



Unearthed Arcana: Using Ships in Your Campaign

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What could be better than the wind at your back, the sun shining warmly on your face, the soothing sound of waves crashing, and the gentle roll of the deck beneath your feet? As you set sail on the open sea, the air is electrified with the promise of adventure. Travel to exotic locales, explore unknown lands, encounter strange sea creatures, discover forgotten civilizations, and uncover buried treasure.

The ocean is filled with incredible beauty, great dangers, exotic creatures, and thrilling adventure. Adventure does not come without peril, and a good ship can make or break the journey.

Custom ships can add excitement to any seafaring campaign. This article provides a sample ship and guidelines for creating customized ships, as well as sample crew members and adventure hooks for using ships in your campaign.

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EXAMPLE SHIP: THE FALLING STAR

Most people seeking to travel by ship request passage on a merchant ship heading in the same direction. The fare, negotiated with the captain, is typically paid in gold, service, or both, and varies based on the distance, the danger involved, the captain's temperament, and whether the destination requires a change to the original route. Many captains are glad to have adventurers aboard their ship and give them free passage in exchange for protection against creatures or pirates that might attack the ship. That is, of course, if the adventurers wish to travel where the ship is already scheduled to go. Captains are generally reluctant to alter their routes or travel in dangerous areas unless they are tempted with gold.

A carrack is a sailing vessel suited for exploration and ocean travel. It can withstand the high seas and fierce storms of the open ocean and has enough cargo room to carry the supplies necessary for long voyages. Alternatively, it can be used as a merchant vessel to transport goods. A carrack can be rented for 500 gp per week with a full crew or purchased outright for 9,000 gp.

A carrack has the following features, as shown on the map of *The Falling Star*.

1. Main Deck: The ship's main deck holds standard supplies for running and repairing the ship. Near the forecastle (area 2), a large crate is securely bolted down and filled with tools, ropes, and other supplies. A small rowboat is lashed to the middle of the deck. Carracks typically have between two and four masts, and a crow's nest sits at the top of the main mast.

2. Forecastle: The forecastle ("fo'c'sle") serves as a platform for archers to fire on enemy ships and as a defensive stronghold in case the ship is boarded. A ballista is located on each side of the forecastle. A

small rowboat is also stored here. An anchor with a thick metal chain rests near the ship's railing.

3. Quarterdeck: The quarterdeck and its occupants are important for the navigation and control of the ship. The captain commands the ship from the quarterdeck, which is also where the pilot steers the ship and the quartermaster determines the ship's location and course. A large catapult lobs heavy stones or flaming balls of tar at enemy ships.

4. Supply Closet: This small supply closet holds basic supplies such as pails, mops, nets, and rope.

5. Officers' Dining Room: The cabin boy delivers food to the officers and other high-ranking crew members in this dining room. Comfortable chairs surround a wooden table. Fine linens are used for napkins, the dishes are made of porcelain, and the utensils are silver-plated. Prestigious passengers are often invited to dine with the officers.

6. Officers' Lounge: A couch and several plush chairs furnish this room, where the captain and his mates relax between shifts.

7. Chart Room: A large table covered with detailed nautical maps dominates this room. Maps and charts adorn the walls. A drawing table along one wall offers space for mapping unexplored areas. A sextant, compass, and various other navigational instruments sit on a small corner table.

8. Infirmary: Basic first aid supplies and rough surgical instruments are located in a cabinet along one wall. The supplies include bandages, ointments, slings, and herbal remedies. If a sailor has a more serious injury, he or she might be given a scrap of sailcloth to bite down on while his limb is amputated with a saw. Although the crew does its best to keep this room clean, bloodstains are visible on the floor and walls.

9. Head: The head empties directly into the ocean.

10. Crew Quarters: The crew's sleeping quarters are barren, with only hammocks and a series of small

cubbies on the wall for the crew's personal belongings. Chalk marks on the wall count the number of days the ship has been out to sea.

11 & 12. Passenger's Quarters: These rooms have several sturdy, comfortable beds. At the foot of each bed is a large chest with a lock to store personal belongings. Each chest holds a complimentary jar of smelling salts or a pouch of herbs to alleviate seasickness.

13. Galley: The galley, or ship's kitchen, has a small stove, a wash basin, and wooden cupboards filled with cooking utensils.

14. Mess Hall: This room is filled with two long tables and rows of wooden benches. Crew members gather around the tables to eat or to gamble.

15. Lower Deck: Rows of low wooden benches line each side of the lower deck. Long oars can be slid into the water for use when there is no wind in the sails, or for delicate maneuvering. When the oars are not in use, this area is used for storage.

16. Captain's Study: Against one wall of the study rests a large, sturdy writing table. There are also several bookcases with leather straps across each shelf to hold books in place during rough seas. Only the captain, the first mate, and the second mate are permitted to use this room.

17. Captain's Sitting Room: The captain entertains prestigious guests in this lavishly appointed sitting room. Since it is one of the most private locations on the ship, the captain also uses this room to discuss matters that he or she wishes to keep quiet. Several burgundy chairs with gold trim surround a low mahogany table. An elegant gold candelabra illuminates the room, powered by the magic similar to an *everburning torch*. An intricately carved liquor cabinet graces one corner, and a thick ornamental rug covers the rough floorboards. As in every room, the furniture is bolted to the floor, but here the bolts are cleverly concealed so as not to ruin the room's ambiance. Tapestries of nautical scenes decorate the walls,



THE FALLING STAR

One square = 5 feet

and one hides a small compartment where the captain stores his valuables.

18. Captain's Quarters: The captain's sleeping quarters are fairly plain compared to the rest of his suite. A large wooden bed with fine linens dominates this room, and a massive wooden bureau stands against one wall.

19. Pantry: One level down from the galley sits a food pantry filled with sacks of grain, large cans of beans and vegetables, barrels of water, casks of brandy, and other consumables.

20. Cargo Hold: Additional cargo that cannot fit in the main cargo hold is stored in this room.

21 & 22. Mates' Quarters: The first mate and the second mate share this room, which contains a bunk bed and two large chests.

23. Brig: The brig is a small, unfurnished room in the bowels of the ship. The door has a window with iron bars and a small slit to pass food through. A straw mat and a chamber pot are the only objects present.

24. Secured Cargo Hold: Unusually valuable cargo is stored in this room, which is locked with a stout iron padlock. The captain carries the only key.

25. Main Pantry: This pantry is filled with large crates of food as well as barrels of water and beer. Supplies from this room are used to restock the small pantry nearer to the galley.

26. Main Cargo Hold: The ship's total carrying capacity is 400 tons of cargo.

27. Livestock Pens: These pens house livestock such as goats, hens, and the occasional pig. The animals provide fresh meat and eggs, and are especially important on long journeys when food supplies may run low.

TRAVEL SPEEDS

A ship's speed can vary considerably, depending as it does on prevailing winds. Typical travel speeds are about 4 knots, or 100 miles traveled per day. The table below shows average travel speeds based on wind conditions.

SHIP TRAVEL SPEEDS

Wind Speed	Knots	Miles/Day
No wind	0	0
Light breeze	1	30
Rowing	1	30
Moderate wind	4	100
Strong wind	6	165
Gale-force wind	8	220

STANDARD CREW

A standard crew for a carrack includes a captain, a first mate, a second mate, a quartermaster, a boatswain, a pilot, a cook, a cabin boy or girl, and eighteen to twenty sailors. The captain is responsible for the safe and efficient operation of the ship. The captain also resolves disputes among the crew and is the ultimate authority on all matters. The first mate and the second mate are second and third in command. The quartermaster is responsible for navigation and maintenance of nautical charts. The boatswain is the supervisor of the deck crew and also performs routine inspections and maintenance of the vessel. The boatswain also serves as the ship's surgeon, since he or she is the most skilled with a saw and can perform rough amputations or stitch someone up if necessary. The pilot helms the ship and is responsible for safely steering the carrack through dangerous or shallow waters. The cabin boy or girl runs errands for

the captain and performs other menial tasks such as cleaning, delivering messages, and carrying supplies. The remaining crew members perform various duties as needed, including cleaning, maintenance, trimming the sails, and serving as lookouts.

The day is broken into three eight-hour shifts. Each crew member works one shift, sleeps one shift, and has one shift for leisure. Three crew members, one from each shift, share a single hammock. The captain usually commands the morning shift, the first mate commands the afternoon shift, and the second mate is stuck with the night shift.

Leisure Time

Life on board, staring out at a seemingly endless sea, can sometimes be enough to test even the stoutest sailor's sanity. Leisure time is important for maintaining order and high morale among the crew. When sailors are off-duty, they engage in a variety of activities for entertainment.

Games of cards and dice are popular ways of passing the time. Dice are typically made of wood, bone, or ivory. Specialty dice bear images of monsters instead of pips, with more dangerous creatures having a higher value. For example, a six-sided die might feature a bronze dragon, a water elemental, a dragon turtle, a kraken, a giant crab, and a shark.

Gambling aboard ship takes many forms, from card and dice games to betting on everyday things. Common bets include who will be reprimanded first on a given shift, what kind of slop will pass as dinner, or which passenger will be the first to get seasick. Sailors aren't typically rich, so they usually bet in copper pieces, small luxuries such as reading material, exotic delicacies, alcohol, or services such as kitchen duty or extra lookout rotations.

No sea voyage would be complete without drinking, singing, and crude jokes. Tall tales might also provide hours of entertainment, each story more outrageous than the one before.

HAVE YOU HEARD THE ONE ABOUT . . .

- ◆ The shipwreck survivor who floated on a plank of wood for a year and survived by catching fish with his bare hands?
- ◆ The prince who died of heartache when his lover went out to sea?
- ◆ A ship that survived a 2,000-foot-tall tsunami without waking the captain's baby or spilling a glass of water on a table?
- ◆ The girl who leaped into the ocean because she thought she was a dolphin? (She was seen many years later swimming with a pod of dolphins—and she had tiny flippers and a tail.)
- ◆ The sailor who was swallowed by a kraken and lived in its stomach for four months before the beast was killed by fishers? (The sailor survived, but her skin was bleached white, she lost her vision, and she went mad.)
- ◆ The sailor who wrestled the dragon turtle and defeated it with his bare hands?

Other pastimes include reading, writing in journals, sketching, and daydreaming. Sailors rarely exercise during their leisure time, since they do plenty of labor-intensive chores while on duty.

Crew members might also spend time praying or making small offerings to their deities. Most sailors revere Melora, god of the sea, and pray to her for safe travel. Sailors might also pray to Kord, the storm god, to spare them from fierce tempests.

The captain does not fraternize with the rest of the crew, as that might cause them to view him as an equal, undermining his authority. He therefore spends much of his leisure time alone or with

officers of similar station. If the ship is carrying a distinguished passenger, the captain might invite this individual to his sitting room for conversation over tea. Some captains entertain their guests with a game of Three-Dragon Ante using a beautifully hand-painted deck, or Dragonchess with a carved ivory chess set. The captain might also spend his or her off hours reading or keeping a log.

TYPES OF SHIPS

When the time comes to purchase a ship, there are several varieties to choose from.

Apparatus of Kwalish: This lobster-shaped vehicle can travel underwater and carries two Medium creatures plus their gear.

Argosy: This bulky trading vessel has substantial cargo capacity and requires only a small crew, making it popular with merchants. However, it moves slowly and is difficult to handle during storms.

Carrack: This is the example ship described in detail in the previous section. It carries 30 people and holds up to 400 tons of cargo.

Clipper: This long, narrow ship is capable of reaching high speeds but has little room for cargo.

Greatship: This enormous ship can carry 200 people and up to 500 tons of cargo. During wartime, it is used to transport large numbers of soldiers.

Longship: Ideally suited for river travel or beach landings, this slender vessel does not have much cargo space.

Pinnace: This ship is versatile and well suited to ocean voyages and coastal travel. The cheapest ship suitable for travel on the high seas, the pinnace is also cheap to run since it requires only a small crew.

Rowboat: This small boat is used for travel on small lakes and streams. Rowboats are also found on larger vessels and are used for exploring new shorelines and beach landings in places where the larger ship cannot dock.

SHIP TYPES

Ship Name	Cargo	Cost (gp)
Rowboat	200 lbs	50
Pinnace*	30 tons	1,800
Apparatus of Kwalish*	200 lbs	5,000
Longship*	3 tons	5,000
Clipper	5 tons	5,000
Carrack	400 tons	9,000
Argosy	2,000 tons	9,000
Greatship*	500 tons	13,000

*Ship first presented in *Adventurer's Vault*

SHIPBOARD MAGIC ITEMS

A ship owner with money to burn might equip his or her vessel with magical weapons and other amenities. This section presents a collection of pricy items designed to make a ship more effective in combat or life aboard the ship more pleasant.

Unless noted otherwise, the items presented below must be installed on a ship to function. In addition, some items might be inappropriate for ships of smaller size; for example, one cannot install a *captain's feast table* on a rowboat. The determines whether an item is appropriate for a particular kind of ship.

A magic item classified as a ship component (as opposed to wondrous items) functions only when attached to a ship or used aboard a ship.

Alchemist's Lab

Level 10 Uncommon

This fully-stocked laboratory is filled with beakers, vials, and strange ingredients such as dragon teeth and jars of bullywug eyeballs.

Wondrous Item 5,000 gp

Properties

- ◆ You take half the normal amount of time to create alchemical items, ritual scrolls, and potions in the laboratory.
- ◆ You gain a +2 item bonus to Arcana checks while in the laboratory.

Cabin of Tranquillity Level 12 Uncommon

Anyone who rests in this comfortable cabin awakens feeling refreshed and ready to take on the world.

Ship Component 13,000 gp

Property

Any creature that takes an extended rest in this cabin gains 15 temporary hit points that last until expended or until the start of the creature's next extended rest.

Captain's Feast Table Level 9 Uncommon

This highly polished round oak table seats twelve and provides a magnificent banquet for all present.

Ship Component 4,200 gp

Utility Power ◆ Daily (Standard Action)

Effect: A delicious feast for 12 creatures appears on the table. Once the meal is finished, the table's owner can use a minor action to instantly clean the table.

Dragonstrike Ballista Level 17 Uncommon

If anyone dares attack your ship, you assault them with magical bolts of lightning.

Ship Component 65,000 gp

Property

A creature can use an arcane ballista by entering a square on deck adjacent to the ballista. Only one creature can use a ballista at a time, and the ballista does not require ammunition.

⚡ Attack Power (Lightning) ◆ At-Will (Standard Action)

Attack: Ranged 20 (one creature); +20 vs. Reflex

Hit: 2d10 + 4 lightning damage. Each creature adjacent to the target takes half damage.

Elemental Engine Level 15 Rare

Water elementals are bound to the ship, providing motive force and making travel less dangerous.

Ship Component 25,000 gp

Properties

- ◆ The ship can travel and maneuver under the captain's command without a crew.
- ◆ The ship is safely guided around reefs, rocks, whirlpools, and other natural hazards.

Figurehead of Balance Level 13 Uncommon

A beautiful figurehead adorns the ship's bow and makes the ship's crew and passengers more sure-footed.

Ship Component 17,000 gp

Properties

- ◆ The ship's crew and passengers gain a +2 item bonus to saving throws made to avoid being knocked overboard.
- ◆ When an effect would knock a crew member or passenger prone, the creature can make a saving throw to avoid being knocked prone.

Flag of Resistance Level 6+ Uncommon

Your colors provide the ship's passengers and crew with a shield of protection against all threats.

Lvl 6 1,800 gp

Lvl 26 1,125,000 gp

Lvl 16 45,000 gp

Ship Component

Property

While aboard the ship or within 5 squares of it, the ship's crew and passengers gain resist 5 to all damage.

Level 16: Resist 10.

Level 26: Resist 15.

Nautical Chart of Tracking Level 4+ Common

These charts display the ship's immediate surroundings.

Lvl 4 840 gp

Lvl 24 525,000 gp

Lvl 14 21,000 gp

Ship Component

Properties

This nautical chart displays the ship's general position relative to major known ports and landmasses within 100 miles.

Level 14: Within 1,000 miles.

Level 24: Within 1,000 miles. In addition, the chart shows the relative location of any other ship you mention by name, provided the ship is within 1,000 miles of the nautical chart.

Ocean's Keel Level 20 Rare

This magical keel makes the ship glide faster through the water and allows you to create a protective bubble around the ship as it dives under the water.

Ship Component 125,000 gp

Utility Power ◆ Daily (Standard Action)

Effect: The ship's swim speed becomes 10, and it can travel underwater without damage to the ship or its cargo. In addition, all living creatures are protected as if subject to the Waterborn ritual, as long as they remain within 20 squares of the ship. Creatures remain with the ship as it travels unless they swim away from the ship. Similarly, objects remain with the ship and do not float away unless they are thrown overboard. These effects last for 12 hours or until the ship surfaces.

Special: Only those designated by the ship's captain can use this power.

Sails of Speed Level 10 Common

These magically enhanced sails allow the ship to travel at much greater speed.

Ship Component 5,000 gp

Properties

- ◆ When raised, these sails allow the ship to travel at up to twice its normal speed.
- ◆ If there is no wind, the raised sails fill as though there was a light breeze.

Shipboard Shrine Level 10 Uncommon

This shrine provides a quiet place for reflection and prayer.

Wondrous Item 5,000 gp

Properties

- ◆ Divination rituals performed in the shrine take half the normal amount of time to cast.
- ◆ You gain a +5 item bonus to Religion checks made as part of a divination ritual.
- ◆ Once per day, you can cast the Read Omens ritual in the shrine without spending its component cost or possessing a focus. This power functions only once per day, even if multiple individuals visit the shrine.

Smuggler's Hold Level 15 Uncommon

A secret compartment conceals illicit goods.

Ship Component 25,000 gp

Property

The *smuggler's hold* is an easily concealable door 3 inches on a side that, when opened, transforms into the mouth of an extradimensional space 15 feet on a side. When closed, the hold cannot be detected by nonmagical means. The captain can automatically locate and open the *smuggler's hold*.

Spyglass of Perception Level 3 Common

Peering through this handheld telescope brings the world into clearer focus.

Wondrous Item 680 gp

Property

You gain a +3 item bonus to Perception checks when using this device.

Stern Rudder Level 15 Uncommon

This rudder magically fortifies your ship and makes it more resilient in combat.

Ship Component 25,000 gp

Property

The ship gains a +5 item bonus to AC and Fortitude, and its maximum hit points increase by 50 percent.

Teleportation Mast Level 9 Uncommon

This mast is inscribed with magical runes that allow crew and passengers to teleport to other areas of the ship.

Ship Component 4,200 gp

Utility Power (Teleportation) ♦ At-Will (Standard Action)

Effect: You touch the mast with your hand and teleport to any unoccupied space aboard the ship that isn't deemed off limits by the ship's captain. If the space you wish to teleport to is occupied by another creature, you appear in the nearest unoccupied space aboard the ship.

Special: Only crew members and passengers designated by the captain can use this power.

ADVANCED CREW MEMBERS

Here's a sampling of specialized individuals who can be added to any crew for a price. These templates should be used in conjunction with the hiring rules presented in *Mordenkainen's Magnificent Emporium™*.

Hunter

Cost: Standard

Hunters are experts at catching fish and other sea creatures with harpoons or nets. They also know which body parts of aquatic creatures are worth money as components.

TRAITS

☼ **Hunting Expert** ♦ Aura 5

Allies in the aura gain a +2 power bonus to knowledge checks about aquatic creatures.

Medic

Cost: Standard × 2

Medics perform amputations, set broken bones, stitch up wounds, and the like. Ship medics use mostly mundane tools and herbal remedies, as they do not have magical abilities.

TRAITS

☼ **Helping Hands** ♦ Aura 5

Allies in the aura gain a +2 power bonus to Heal checks.

Cleric

Cost: Standard × 4

Cleric use magic to cure diseases and heal grievous wounds. They can also perform rituals and provide spiritual guidance. If someone dies, the cleric can perform the last rites and conduct a proper burial at sea,

as well as provide solace to crew members and passengers. Wealthy, high-ranking individuals typically insist on having clerics with them when they travel.

TRAITS

☼ **Helping Hands** ♦ Aura 5

Allies in the aura gain a +2 power bonus to Heal checks.

Curative Care (healing)

The cleric can attend to one ally during a short rest. At the end of the short rest, that ally regains 5 extra hit points for each healing surge spent.

Sacred Knowledge

The cleric knows and can perform the Raise Dead ritual.

Druid

Cost: Standard × 3

Druids familiar with the ocean can be invaluable when dealing with rough or dangerous seas. They are adept at predicting the weather, and when sea creatures attack the ship, they can help to communicate with the hostile creatures and convince them to stop their attack.

TRAITS

☼ **One With Nature** ♦ Aura 5

Allies in the aura gain a +2 power bonus to skill checks related to natural creatures.

Predict Weather

The druid can perform the Portend Weather ritual once per day without ritual components.

Mage

Cost: Standard × 3

Mages can summon wind into the sails for faster travel or scare off pirate ships by casting illusions of giant sea creatures and the like. Even if they pierce the illusion, most pirates hesitate to mess with a ship that has one or more mages aboard, fearing that their wooden ships might go up in flames.

TRAITS

☼ **Master Arcanist** ◆ **Aura 5**

Allies in the aura gain a +2 power bonus to Arcana checks.

STANDARD ACTIONS

Ritual Expert ◆ **Daily***Effect:* One ally gains a +5 item bonus to the next skill check made for a ritual that uses the Arcana skill.**Summon Winds** ◆ **Daily***Effect:* The mage summons winds to assist the ship. For the next 8 hours, the ship's swim speed is increased by 2.

ADVENTURE HOOKS

Once they have a ship, the PCs need an exciting seafaring adventure to go on! Drop these adventure hooks into your campaign, or allow their ideas to inspire your own.

The Flower Race: Every year, the heroes' home city hosts a regatta that all of the merchant houses compete in. The ships must travel to Lily Island, collect the rare magenta lily that grows there, and return. The route is treacherous, a rival house might try to sabotage the ship, and competitors sometimes attack each other when they are out at sea and away from the watchful eyes of the judges.

Unwelcome Fate: The merchant carrack *Lady Luck* has fallen on hard times. For the past month, the ship has been attacked by pirates on every voyage, despite taking alternate routes and adjusting its schedule. The vessel's owner hires the adventurers for added security, and to ferret out the cause of this ill luck. One of the crew members is a mole working with a group of pirates. Using a magical beacon, he broadcasts the ship's location and informs the pirates where the most valuable cargo is stored. The pirates then attack, steal the cargo, and split the loot with the mole at the next port.

Undersea Expedition: History books speak of a glorious city of sea elves deep in the ocean, but no one has traveled to the area for quite some time. Scholars are interested in discovering the fate of the city, while merchants are interested in forming a trade

agreement with the sea elves—or plundering the city if the inhabitants are gone.

The Ghost Ship: A ghost ship haunts the waters near Rivenskuil Island. The plot thickens when it is discovered that the ship's passengers were a team of royal diplomats sent to reach an alliance between nations on the verge of war. Who killed them and why? It appears someone would benefit from a war being started.

The Unquiet Maiden: A wealthy noble family commissioned a ship to be built as a wedding gift for their eldest daughter. The *Gentle Maiden* is a finely crafted, elegant ship with hand-carved railings and a stunningly beautiful figurehead. Of late, however, the ship has been haunted by an elegiac wailing, and fierce waves lash around the not-yet-completed vessel. Sailors believe the ship is cursed, and they refuse to sail on it. With the wedding only a few days away, the ship needs to be ready to take the couple on their honeymoon. The figurehead is actually a magically trapped hamadryad, and the fierce waves are sea nymphs trying to free their sister. The wizard tasked with overseeing the ship's construction doesn't want others to know he bound a hamadryad to the vessel, and he tries to subvert the adventurers at every turn.

Nightlands: A mysterious island is said to appear only once every thousand years. It appears out of nowhere on a moonless night, remains for one full day, and then slips silently under the sea once more. What riches and mysteries does this island hold? Where does it come from, and why does it appear so infrequently?

Sing No More: A cluster of islands called the Singing Stones have gone silent. Their soothing lullabies are the stuff of bards' tales, and the stones have served as a beacon of hope for sailors and a navigational aid for as long as anyone can remember. Several ships have reported seeing the mutilated bodies of sea nymphs floating in the water near the now-quiet islands.

RITUALS FOR SEAFARING ADVENTURES

There are several rituals that benefit seafaring adventurers. *Water Breathing* (level 8), *Water's Gift* (level 10), and *Waterborn* (level 14) all grant the ability to breathe underwater, and the higher-level rituals grant additional underwater benefits as well. *Water Walk* (level 2) grants the ability to walk on water, and *Lower Water* (level 2) causes a body of water to become shallower. *Control Weather* (level 14) can be used to calm a deadly storm or create wind when in the doldrums. The *Purify Water* ritual (level 1) can be used to make seawater drinkable.

Rift at Dagger Point: Ships have been disappearing near Dagger Point. Merchants and political leaders in ports along the trade route are growing concerned, since trade has essentially stopped. A huge whirlpool has formed off Dagger Point, and at its center yawns a rift to the Elemental Chaos. An unscrupulous efreet is using the whirlpool to draw merchant ships into the Elemental Chaos, and he has earned a tidy profit selling their trade goods—and selling the crew into slavery!

Ship of Kings: Two warring kings agree to meet one another to discuss a truce, and after months of negotiation it's agreed they will meet in a neutral location, away from the prying eyes and eager ears of their unscrupulous advisors. They elect to hold the meeting on the open sea aboard the adventurers' ship. When a sahuagin baron declares war on both kingdoms and attacks the ship, the adventurers must repel the sahuagin threat and remind the kings they have a common enemy.

About the Author

Lori Anderson is active in the RPGA and the New England gaming community. She has written several *Living Forgotten Realms* (LFR) adventures, including *The Agony of Almraiven*, *Containing Shadow*, and *Plain of Stone Spiders*.

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