be found on the beach there, with a notably bright yellow stripe running along its bottom. The other path leads only a mile to the south, into denser woods. If the players decide to trek through the underbrush instead on paths, they can do so, but will make a spectacular racket and be slowed accordingly.

If the alarm has been raised, the pirates in the village will prepare an ambush along the path. If the players don't come towards the village within a couple of hours, those pirates will make their way along the northern path to the beach there. Eventually, after trying to discern the situation on the ship, they will take the rowboat out to the ship. Under no circumstances will they try to get to the underwater lair.

Human Pirates (EL 7)

1 Male Human Ftr5; CR 5; Medium-size Humanoid; HD: 5d10+10; hp: 40 Init: +5 (Dex, improved initiative); Spd: 30 ft; AC:12 (+2 Dex.); Atk: +7 melee (1d); SA none; SQ none AL NE; SV: Fort. +5, Ref. +2, Will +2; Str 18, Dex 14, Con 15, Int 13, Wis 12, Cha 12
Possessions:

7 Male Human Ftr3; CR 3; Medium-size Humanoid; HD: 3d10+6; hp: 34, 29, 23, 22, 20, 20, 16; Init: +5 (Dex, improved initiative); Spd: 30 ft; AC:18 (+1 Dex, Large Shield, Breastplate); Atk: +7 melee (1d6+2, scimitar or short sword); SA none; SQ none AL NE; SV: Fort. +5, Ref. +2, Will +2; Str 15, Dex 12, Con 15, Int 10, Wis 12, Cha 8
Possessions: scimitar or short sword, large metal shield, breast plate, 89 gp and 75 sp (between all 7)

2 Male Human Sor4; CR 4; Medium-size Humanoid; HD: 4d4+4; hp: 19, 18; Init: +6 (Dex, improved initiative); Spd: 30 ft; AC:12 (+2 Dex); Atk: +1 melee (1d8-1 short spear); SA spells; SQ none, AL NE; SV: Fort. +2, Ref. +3, Will +5; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16
Possessions: short spear
Spells Prepared (6/7/4; base DC = 13 + spell level): 0- *dancing lights*, *detect magic*, *detect poison*, *flare*, *guidance*, *read magic*; 1st- *change self*, *mage armor*, *magic missile*, *sleep*; 2nd- *flaming sphere*, *invisibility*.

Underwater Lair

Except for a small section of area 2, the whole cavern complex is totally underwater. Light sources can be found in areas 4, 6, 7, 9, 10, and 11. These are all torches with a *continual flame* cast on them, which can be removed from their sconces to be carried around.

Area 1: Once inside the cavern area there is a narrow opening going deeper into the stone. After only a few feet, a set of hanging fishing nets prevent fish from swimming into the cave. They can easily be moved aside. The passage way opens after 50 feet into a larger area, but the lack of light makes the room very dark. If moving through here without a light, the players will bump into the skeletons dangling from the ceiling. If the players produce a light source they will see several dozen skeletons of humanoid creatures hung from the ceiling. If they look they can discern elf, human, and some merman. Any strong disturbance of the skeletons will result in an eerie sound of rattling, as shells and pebbles placed in the skull make noise. This is designed more to scare away curious merman children, rather than act as alarm, but it should serve to startle the players.

Area 2: A Spot check of DC 13 will notice that the ceiling here appears to be above the water. In fact, there is an alcove above the highest tidewater mark in here that serves as a storage space for items that would not survive underwater for very long. The air pocket is also home to a shrieker, whose screech will alert everybody in the whole cavern complex as it echoes through the cave. The shrieker will only screech if someone climbs out of the water, or if a light is brought above the water. Just poking one's head above the water will not cause it to react. There are several boxes here, containing bottles of fine port wine. A total of 6 cases of 24 bottles, valued at 10 gp each, are stored here. A Search (DC 17) check will find a hidden bag of treasure containing 8 gems worth 550 gp.

Area 3: The right-hand corridor from area 2 ends in a grating across an opening. The cave behind it is dark and appears to drop off steeply to a greater depth. Imprisoned here is an aboleth that the kithraas caught some time ago, and decided to keep locked up for future use. They stay far away from it unless they have taken special precautions. The grating is secured on this side by two heavy bars and a simple latch lock. If the players make noise near the grate, or if the grate is removed, the aboleth will surface as fast as possible, attacking or enslaving anything that gets in its way. It will command the enslaved creature to open the grate, to attack anyone that tries to stop it, and finally to kill all the fish people in this cavern. It will make its way to the exit quickly and swim away. On the bottom of the room, about 50 feet down, are the remains of one unfortunate kithraas, a leader of the band who tried to negotiate with the aboleth. Amidst his bones is a gold and gem necklace worth 450 gp, as well as six gold bracelets worth 175 gp each.

Area 4: The middle corridor from area 2 leads into a cavern where merman are. The walls have sconces every 40 feet holding torches with a *continual flame* cast on them. This is obviously a living area. The merman shout an alarm and attack unless they are surprised and methods are taken to not allow them to call the alarm. If alerted previously the merman will hide in corners and try to ambush the intruders. If they hear battle in other areas, these merman will alert the quartermaster in order to join the fight there.

(EL 5) 14 merfolk, of which 5 are 2nd level, and one is a leader of 4th level

Area 5: This is a storage area. A DC 26 search check will reveal a hidden compartment in one of the boxes that contains a *Cape of the Swashbuckler*.

Area 6: These are living quarters for the other half of the merman pirates, including a section for females and even a couple of children. The cavern is lit with *continual flame* torches along its walls. If alerted most of them will stand guard at the entrance to protect the women and children. If not alerted they need to scramble for their weapons. They will not pursue out of this cavern, or join any battle in other sections, unless rallied by the quartermaster. Either way the chil-





dren and their mothers, after seeing the PC's, will cower in a corner.

(EL 5) 10 merfolk, of which 2 are 2nd level, and 2 are children

Area 7: These are the living quarters for the kithraas quartermaster and the cleric. The cavern is lit with *continual flame* torches along its walls. If alerted they will come out to rally the mermen in areas 4 and 6. The quartermaster is the leader of the mermen, training them in boarding actions and other pirate activities. A Search (DC 12) will reveal a small chest containing 107 gp and a pearl necklace worth 1200 gp.

Area 8: The left-hand corridor from area 2 leads into a large cavern. A Spot check of DC 25 will reveal a raised portcullis hidden in a ceiling crack at the entrance to the cave, and a wheel concealed by a clump seaweed. The wheel cranks the portcullis back up after the trap in this room has been sprung. It is locked in place until that happens. There is a similar device on the other side, in the corridor to area 9. Additionally, there is a lever there, which disables the trap completely. The kithraas use this lever if they wish to exit from area 9 and move through this cave.

If the players are all swimming they will get through the cavern without incident. If, however, any of them are walking, they may trip the trap hidden in this cave. On the floor in the narrow part of the cave between 8a and 8b is a 5 ft wide section from wall to wall where the sandy floor conceals a pressure plate. Any weight of 100 lbs or more placed on this area will cause it to depress noticeably, triggering the trap. A DC 18 Listen check will alert the PC's to a metallic grinding noise. A moment later, at Initiative 18 on the next round, two portcullises will slam down to shut off this area at its exits to area 2 and area 9. At the same time, a burst of black inky liquid will

be squirted into the water near where the portcullis to 9 comes down. The natural current of the water will spread and carry this inky cloud at the rate of 20 feet per round toward area 2. The farthest reaches of 8b will be safe from this, but all other parts of 8a and 8b will be filled, then the cloud travels to areas 2 and exits the complex through area 1. Any pirate who notices this will retreat to avoid the water until the 60 foot diameter cloud passes. Anyone caught in it for a full round must make a DC 15 Fortitude check or be affected by the poison in the water – as Insanity mist poison (1d4 Wis / 2d6 Wis). The save must be made every round, and people can be affected multiple times. Moving at 20 feet per round, the 60 foot cloud will affect a stationary person at most for three rounds.

Poison Trap: CR 10; no attack roll necessary; Search (DC 23) to find trap mechanisms; Disable Device (DC 24).

Area 9: These are kithraas living quarters. There is no light in this room, since kithraas have dark vision. If the trap in room 8 is set off, these kithraas are all prepared to charge into the room when the poison cloud has passed into the corridor to area 2. They will also have notified the kithraas in areas 10 and 11. They will raise the

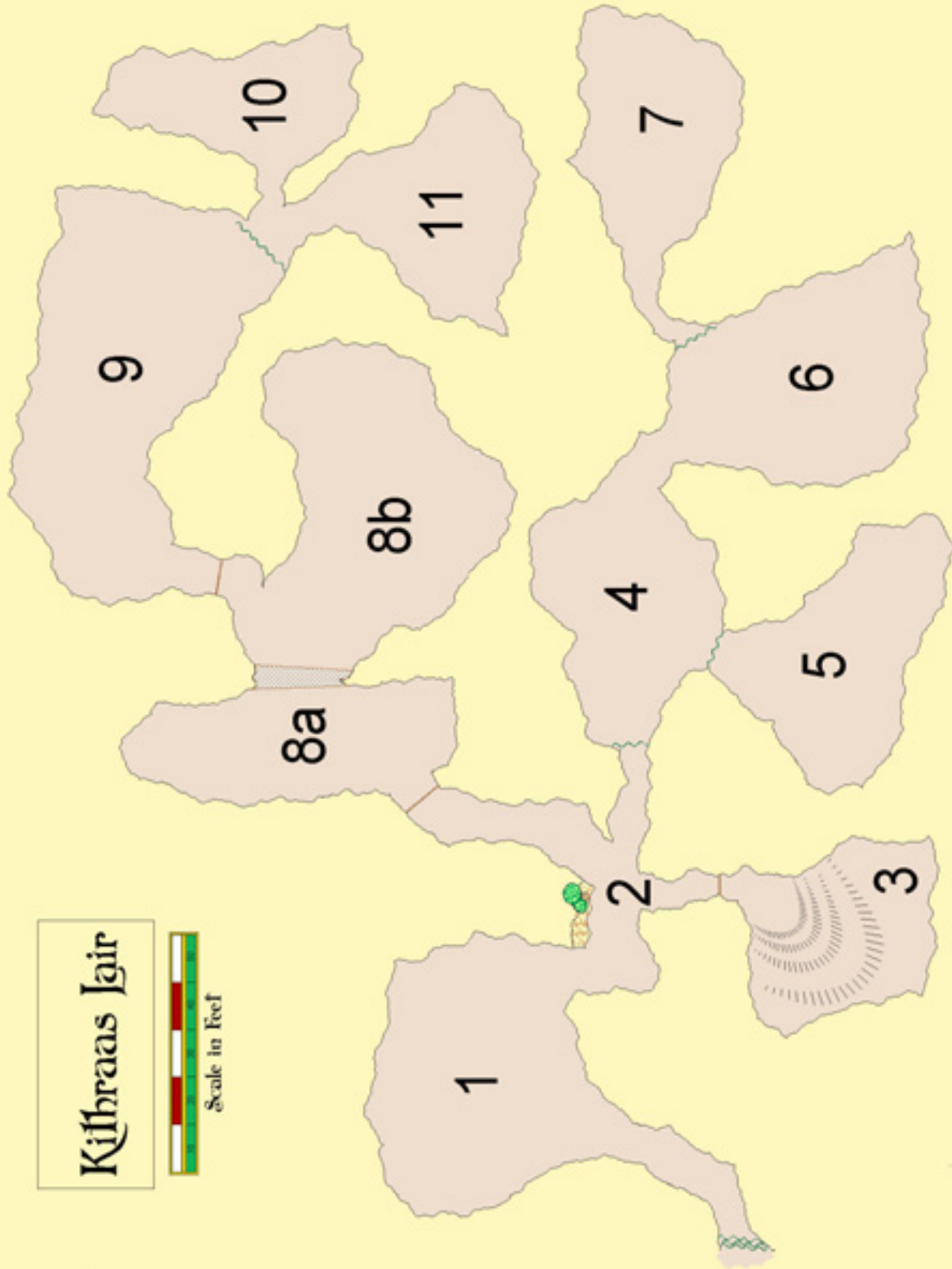
Captain Alnul du bal Mardek; kithraas Rog6/Sea Captain 3(B!)/Pirate 2; CR 11; Medium-size humanoid (aquatic); HD 6d6+6 plus 5d8+5; hp 54; Init +4 (Dex); Spd 30 ft.; AC 16 (+2 leather armor, +4 Dex); Atk +9/+4 melee (1d6+2 18-20/x2 +2 scimitar); SA sneak attack +3d6; SQ amphibious, captain's presence, evasion, false colors, trap sense +2, trapfinding, uncanny dodge; SR none; AL CN; SV Fort +6 Ref +13 Will +5; Str 11, Dex 18, Con 12, Int 17, Wis 10, Cha 11; Height 5 ft. 9 in.; Weight 145 lbs.

Skills and Feats: Appraise +9, Climb + 6, Disable

Kithraas Iair



Scale in Feet



Device +8, Hide +10, Intuit Direction +5, Jump +4, Listen +6, Move Silently +12, Navigation +11, Open Locks +12, Pilot +11, Sailing+13, Sea Legs +11, Search +11, Sense Motive +5, Spot +8, Swim +14, Use Magic Device +5, Alertness, Captaining, Captain's Presence, Expertise, Leadership

Possessions: caravel, masterwork composite bow, short sword, leather, 250 gp

Quartermaster Keelik dil Yaarl; kithraas Rgr5/Sea Scout 3(B!); CR 8; Medium-size humanoid (aquatic); HD 5d8+20 plus 3d8+12; hp 73; Init +3 (Dex); Spd 30 ft.; AC 18 (+5 *armor of swimming*, +3 Dex); Atk +12/+7 melee (1d8+4 20/x3 +1 *spear*); SA combat style (two-weapon fighting), favored enemy (humans +4, elf +2); SQ amphibious, sea adept, wild empathy; SR none; AL N; SV Fort +11, Ref +10, Will +2; Str 16, Dex 16, Con 19, Int 12, Wis 10, Cha 11; Height 5 ft. 5 in.; Weight 153 lbs.

Skills and Feats: Hide +7, Intuit Direction +7, Knowledge Nature +5, Move Silently +7, Ride +7, Sailor +5, Sea Legs +6, Search +6, Spot +4, Swim +22, Wilderness Lore +7, Deep Diver, Endurance, Favored Enemy, Favored Enemy, Sea Adept, Track.

Possessions: armor of swimming, +1 spear, 9400 gp

Neachamir dil Arin; kithraas Sor7; CR 7; Medium-size humanoid (aquatic); HD 7d4+14; hp 41; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +4 melee (1d4 adamantine dagger); SA none; SQ amphibious; SR none; AL N; SV Fort +2, Ref +3, Will +4; Str 10, Dex 13, Con 14, Int 16, Wis 9, Cha 14; Height 6 ft.; Weight 148 lbs.

Skills and Feats: Arcane Ritual +2, Concentra-

tion +10, Craft +10, Knowledge Arcana +10, Sailor +3, Sea Legs +2, Spellcraft +9, Alertness, Captaining, Captain's Presence, Expertise, Leadership

Possessions: adamantine dagger, sling, wand of cure light wounds 31 charges, 7200 gp

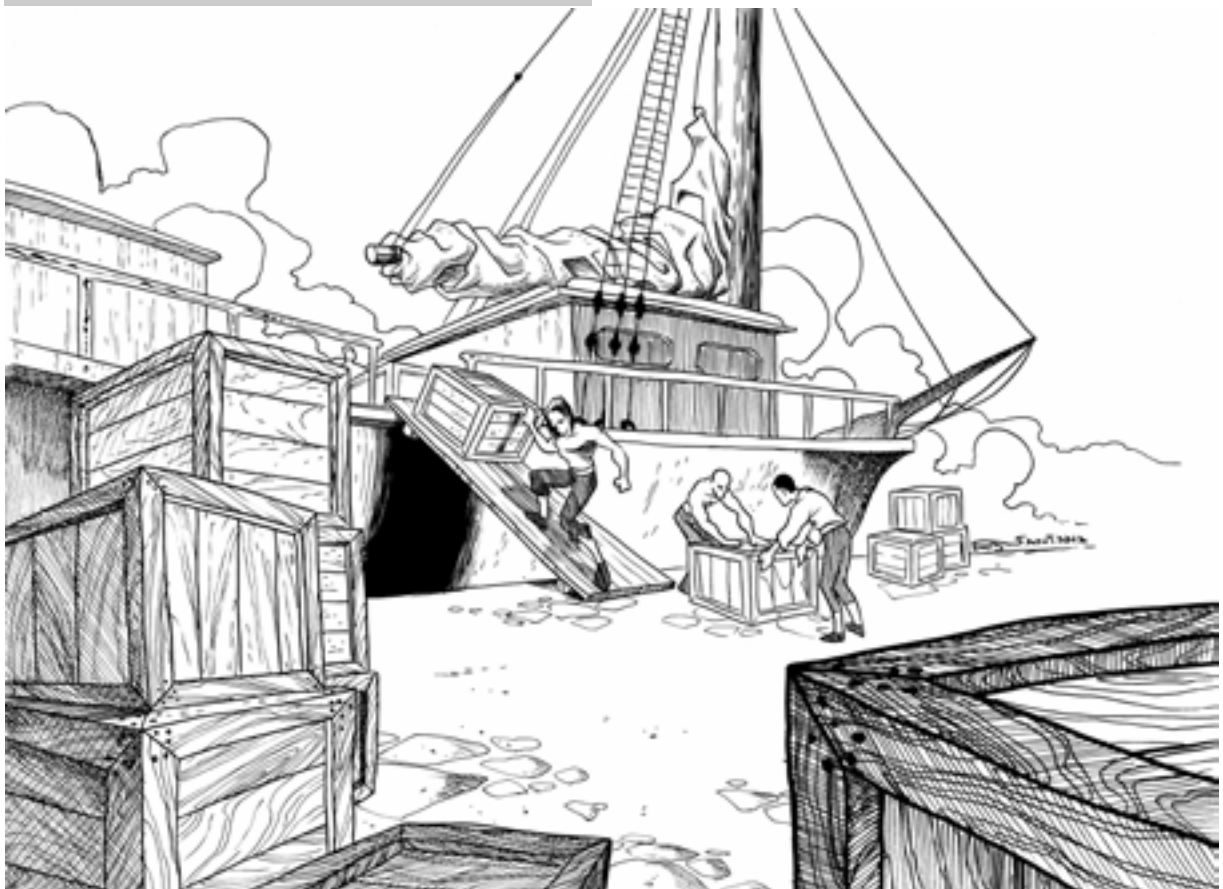
Spells Known (7/6/4/3; base DC = 13 + spell level): 0-, *daze, detect magic, detect poison, light, mage hand, read magic; resistance, 1st- charm person, mage armor, magic missile, shield, sleep, true strike*; 2nd- *invisibility, mirror image, scare, spider climb, web, 3rd- deep slumber, haste, hold person, slow*

Dalem du bal Mardek; kithraas Clr7; CR 7; Medium-size humanoid (aquatic); HD 7d8+7; hp 45; Init +1 (Dex); Spd 30 ft.; AC 13 (+2 *bracers of armor*, +2 Dex); Atk +5 melee (1d8 heavy mace) or +6 ranged (1d10 19-20/x2 heavy crossbow); SA rebuke undead; SQ aquatic, aura; SR none; AL NE; SV Fort +6, Ref +3, Will +8; Str 10, Dex 13, Con 12, Int 13, Wis 16, Cha 14; Height 5 ft. 8 in.; Weight 183 lbs.

Skills and Feats: Artillerist +4, Concentration +6, Craft +6, Sailor +5, Sea Legs +3, Deep Diver, Endurance, Favored Enemy, Favored Enemy, Sea Adept, Track.

Possessions: bracers of armor +2, heavy crossbow, mace, ring of swimming, 7200 gp

Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): 0- *cure minor wounds, detect magic, detect poison, light, , read magic; virtue 1st- bane, bless, cause fear, cure light wounds, inflict light wounds*; 2nd- *cure moderate wounds, hold person, silence, spiritual weapon 3rd-bestow curse, cure serious wound, magic vestment, 4th- cure critical wounds*



portcullis, with a wheel located on their side, and attack. If they're alerted, but the trap doesn't go off, they will try and form a semi-circle around the doorway. If they are not alerted, 50% of the kithraas are asleep.

(EL 7) 6 Kithraas; kithraas Ftr5; CR 5; Medium-size Humanoid (aquatic); HD: 5d10+15; hp: 51, 49, 49, 47, 42; Init: +5 (Dex +1, Imp Init +4); Spd: 30 ft; AC:17 (+1 Dex, large shield, chain shirt); Atk: +10 melee (1d8+5, long sword); SA none; SQ amphibian, darkvision, *Freedom of Action* (Underwater only), AL N; SV: Fort. +8, Ref. +3, Will +3; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Jump +5, Swim +15, Sea Legs (Bl) +2, Search +2, Spot +3; *Weapon Focus* (longsword), *Improved Initiative*.

Possessions: long sword, large wooden shield, chain shirt, 73 gp (between all 5)

Area 10: This is where the Captain and Sorcerer live. There is no light in this room. If the trap is sprung, they will join the kithraas in area 9 in battle. Otherwise, if alerted they will try to rally the kithraas and flee to area 11 for a final stand. If caught off guard they will try and barter for their lives. A Search DC 15 reveals, hidden under the Captain's bunk, his *Rod of Splendor*.

Area 11: These are kithraas living quarters. There is no light in this room. If alerted, the Sorcerer and Captain will likely have escaped to this room. They will try and form a semi-circle around the door with the Sorcerer behind. If caught off guard they will fight as best they can, to the death.

5 Kithraas (EL 7, EL 12 if Sorcerer and Captain in room) - stats as above hp 50, 50, 49, 48, 45.



Bloodsong

(For 4-6 players of levels 7-10)

Introduction

Fifty years ago there was a pirate, a marauder, that went by the name of Kat. Rumor has it that Kat had been married and that she had a child. When the child was young Kat ran away from her husband, abandoning her child, to join the crew of her lover, a pirate named Hugh Goghe. Shortly thereafter Hugh was killed. Kat knew she couldn't go back to her old life, so she stayed on the ship. After a couple of years she was elected the captain. She had the ship painted black and renamed it to *Nightfall*. Her crew called her Black Kat because those that she came across had bad luck. Her flag meant no quarter would be given, the sight of it meant death. For almost three

Dearest Renny,

If you are reading this letter then I have passed away. I have kept this story away from you all these years in hope that it will not be necessary to tell you. However, I had long ago decided that once I am no longer amongst the living that this story could be told. Many years ago I roamed the seas aboard a ship called Nightfall. In desperate times I fell to piracy, and discovered I had quite a knack for the life. During my last voyage we encountered danger that we had never seen before and it caused me to decide to leave the sea. We had run across a pirate named Bloodsong and were chasing him for his famed treasure. This might not sound so strange, except that Bloodsong is a powerful undead. The troubles that we ran into decimated my crew, killing more than half of them. We turned back and made for a safe harbor, barely being able to sail the ship. Just outside the harbor mouth our ship was attacked by Bloodsong himself. We were out manned and outgunned. They sunk the ship. Only three of us got away. Other than the two that swam to shore with me, I never saw any of the crew of the Nightfall again. I do not know what ever happened to Bloodsong, but I'll give you a piece of advice, if you do decide to seek out his treasure and the treasure he took from us, don't underestimate him.

With this letter is a map to where the key for Bloodsong's treasure is hidden. You must find all the pieces of the key to claim the treasure. It shows you where the treasure was hidden all those years ago, I know not if it is still there.

I hope that this admission will bring you luck, not harm.

*~~Remember me always,
~~Your mother - Black Kat*





years Black Kat terrorized the oceans before disappearing as quickly as she had risen. During the time that Kat was the captain of the *Nightfall* the crew took many rich prizes. No one ever saw Kat spend much of her money, she certainly didn't fritter it away as most of the crew did. There have been rumors over the years of people finding Black Kat's treasure, but no one knows for certain where it was hidden, or if it has ever been discovered.

Background

Sitting alone at a table in the back of the tavern, Molly's Crew, is an old man who has the look that he has been drinking quite some time. There is a bottle on the table that is almost empty, as well as a small box, which looks like a writing table. The man keeps looking at the writing table and shaking his head. If approached he will be friendly and invite them to sit and have a drink with him. He will introduce himself as Renny Beron.

If offered another drink he willingly accepts. Renny is in the mood to talk. He is an old salt, married to the sea, saying that it runs in his blood. His father was a merchant and his mother was a pirate. Whether asked directly, or just chatting he will get around to talking about the papers that are inside the writing table. He will explain that it was inherited from his mother, but he only received it yesterday, even though his mother has been dead over 20 years. He will take out the letter and read (see letter previous page).

The package contains two maps. The first is a map of how to get to two islands; in the corner of the map is scrawled the word "key". The second

Giant Crabs
Huge Vermin
Hit Dice: 12d8 +36 (90 hp)
Initiative: +2 (Dex)
Speed: 50 ft.
AC:24 (-2 size, +2 Dex, + 14 natural)
Attacks: 2 pincers +13 melee
Damage: 2d8+7
Face/Reach: 20 ft. / 10 ft.
Special Qualities: Damage Reduction 3/-, amphib
Saves: Fort + 11, Ref +6, Will +4
Abilities: Str 24, Dex 14, Con 16, Int 1, Wis 11, Cha 1
Climate/Terrain: Any Aquatic
Organization: Solitary, group (3-6)
Challenge Rating: 8
Treasure: None
Alignment: Always Neutral
Advancement: 13-20 (Huge)
Giant Crabs are territorial and will protect their nesting place with ferocity. They are as agile on the sands of a beach as they are on the ocean floor. They average 20 - 30 ft and weigh between 2400 -3000 lbs.

map is a map of a large island, named Shade Island; to one side there are 3 X's in an area with a circle around them and a question mark and the words "treasure in this area" in the same handwriting as the word "keys" on the other map.

If Renny is asked if he will go after the treasure he will state that if he had gotten the information 20 years ago he would have, but he's too old now and doesn't have long to live; nor the will to take up an adventure of this nature. If asked if he would sell the maps, he will do so for 100 gp.

Renny Beroon: Human Com4; CR 4; Medium-size Human (5 ft.9 in. tall); HD: 4d6-4; hp: 9; Init: +1 (Dex); Spd: 30 ft; AC:9 (-1 Dex); Atk: +3 melee (1d4+1, 19-20x2, dagger); SA none SQ none AL N; SV: Fort. +1, Ref. +2, Will +3; Str 13, Dex 8, Con 9, Int 13, Wis 10, Cha 11.

Skills and Feats: Appraise +2, Bluff +2, Sea Legs (B!) +2, Profession (sailor) (B!) +10; Skill Focus (Profession [sailor]), Iron Will.

Every island has only one safe area to anchor a ship and beach a longboat. A DC 15 Navigation check is required to spot these sites. Otherwise, the PC's will have to swim to shore and have a 35% chance of encountering a shark.

First Island

The first island has a large sandy beach, overlooked by a deserted village. When walking on the beach the sand erupts as 3 Giant Crabs attack those in their vicinity.

A search of the village is fruitless. The village has been deserted for quite some time. The several huts that are left standing are in a serious state of disrepair. If the village is thoroughly searched it will take about 2 hours, sorting through all the fallen parts of the buildings.

Fanning out farther they come across a graveyard. If they search the graveyard, spot check of DC 17, they will find a lever in a mausoleum. The lever opens one of the vaults in the mausoleum, which contains a box. The box is trapped, disable device check DC 19 and locked, unlock check DC 13. The contents of the box are an odd shaped piece of crystal, 25 gold pieces, and a handful of gems (9 valued at a total of 1056 gold).

Second Island

The second island is much larger than the first island. There is a large lagoon where the ship can be safely harbored on the eastern side of the island. Once on the beach a path through the light jungle is clearly visible. As they move deeper into the jungle the foliage gets denser. About a mile from the beach there is a village; the inhabitants are cannibals. Unless particular precau-

Island Cannibals
 Medium-Size Human
 Hit Dice: 1d8+2 (7 hp)
 Initiative: +5 (+1 Dex, +4 Imp Init)
 Speed: 30 ft
 AC: 13 (+2 leather, +1 Dex)
 Attacks: Shortspear +2 melee; or darts +2 ranged
 Damage: Shortspear 1d6; or dart 1d4
 Face/Reach: 5 ft.
 Special Qualities: -
 Saves: Fort +3, Ref +1, Will +0
 Abilities: Str 13, Dex 12, Con 14, Int 11, Wis 11, Cha 10
 Skills: Listen +4, Spot +4
 Feats: Alertness, Improved Initiative
 Climate/Terrain: Jungle
 Organization: Tribe (5-10 plus one 2nd level sergeant plus one 3rd level druid)
 Challenge Rating: 1
 Treasure: Standard
 Alignment: Usually evil
 Advancement: By character class
 Island Cannibals speak Common.

tions are taken the cannibals will spot the PC's and call an alert to rally. Four sentries are always on guard. They will attack on sight. There are 43 inhabitants, 15 are children and 8 are women who will not attack, trying to hide the children.

Cannibal Sentries (4): hp: 8, 7, 6, 6 *see stats below*

Sergeant:: Human Ftr 2, CR 2; Medium-size human; HD 2d10+4; hp 18; Init +1 (Dex); Spd 30 ft.; AC 15 (Chain Shirt +4, Dex +1); Atk +5 melee (1d8+2 longspear); SA 10 ft. reach; SQ low-light vision; AL NE; SV Fort +5, Ref +2, Will +2;

Skills: Listen +6, Spot +6

Shaman: Human Drd3, CR 3; Medium-size human; HD 3d8+3; hp 17; Init +1 (Dex); Spd 30 ft.; AC 12 (Bracers of Armor +1, Dex +1); Atk +4 melee (1d6+2 shortspear); SA spells; SQ -; AL N; SV Fort +3, Ref +3, Will +5;

Skills: Listen +6, Spot +6, Wilderness Lore +6

Spells prepared (4/3/2) 0- Cure Minor Wounds x3, Detect Poison; 1st- Summon Nature's Ally I x3; 2nd- Summon Nature's Ally II, Charm Person;

Treasure- Staff with odd shaped piece of crystal, *Bracers of Armor +1*

A path leads out of the village to the side of a volcano. The path leads into a cave in the side of the volcano. PC's will take one point of damage for every five minutes inside the cave, unless they have some sort of protection from fire. There is a



narrow corridor that leads to a large cavern. In the cavern there is a stone slab, many boxes and crates, and skulls litter the ground. A Search check of DC 17 will reveal a secret compartment. Inside the compartment is a small ornately carved wooden box, which contains an odd-shaped piece of crystal and the *Air Bubble Barrette*. Search checks may be repeated, but every check takes five minutes. The other boxes and crates contain items that would be needed on a ship; ropes, tools (all items are in serious disrepair, rusted or frayed), as well as spoiled food.

When all three pieces are found it can be determined that the three crystal pieces fit together, and a *mending* spell will fuse the pieces together. This will form a pointed crystal worth 500 gp.

Air Bubble Barrette: This device, in the shape of a goldfish, once activated, surrounds the wearer with an air bubble that cannot be popped. This will allow the wearer to breathe in situations where they normally would not be able to, such as



underwater, as per the water breathing spell. Activating this device is a free action, and it can be used 3 times before its charges are expended.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, water breathing; Market Price: 1,400gp

Third Island

Unless they have their own ship, once trying to find passage to the third island the players will find that few people are interested in taking their money for the trip. As questions are asked it will be revealed that many of the sailors know of the island, but consider it haunted and bad luck to sail there. If the name Bloodsong is mentioned the person that the players are trying to convince will no longer even speak with them, much less negotiate any sort of deals. If they pay one of the children that run around the wharfs, looking for small jobs, they will get a name of a ship that they might check; *White Sands*. *White Sands* is captained by Morlet di Bugeauleux. Morlet is looking to make a name for himself in these waters and will accept the commission to take them to Shade Island. The island will be easy for this crew to find, if the players share the map with them.

Once they acquire a ship they can easily get to Shade Island. As the PC's approach the island, they see it disappear! All attempts to find it result in failure. The PC's will need to camp on one of the other nearby islands, of which there are several small ones, for the night or remain on the ship. Every 6 hours, the island phases into and out of existence. If they are resting on the ship near where they first saw Shade Island, there is a 20% chance that their boat will suddenly be capsized as the island appears, and they will find themselves on the island about 100 feet from shore. Otherwise, after 6 hours, they will see the island appear and can land there normally. Anyone caught on the island when it phases out will effectively be in a time stasis until the island returns. To someone on the island it appears as if the time of day and perhaps the weather changes suddenly.

There is a very distinct valley that winds its way through the mountains that cover the island. It would be difficult to travel anywhere else on the island because of the rugged, steep jungle terrain. If the players decide to start hacking away at the jungle foliage, or to hunt they will run into the Island Protector that lives here. His name is Jorrdain. He will be upset with the players who harmed his island, but will not make an attack immediately. He will speak with them about what they are doing here on his island. He will be suspicious of them, but if they convince him that they are here to get rid of Bloodsong he will relent and let them stay on the island. However he will ask

them to not harm it in any way. He will help them only in getting to the area where the gate is, but will not enter. If pressed he will tell them that Bloodsong's gate is what causes the island to phase in and out. Jorrdain wants very much to get rid of Bloodsong and the gate from his island, but is magically prevented from entering the gate. The gate was created by means of a ritual, which worked but had a flaw. This flaw does not allow Bloodsong to exit the gate and it causes the island to phase. Jorrdain hopes that once the gate is opened the phasing will stop. If they attack, Jorrdain will use his knowledge of the land, his spells and abilities to his best advantage. If they have not harmed the island in any way, half way up the valley towards where the gate is Jorrdain will approach the players warily, asking what their business on the island is.

Jorrdain Male elf Rng 11/Island Protector 4; CR 15; Medium-size human (5 ft. 1 in. tall); HD: 15d8 +15; hp: 83; Init: +8 (Dex, Improved Initiative); Spd: 30 ft; AC:14 (+4 Dex); flat-footed 10, touch 14, Atk: +15/+10/+5 melee (1d6+2, club); +18/+13/+8 ranged (1d8+1,); SA Favored enemy (humanoid- aquatic), Track, Wild empathy, Combat style (archery- Rapid Shot), Endurance, Animal Companion, Favored enemy (humanoid- orc), Improved combat style (archery- Manyshot), Woodland stride, Swift tracker, Evasion, Favored



enemy (undead), Combat style mastery (archery-Improved Precise Shot), Understanding, Song of growth, Unnatural balance, Talk to the wind, Keening curse, track +10; SQ racial bonuses, AL N; SV: Fort. +9, Ref. +15, Will +6; Str 12, Dex 18, Con 12, Int 10, Wis 15, Cha 14.

Skills and Feats: Balance +10, Climb +7, Concentrate +7, Hide +14, Knowledge (nature) +11, Listen +12, Move Silently +14, Search +10, Spot +12, Survival +16, Improved Initiative, Point Blank Shot, Skill Focus (Survival), Dodge, Mobility, Shot on the Run

Spells Prepared (5/4; base DC = 12 + spell level): 1st - *charm animal, create food and water, cure light wounds, pass without trace, sleep*, 2nd - *barkskin, detect thoughts, invisibility, summon nature's ally II*

Possessions: none

After traversing the valley for about 3 hours, they will find a glimmering wall, the gate. Once they look closer at the gate, there is a visible socket, into which the crystal fits perfectly. Once the crystal is inserted, it shatters. It does 2d4 damage to any PC who does not make a Reflex (DC 19) save. The shards are so small they are no longer valuable. The shimmering fades and a gate becomes visible, one that might be used in a normal garden of a merchant's manor. Inside, a circular grove is lit with torches all down the sides, and they see a giant-sized skeleton with fiery eyes rising from a sitting position on its treasure chest. The skeleton screeches and attacks ferociously. Bloodsong is dressed as you would expect any sailor to be, shortened pants, shirt, neck cloth, looking very much a parody.

Bloodsong

Huge Skeleton

Hit Dice: 12d12 (120 hp)

Initiative: +5 (+1 Dex,+4 Improved Initiative)

Speed: 40 ft.

AC: 19 (-2 size, +1 Dex, +5 Natural, +4 Chain shirt, *Bracers of Natural Armor +1*)

Attacks: 2 Huge Rapiers +11/+6 each

Damage: 2d6+7 (15-20/x2)

Face/Reach: 15 ft. / 15 ft.

Special Attacks: see text

Special Qualities: Undead, Immunities, turn resistance +4

Saves: Fort +7, Ref +5, Will +2

Abil: Str 19, Dex 13, Con-, Int-, Wis 10, Cha 11

Feats: 2-Weapon Fighting, Improve 2-Weapon Fighting, Improved Initiative

Challenge Rating: 12

Combat

Bloodsong will first use his twin rapiers. If he gets in trouble (half hit points) he will begin to use his more powerful attacks.

Magic Pistol: Once every 2d4 rounds Bloodsong may draw a pistol seemingly from nowhere, and fire, making a ranged attack at +11, range increment 30', after which it dissipates. This provokes an attack of opportunity and hits for 3d10+9 damage.

Flaming Eyes: Once every 1d6 rounds, Bloodsong can instill fear in his foes. Victims must make a Will save (DC 16) or be affected as by the *fear* spell.

Treasure - 3543 gp, 15 amethysts (65 gp each), 9 bloodstones (200 gp each), *potion of remove disease*, 2 +3 *keen huge rapiers*.



Appendix B:

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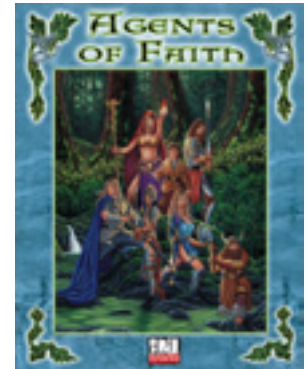




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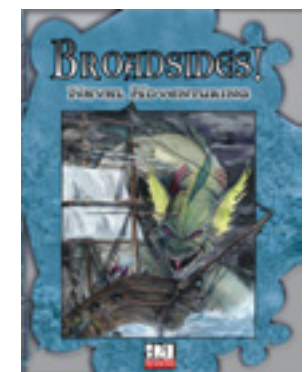
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