

FAR AWAY LAND

ROLE -PLAYING GAME



SEAS of FAR AWAY LAND

FAR AWAY LAND

role-playing game

Seas of Far Away Land

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*Far beneath the wavy waves,
In darkest depths and murky caves.
The slithering cold of lost lands lay,
Myths and dreams where monsters play.*

- from the Saga of Narom



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INTRODUCTION



Introduction

Seas of Far Away Land is an expansion set of rules and content designed to allow for high-sea adventures in the world of Far Away Land. This book explores the world of Far Away Land with a focus on seas, rivers, lakes, and other bodies of water. New creatures are introduced along with new locales, histories, and lore. Ships and naval combat rules are also introduced adding an entirely new element to Far Away Land.

Strike out with your crew as you set sail upon the deep and dangerous waters of the world. Fire your cannons and your clockwork torpedoes as you sink ships and spread fear. Dive deep for sunken treasure and lost cities. Explore hidden caves, shipwrecks, and islands. Battle and defeat (or get killed) by terrible denizens of the drink. Become a hero or villain of the seas. But beware, the waters of the world are filled with danger, mystery, and death.

Grab your oars. Ready your cannons. Gather your mates. Sail to awesomeness. The Seas of Far Away Land await!

CREWS



Ship Crews

This section is designed to help GMs and players build custom crews from scratch in a short period of time. These rules are designed to allow for flexibility in the design process and give a GM as much or as little detail as needed when designing crews.

Generic NPCs

A ship's crew can be composed of PCs and NPCs. NPCs aboard a ship can be given stats (if they are important) or a blanket dice score (based on their experience). In sea battles, generic NPCs are the sailors getting blasted to bits in the background, crewmembers jumping ship or swimming in the water as the ship sinks. These are NPCs who have no names. These are NPCs often destined for a watery grave.

In order to simplify and expedite ship combat (as well as the building of a crew), generic NPCs are broken into four skill levels of experience: Landlubbers (2), Mates (3), Veterans (4), and Sea Dogs (5+). The number in parenthesis represents how many dice the generic NPC rolls when performing an action. These scores can be used to easily determine an attacking ship's dice rolls. Essentially, players and GMs can create a single, average score for all NPCs on a ship in order to determine the number of dice that ship or its crew use when making checks and attacks. Be sure to indicate the crew's skill level on the Ship's Record Sheet.

A Note on NPC Crews

The GM may find it helpful to stat out a basic crew member template with specific HP, AC, stats, attacks, etc. Doing so can serve as an example for all crew members of that skill level serving aboard an enemy vessel. This can be useful when a ship is boarded and close-quarters combat ensues. This can also be done for a NPC captain and any crewmembers of particular importance.

CREWS

Random Crew Skill LVLs (2d6)

Roll	Title	Skill Level	Cost (per day)
2-8	Landlubber	2	1-2sp
9-10	Mate	3	3-4sp
11	Veteran	4	5sp-1gp
12	Sea Dogs	5	see below

Landlubber (2)

Landlubbers are inexperienced sailors who are new to voyaging. These are the least experienced type of crewmember as they have little knowledge in the way of sailing and maritime ventures. Because of their lack of experience, landlubbers are the cheapest crew to hire and cost only one or two silvers a day. On ships with more experienced crews, landlubbers are often designated to cleaning, washing, keeping watch, and other jobs that require little skill. Landlubbers roll 2 dice.

Mate (3)

Mates are crewmembers with some sailing experience. They have put in some time and work aboard various sailing vessels and may have even seen light combat on the high seas. Mate level crewmembers cost three or four silvers a day. Mates are often given more responsibility than lower-level crewmembers. These jobs can consist of standing watch, operating siege weapons, and general ship maintenance, supervising landlubbers, etc. Mates roll 3 dice.

Veteran (4)

Veterans are those sailors who have spent years at sea. They have seen all kinds of victories and tragedies on the waters of the world. Veterans are extremely skilled sailors and because of this experience, command up to one gold piece a day. Veterans are often placed in charge of lower-level crewmembers. Their jobs consist of supervising and giving orders, maintaining the ship and its equipment, and operating the vessel on which they serve. Veterans roll 4 dice.

Sea Dog (5+)

Sea dogs are the most experienced level of sailor. These individuals often command their own vessels acting as captains. They set their own wages and answer to few. Sea dogs have seen unfathomable spans of sea during their sailing days. They have survived battles and often have the scars to prove it. In general, there will be only a single crew member besides the captain of Sea Dog status (this individual being the first mate). Sea Dogs roll 5+ dice. GMs may be wise to fully stat out NPCs of this level as they often hold great importance when encountered.

CREWS

Crew Titles

The following is a brief list of various types of crew members who may be found on a sailing ship.

Bosun: The bosun is in charge of the ship's hull as well as the deck crew and deck activities.

Captain: The captain is in charge of the entire ship and is the final authority in the decision making process.

Carpenter: The ship's carpenter is in charge of making repairs and fixing ship damage.

Cook: The ship's cook oversees the preparation of meals.

Cooper: The cooper makes sure supplies are crated, barreled, waterproofed, and protected from insects, rats, and the sea.

First Mate: The first mate is second only to the captain. The first mate maintains order among the crew. The first mate replaces the captain in the event that the captain is killed, sick, or deserts.

Gunner: Gunners operate siege weaponry aboard a ship

Helmsman: The helmsman is in charge of steering the ship.

Navigator: The navigator is in charge of plotting the ship's course, taking care of nautical maps, reading the stars and the compass, etc.

Quartermaster: The quartermaster rations and distributes goods among the crew, watches over loot and treasure, and assigns quarters and supplies.

Scribe: The ship's scribe records events of the day for posterity.

Seamen: Seamen perform the duties such as handling rigging, cleaning the deck, keeping lookout, rowing, making repairs, etc. Seamen make up the majority of a ship's crew.

Surgeon/Doctor: The ship's surgeon is practiced in medicine and healing. Surgeons take care of sick and injured crew. Many larger vessels often seek to employ a healer with magic abilities.

Wizard: The ship's wizard is an incredibly important member as they can aid in repairing the ship, healing (or sometimes even resurrecting dead crewmembers), and participating in battle.

Names

A sailor's name is one of his most important traits. Sailors and other seafaring folk often have names that have to do with headgear (Tyler Bonnet, Max Hats) or facial hair (Redbeard, Bluebeard, Bo Sideburns, Admiral Pompadour Perry). Sailors also have nicknames that refer to their demeanor (like Broderick "Salty" Bridgers or Dagos "Scowly" Gibbons), natural elements (like John "Shadow" Admundson or Bill "Thundertop" Akers) and missing limbs (like Melvin "One-Legged" Hitchens or "One-Eyed" Dulf O'Dreery). A sailor earns their name through hardship and experience.

Pets

Sailors often keep pets aboard a ship. Pets are used to entertain, guard, and keep ships free of vermin and other pests. Common sailing pets include cats, mutts, dogs, various birds of the talking/snarky variety, fylons, and other creatures.

CREWS

Leveling Up Crews

Crews level up slowly and over time according to their experiences and actions. The GM should take into account a broad range of events that would lead a crew to become more seasoned. These events can be enemy encounters, wars, exploration, battling storms, etc. An NPC crew requires generally half their current dice score in years to increase to the next level.

Example: A crew of Landlubbers have scores of 2. In order to level up to Mate experience, they need approximately 1 year of seafaring experience. A crew of Mate level sailors (3) would need 1.5 years to level up to Veteran level. Veteran would need 2 years to level up to Sea Dog. So the total time it would require an NPC sailor to move from Landlubber to Sea Dog would be about 4.5 years.

Crew Morale

Long months at sea can make for salty sailors. Lack of food, poor leadership, disease, getting lost, no wind, crewmates being eaten, and a whole host of other issues can be devastating to a crew's morale. To make a morale check, determine the average experience level of the crew and roll that many dice.

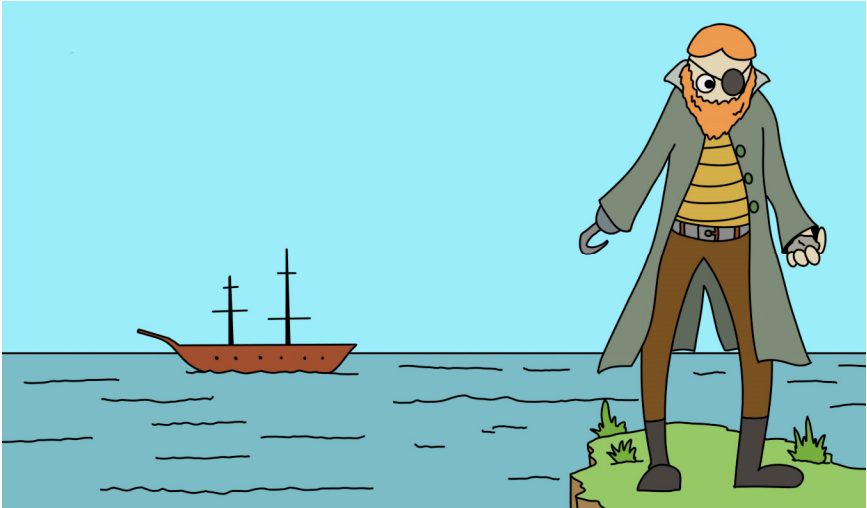
Example: A crew with Mate experience would roll 3 dice to make a morale check while a crew with Veteran experience would roll 4 dice.

Once the crew level is determined, roll the required dice. Take the high roll and compare to the TN listed on the chart below. If the roll is equal to or higher than the TN, the crew will remain in good spirits and will continue working, fighting, sailing without issue. If the roll fails, the GM can apply dice penalties to crew rolls as she sees fit. The GM may also wish to handle bad morale narratively by creating inner turmoil aboard the ship. This can lead to role-playing scenarios as social plots and devious plans are hatched.

Condition	TN
Supplies are running low.	4
The ship is badly damaged.	4
The ship is without direction.	4
A large number of crew have died.	5
The crew is starving.	5
The crew is diseased.	5
Officers are killed or desert.	6
The captain is killed or deserts.	6
Encountering a ghost ship.	6



CREWS



Morale Bonuses

Crews that have excess resources often feel more comfortable and are less quick to anger or mutiny. Morale bonuses can grant extra dice during morale checks to make failing a morale roll more difficult. The following are several examples of when morale bonuses may be applied. The GM is encouraged to take other things into account as well.

Basic Luxury: The crew has all the resources they need plus luxury items like chocolate, ale, salted meat, and other goods. Morale bonus +1 die.

Advanced Luxuries: The crew has everything from Basic Luxury level but of better quality and greater amounts. Morale bonus +2 dice.

High on Victory: The crew have been doing exceptional at battle with very few losses. Morale bonus +1 or +2.

Treasure Trover: The crew have accumulated a great amount of wealth during their sailing days. Knowing this makes them a bit more relaxed. Morale bonus +1.

Crew Wealth

The GM can randomly determine the wealth of a crew using the following chart (roll 3d6). If a crew is a bunch of Landlubbers, take a -2 penalty on the roll.

Roll	Wealth
1-12	Destitute
13-14	Little Wealth
15-16	Some Wealth
17-18	Rich

While this chart is fairly abstract in nature, it can be used to gauge how well-to-do a crew is. The GM should decide if the wealth is in resources, goods, money, etc. The GM should also determine if the wealth is aboard the ship, under lock and key, or hidden somewhere (like an island). If the crew's wealth is not aboard ship, there may be clues as to its location.

CREWS

Crew Provisions

A crew requires adequate food and lodging. Captains who fail to provide these necessities will quickly find that they are without a crew, or worse yet, out to swim. A crew member requires about 2gp per month (5sp per week) to remain fed, watered, clothed, and in decent spirits. To determine a ship's monthly crew cost, multiply the number of crew by 2gp.

Example: The sailing ship Weak Sauce has a crew of 22. They require a minimum of about 44gp per month to provide adequate food, water, clothing, etc.

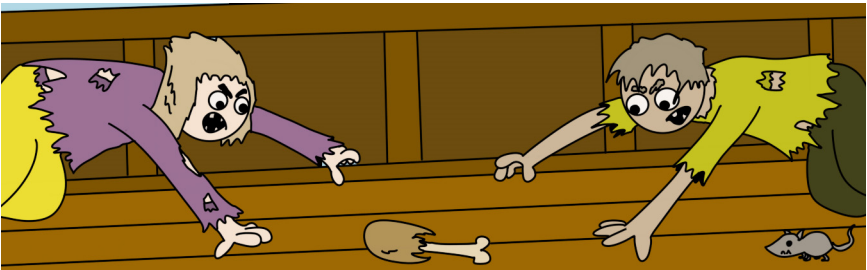
The GM should not get bogged down in keeping records and fiddling with numbers as far as crew provisions are concerned (unless they want to). As those provisions begin to run out, the GM may require resource checks or a trip to a port to restock.

Ship Resources

Ship resources can be handled fairly easily by determining the resource level and then rolling the resource level score each time a resource check is needed. If a 1 is rolled, decrease the next resource check by 1 die. Once the resource dice pool has been reduced to 1 die, there is a 1 in 6 chance of resources being depleted (on the roll of 1). For each 1 rolled, decrease the resource level by one (the GM can also go easier on the crew and allow only a single 1 to count for each roll). If no 1s are rolled, the resource level remains the same until the next check. The GM should determine when resource checks are required as governed by play. A single roll can be made for all resources at once or individual resources (such as fresh water, food, ammunition, etc.).

Resource Level	Dice
Fully Stocked	5
Partially Stocked	4
Moderately Stocked	3
Running Low	2
Scraps	1

Example: The holds are Fully Stocked which indicates that 5d6 are rolled. The rolls are: 6,6,5,3,1. The roll of 1 indicates that a portion of the supplies have been used. On the next resource check, the GM or player will roll only 4 dice. This should be noted on the ship's record sheet. When a resource check is needed, roll the appropriate number of dice. Each time a 1 is rolled, the resource level drops. When the final 1 is rolled, all resources have been exhausted.



CREWS

Ship Resource Costs

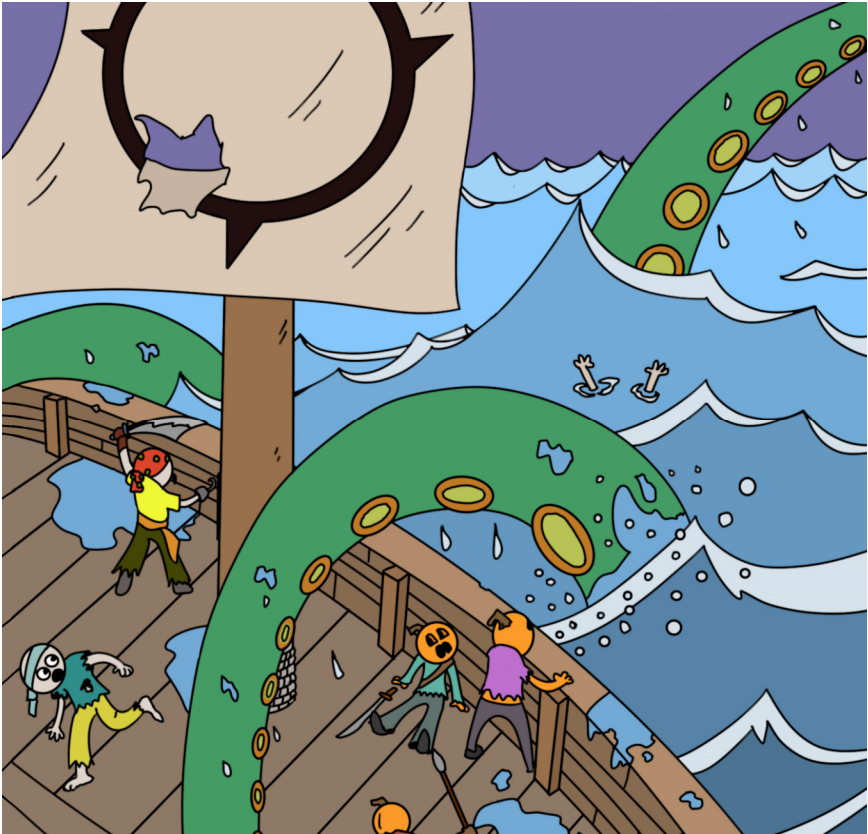
In order to keep things simple, resource costs per crewmember have been categorized for easy reference.

Minimal Crew Resources: 2gp per crewmember per month. This includes items such as fresh water, food, clothing, and basic supplies for crewmembers.

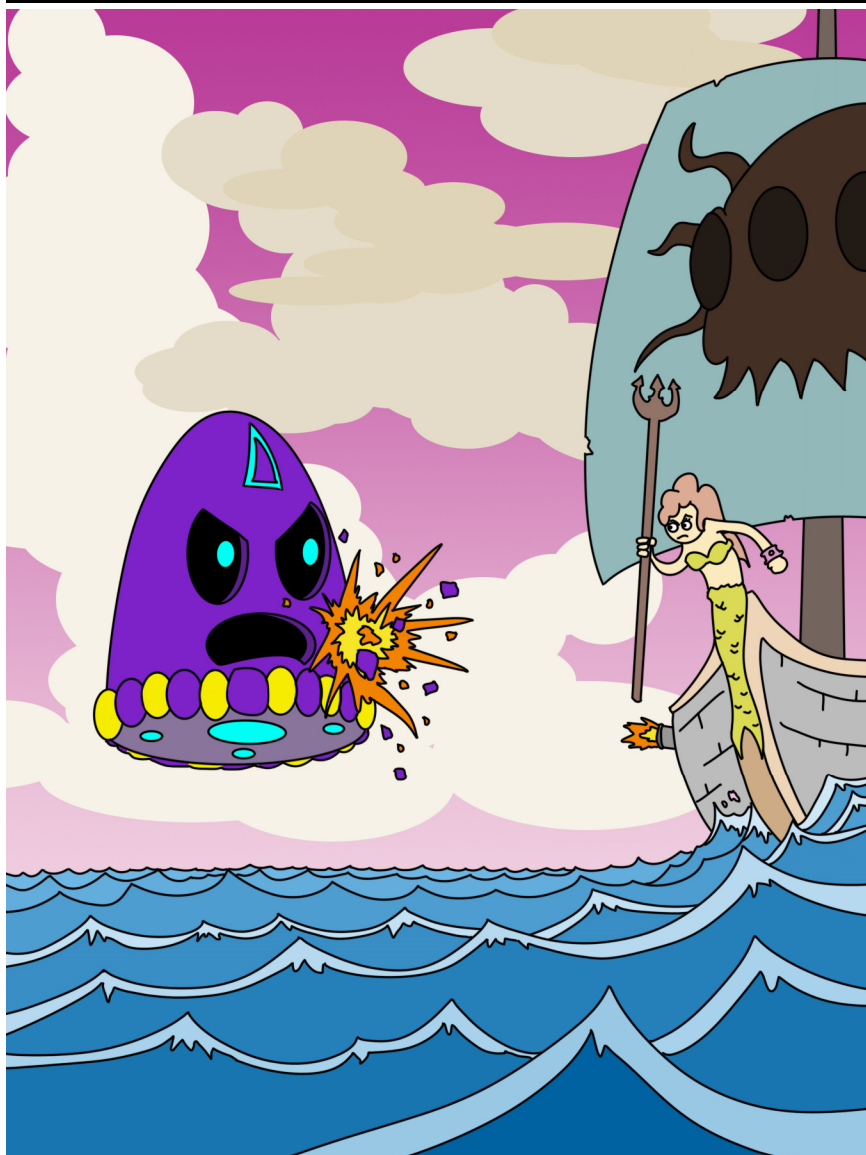
Basic Luxury: 5gp per crewmember per month. This includes everything from Minimal Resources plus luxury items like chocolate, ale, salted meat, and other goods considered luxuries. Resources at this level increase morale rolls +1 die.

Advanced Luxuries: 10gp per crewmember per month. This includes everything from the previous two tiers but of better quality and greater amounts. Crews at this level of resources are sailing in style. Resources at this level increase morale rolls +2 dice.

Basic Ship Maintenance: Basic ship maintenance consists of things such as repairs to the hull, sails, and ship necessities. The GM should determine basic ship maintenance costs as they see fit. These costs are in addition to crew costs.



SHIP COMBAT



Ship-to-Ship Combat

The following section details naval combat in Far Away Land. Like other forms of combat, naval combat is designed to be fast and simple with optional rules and conditions GMs can employ or disregard at their convenience. The basic mechanics of naval combat are streamlined with the intent that ranged ship combat is generally quick, deadly, and a lead up to boarding encounters where hand-to-hand combat takes over.

SHIP COMBAT

Pursuit

Ships on open water can see one another up to 10 miles on a clear day. Scenarios may arise when enemy ships spot one another and one ship wishes to pursue another. In the case of pursuit, the GM should first determine if the ships have the capability of pursuing or fleeing. SPD values of the vessels should be compared to determine if pursuit is an option. If a pursuit can take place, have each captain make Pilot + MAN checks and compare the rolls. If both ships wish to pursue one another, no check is needed. If the fleeing ship wins the roll, they successfully escape. If the pursuing ship wins, they catch the fleeing ship. If a tie occurs, the ships maintain distance and the roll is repeated.

Sailing Checks

Sailing checks are not required for basic, day-to-day sailing on calm waters. However, there may be instances when the pilot's prowess is needed in order to avoid catastrophe or keep the ship from succumbing to the waves. If it is determined that a sailing check is needed, have the helmsman make a Pilot + MAN check against a TN or in some cases an opposed roll. A successful roll indicates the ship remains under control or successfully avoids the obstacle/danger. A failed roll indicates that control of the ship has been lost. The GM can decide what happens when control is lost (and if it can be regained).

Combat Overview

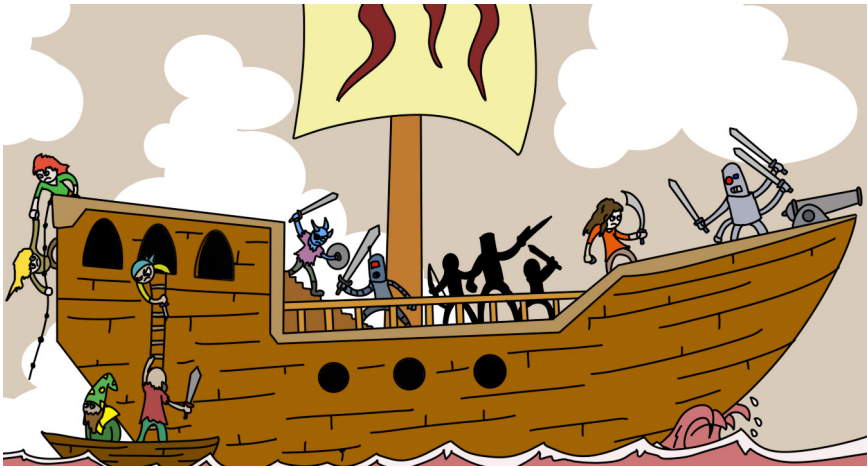
Ship combat in Far Away Land is largely cinematic. Miniatures, grids, and other equipment are not required (but can be used) for ship combat. Ships generally exchange volleys of fire with ranged weapons while crews scramble to survive, make repairs, put out fires, steer the vessel, etc. As ships close in on one another, damage becomes greater and more crew are injured or killed. Eventually, the ships will either come alongside one another or be rammed. At this point, ship crews will enter into close quarters combat.

Pre-Combat Checklist

The following is a brief checklist to use as a guide in order to determine and establish combat conditions.

- 1. Weather:** Determine the weather in the area. Is it stormy or calm? What are the waves and currents like? Will it affect the ships during combat?
- 2. Visibility:** On a clear, calm day, two ships can see one another up to 10 miles. If the sky is overcast, ships can see one another at 5 miles. If it's a light rain, ships can see each other up to 1 mile. In fog, ships need to be within several hundred feet (or closer) to spot one another.
- 3. Location:** Determine the location of the ships. Are they in open water or near land? Are there obstacles such as rocks, coral reefs, logs, etc. that can hinder ship movement? Are there sea creatures?
- 4. Ship Movement:** How fast and in what direction are the ships moving?
- 5. Range:** What is the initial distance between the ships involved in combat? Are both ships aware of one another?
- 6. Ship Stats:** Before combat begins, make sure stats for all ships involved in combat are ready to go.

SHIP COMBAT



Combat Steps

The following details each step of ship-to-ship combat.

1. Initial Ship/Crew Positions
2. Initiative
3. Advantage
4. Actions
5. End of Round

1. Initial Ship/Crew Positions

This is the step that begins naval combat and indicates that ships are close enough to perform ranged attacks. During this step, the GM and players describe the position of their ships and where and what their characters are doing. The goal of this step is to create a clear picture as to how the ships are positioned in relation to one another and what crews are doing as combat commences. Ships can be drawn on paper or identified with miniatures to make positions clearer if need be.

2. Initiative

The pilot of a ship determines that ship's order during the round by making an initiative roll versus all other combatants. An NPC's initiative roll is based on their skill level (for example, a Mate level pilot rolls 3 dice). Important PCs and NPCs taking individual actions during the round make separate initiative rolls (if the character is fully stated out, use their DEX score to determine how many dice are rolled). GMs can forego the initiative roll if the situation dictates that no roll is needed to determine who acts first. This can happen during situations like a surprise attack or when a ship has been crippled.

Example: Captain Romburt of the Scallywag has an experience level of Mate (3 dice). Romburt rolls 2,3,5 for an initiative score of 5.

SHIP COMBAT

3. Advantage

All pilots involved in combat make an opposed Advantage roll after the initiative roll. This roll is based on a generic NPC's skill level (for example, a Mate level pilot would roll 3 dice). For important NPCs and PCs, their DEX + Pilot scores are used to make the Advantage roll. Advantage in naval combat indicates that the pilot has the upper hand for that round. The pilot who wins the roll receives a +1 die bonus on all rolls concerning the steering and maneuvering of the ship for that round.

4. Actions

Ships, important NPCs, and PCs take their turns performing actions according to their initiative order. Naval combat takes place in a similar fashion to that of normal combat with the exception that ships have no ACT scores. Rather, any ship weapons capable of being used during that round of combat can do so as long as conditions are met (the weapon is manned, undamaged, loaded, etc.).

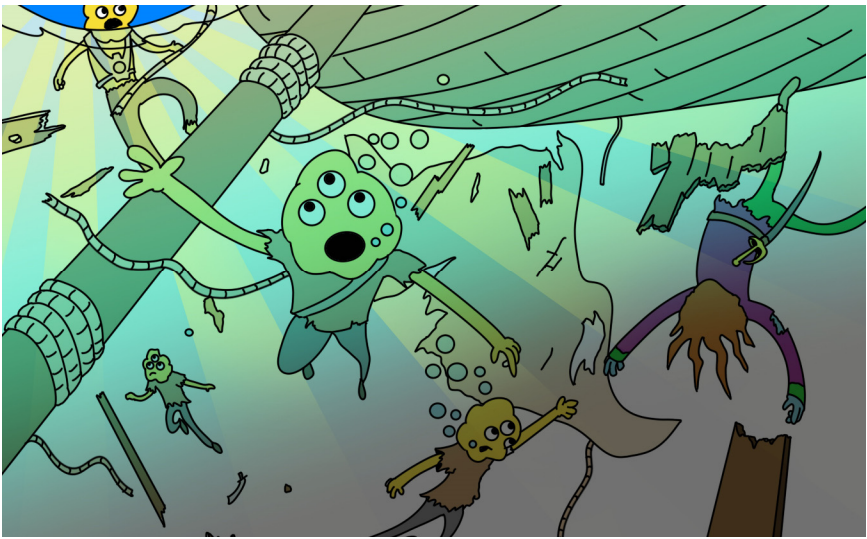
During this step of combat, NPCs and PCs can perform individual attacks, move, repair damage, load weapons, etc.

5. End of the Round

Once all steps are complete, the round comes to an end and a new round begins. Return to step 1.



SHIP COMBAT



Ship Movement

Ship movement (like most vehicle movement in FAL) is handled cinematically so as not to get bogged down in bookkeeping and measurements. Players describe how fast their vessel is moving, the direction, what it's attempting to do, etc.

A baseline for simple ship turning is to remember that Medium and Large sized ships can turn 45 degrees per round while small ships can turn 90 degrees per round. This means that a Medium/Large size vessel will require 4 rounds to turn 180 degrees while a Small vessel requires only 2 rounds. The GM can employ piloting checks and opposed rolls whenever movement becomes a more strategic element of play.

Distance and Direction

The positioning of a ship during combat can help GMs and players determine where ships are in relationship to one another and objects around them. Direction indicates what direction the ships are facing/moving. Distance indicates how far the ships are from one another. The position of a ship indicates which weapons are capable of attacking that round. For example, if a ship has 4 port side cannons and the port side is facing an enemy vessel, those cannons could be fired (whereas starboard side cannons would be useless). Marking ship positions on paper or using miniature representations can be helpful as well.

Crew Actions

PC actions are handled normally according to the PC's ACT score. Firing a ship's weapons should be handled like a normal ranged attack. Most generic NPCs can either move or perform a simple action each round (like make an attack, help put out a fire, climb a ladder, etc.) unless specified otherwise. During ship combat, crew fire weapons first and perform other actions second.

SHIP COMBAT

Ship-to-Ship Attacks

A ship on its own is simply a vessel and as such has no attack scores. Ships do however possess ranged weapons which can be used to strike from a distance. It is a weapon operator's score that determines the number of dice rolled when using a ship's weapon. A ship can fire each of its ranged weapons during its turn as long as the weapons are manned, loaded, and undamaged. Naval siege weapons can target different parts of an enemy ship (rigging or hull). However, due to their inaccuracy, naval siege weapons cannot (usually) target individual crewmembers.

Ship Weapon Attack Rolls

1. If an NPC is operating a ship's weapon (say a single cannon), use the NPC's experience score to determine the number of dice rolled when attacking.

Example: A ship's crew has a skill level of Mate which indicates that 3 dice are rolled for attacks.

2. If a PC (or important NPC) is operating the ship's weapon, use their DEX + Ranged scores to determine the number of dice rolled when attacking (just like a normal ranged attack roll).

Example: A PC with a DEX score of 2 and a Ranged score of 2 is operating a ship's weapon. Whenever the PC attacks with that weapon, roll 4 dice.

Compare the attack roll to the TN (or in some cases, an opposed roll).

Arrow Volleys and Coordinated Group Attacks

Perhaps a crew is sailing a ship that has no siege-style weapons. Or, perhaps a crew wishes to leave an enemy vessel undamaged in order to take control or loot her. In these cases, crews may opt to attack as individuals, shooting volleys of arrows or throwing javelins and spears at the enemy vessel. These types of attacks do no damage to a ship but can injure and kill crew.

If only a few NPCs are attacking, each roll can be made individually. If lots of NPCs are attacking, make one attack roll for every 5 attackers to expedite combat (this is up to the GM and the players as to how much rolling they wish to do). The defender can make an opposed roll to avoid taking damage. If the attack roll is a success, roll and add damage from each attack to determine the total amount. For every 15 points of damage, 1 enemy crew member is killed.

Example: The ship carrying the PCs, the Slayhorn, decides to shoot a volley of arrows. It is decided that they are within firing range. There are 8 total archers. 2 attack rolls are made (one for a group of 5 and one for a group of 3). The attack rolls are 5,6. The defending ship, The Antispirt, defends against both attack rolls and gets 4,5. All 8 of the archers were successful. A bow does 1d6 damage so 8d6 are rolled. The total damage is 32. Two crew on the deck of the Antispirt were killed in the volley of arrows.

SHIP COMBAT

Ship Defense

Because ships are large and cumbersome, there is usually no way for them to actively dodge an attack. Thus, all rolls made against a ship are made against a TN based on the established difficulty. Factors that go into establishing the TN include distance, ship size, waves and wind, visibility, the speed of both ships, etc.

In instances where the GM believes a targeted ship may be able to maneuver out of the line of fire, allow the vessel to make an opposed roll to dodge. An opposed roll may be effective while ships are still somewhat far apart. This opposed roll is based on the Pilot + MAN scores of the PC or NPC skill level.

Distances

In order to simplify and reduce bookkeeping during naval combat, distances have been abstracted into five categories: Close, Short, Long, Far, and Distant. All distances use feet as the primary measurement. Distance should play a role in determining TNs (where greater distances increase a TN). The chart to the right details these measurements.

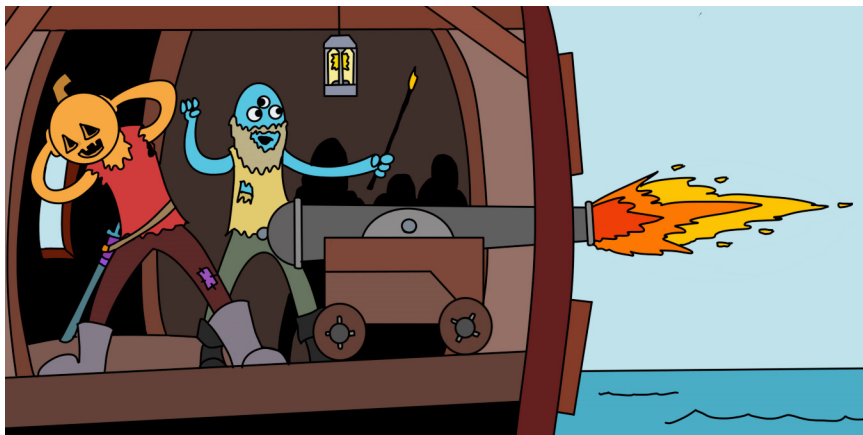
Measurement	Distance
Close	25'
Short	50'
Long	100'
Far	300'
Distant	1000'

Naval Combat TNs

TNs determine how difficult a stationary naval target is to hit. GMs should base the TN on a combination of distance, target size, visibility, wave activity, etc. Some of these modifiers are covered in the Optional Naval Combat Rules which follows this section.

Difficulty	TN
Simple	2-3
Easy	4
Tricky	5
Hard	6+

Example: So, a small ship sitting on choppy water at a Far distance may have a TN of 6 while a large ship on calm water that is Close may have a TN of 3.



SHIP COMBAT



Damage

The amount of damage inflicted during an attack is based on the weapon's damage plus the MoS of the attack. Damage is subtracted from the target's HP score. The GM should describe the damage and how it occurs, what part of the ship is hit, etc. in order to create a visual image of what is taking place.

Example: The MoS of the attack was 2. A heavy cannon does 4d6 damage. The total damage of the attack is 4d6+2.

Ship Armor

The AC of a sailing ship indicates how much damage is soaked or reflected from an attack. The ship's AC score is subtracted from damage delivered by an attack.

Example: The total damage of the attack was 20. The ship has an AC of 6 which indicates that 6 points of damage were soaked. The total damage done is $20 - 6 = 14$. The target vessel sustains 14 points of damage.

Damage Locations

The GM can choose where damage occurs (or use the Critical Hit Chart in the Optional Combat Rules section). Damage should be handled descriptively giving the players a visual image of what is taking place.

Example: "The huge stone launched from the ship's catapult careens through the air and smashes through the quarter deck in a roar of violence before landing in the hold below. A gaping hole of splintered boards is left in the deck. Beneath the stone is what remains of an elf crushed flat as a pancake."

Crew Loss

For every 15 damage a ship takes, 1 NPC crew member is killed. This rule applies to unimportant NPCs only. The GM can determine if important NPCs and PCs are affected by damage as needed.

Example: 34 points of damage are done to the ship in the attack which indicates that 2 crew have been either killed or knocked out of combat.

SHIP COMBAT

Damaged Weapons

When a ship takes damage there exists the possibility that the ship's weapons also take damage and can no longer be used in combat. The GM can determine this on their own or roll a d6 for each weapon that has the possibility of being damaged in the attack. If a 1 is rolled, the weapon has been damaged and cannot be used until repaired.

Ramming

Some ships are equipped to ram one another in order to inflict massive damage. Ramming, for the most part, is handled narratively with GMs and players describing the action taking place.

To perform a ram, the pilot of a ship declares they will attempt to ram the enemy ship (or target creature). It must be concluded that a ship is close enough (short range) to an enemy vessel to perform a ram attempt. The pilot of the ramming ship makes a Pilot + MAN check against the opposing ship's Pilot + MAN roll. If the ramming ship wins the roll, the ram attempt is a success. If the roll is a failure, the ship misses the target of the ram and must steer the ship around before another ram attempt is made (or the ship come alongside one another). If the ship is attempting to ram a creature, the creature may evade by making an opposed DEX check (if the GM allows this).

The amount of damage a ship can inflict when ramming is indicated in its description.

Personal Attacks

Crewmembers can use weapons such as bows, spears, slings, magic, and other projectiles to attack enemy crews. Usually a personal weapon attack will do no damage against a ship (due to the ship's AC). However, personal weapon attacks can hurt or kill enemy crews on deck. Magic and fire based attacks on the other hand can be highly effective against an enemy ship (each of these attacks do normal damage). The GM can handle crew damage and magic attacks as they see fit.



SHIP COMBAT



Sinking a Ship

A ship that has been reduced to 0 HP is crippled and cannot move. A ship that has been reduced to negative HP will sink in 2d6 rounds.

Grappling

Grappling is the act of throwing ropes and grappling hooks in order to bring another ship near so that it may be boarded. In order for ships to grapple, the ships must be alongside one another and within short range. Grappling is automatic if both ships wish to do so. If only one ship wishes to grapple, roll a d6. On a roll of 5 or 6, the grapple is a success. As long as the ships are side by side and within range, a grappling attempt can be made.

Boarding

Boarding can occur once two ships are locked in a grapple and are pulled close enough. Combatants boarding an enemy vessel may suffer Unstable Footing penalties while boarding or fighting (this may be a temporary penalty for all involved in the boarding process). Boarding is handled cinematically with the GM allowing players to describe what they are doing during the boarding attempt. Close quarter melee combat commences once boarding takes place.

Repairing Light Damage

Light ship damage can be repaired at sea as long as the damage does not exceed 50% of the ship's total HP. If the damage is less than 50% of the vessel's total HP, damage can be repaired in 1d2 days. If a PC is actively involved in the repairs, reduce the repair time according to the PC's skill and the number of PCs helping.

Repairing Heavy Damage

Damage that exceeds 50% indicates extensive damage that must be repaired while the ship is docked or anchored. Damage exceeding 50% can be repaired in 1d3+3 days. All damage must be repaired with the required materials and available crew. If a PC is actively involved in the repairs, reduce the repair time according to the PC's skill and the number of PCs helping.

SHIP COMBAT

Optional Ship-to-Ship Combat Rules

The following section details optional rules that can be used to give a greater degree of detail during ship-to-ship combat encounters. GMs can pick and choose from these optional rules as they see fit.

Calling a Shot

A called shot with a ship's siege weapon indicates an attack aimed at a specific part of the target vessel. Calling a shot increases the TN to hit accordingly (+1 for difficult, +2 for very difficult). If the attack is a success, the target is successfully hit.

Crew Exhaustion

Naval warfare is hard and crews cannot fight (or row) indefinitely. Crews that do not have adequate rest or supplies may suffer penalties. These penalties can affect ship-to-ship combat, boarding actions and melee/ranged combat, overall morale, etc. The GM should determine the level of exhaustion and apply modifiers as necessary. These penalties manifest in the form of a crewmember's score being reduced.

Example: A sailor of Mate level (3) is exhausted from lack of sleep, no food, and fighting for days. The GM determines that the crewmember has a -1 die penalty to all rolls effectively reducing their score to 2.

Critical Hits

A critical hit occurs when the attacking ship has a MoS of 3 or more. The GM can roll or decide on the area affected. The following areas can be damaged on a critical hit.

1. Propulsion: The ship's main method of propulsion is damaged. This can include anything such as the sails, paddles, engines, propellers, etc. Propulsion damage decreases the ship's SPD score until repaired.

2. Hull: The ship's hull is severely damaged. The ship begins taking on water.

3. Steering: The ship's steering/rudder has been damaged or destroyed. The ship is out of control. It will continue moving straight ahead.

4. Extra Damage: The damage is increased +1d6.

5. Weapon: One of the ship's weapons and all of that weapon's operators are completely obliterated in the attack.

6. Crew: The ship sustains normal damage. However, the amount of crew that are killed or knocked out in the attack are double the normal amount (so every 20 damage kills 2 crew instead of 1).

Critical Hits Locations (d6)

Roll	Damage Area*
1	Propulsion
2	Hull
3	Steering
4	Extra Damage
5	Weapon
6	Crew

*If the attack was a critical hit and a fire based attack was used, the fire will take twice the normal time to extinguish.

SHIP COMBAT

Fire

Fire is devastating to a wooden ship. Small fires do 1d6 damage per round. Medium do 2d6. Large fires do 3d6+ damage per round. A crew can get a small fire under control on a d6 roll of 4+. A medium fire on a roll of 5+. A large fire on a roll of 6+. If a PC is actively helping to get the fire under control, reduce the TN by 1.

Taking on Water

When a ship begins taking on water, immediate repairs are needed. Crewmembers actively focused on repairing damage can stop the flow of water on a roll of 5+ (with adequate materials). If a PC is actively helping stop the flow, reduce the TN to 4+. A waterlogged ship is reduced to a SPD score of 0.

Visibility Penalties

Heavy rain, fog, snow, and other weather concerns can make for poor visibility and increase TNs for ranged attacks.

Wind Penalties

Strong winds make hitting a target that much more difficult and can increase TNs for ranged attacks.



SHIP COMBAT

Crew Combat Ideas

The GM should attempt to keep all PCs busy during combat (you don't want players getting bored). PCs participating in non-combat directed actions can create bonuses, reduce repair times, and inspire NPCs around them. The GM may allow PCs who have high Boon scores (3+) to further increase effectiveness of actions that involve those boons (like the Crafty boon reducing repair times). These bonuses are given at the GM's discretion and should be suited to the specific scenario. A PC must use all of their ACT for the round when performing the following actions.

Cast a Spell: The PC can cast a spell at the enemy vessel. Fire is very effective. Wizards are of great benefit in sea battles.

Determine Enemy Weakness: The PC makes an observation roll (Alert + WIT) against a TN (the TN is determined by distance, visibility, knowledge of ships, etc.) to determine a weak spot in an enemy vessel. If a weakness is spotted, the GM should determine what the weakness is and if it can be exploited by the crew. There may not always be a specific weakness in the target.

Extinguish Fires: The PC works to help crewmembers put out a fire. The PC reduces the TN required to successfully extinguish the fire.

Fire/Reload Weapons: The PC loads and/or fires a ship's weapon. The GM should make note of the weapon's Rate of Fire (RoF). A PC uses DEX + Ranged when operating a ship's weapon.

Medical Duties: The PC tends to the injured. This may entail casting healing spells, wrapping wounds, pulling shrapnel from wounds, etc.

Pilot Ship: The PC pilots the ship. While piloting the ship, the PC determines the ship's direction, performs maneuvers, and makes initiative rolls. A PC rolls Pilot + MAN when in control of the vessel.

Rally the Crew: The PC makes a Manipulate + WIT check against a TN determined by the GM. A successful roll will result in the crew rallying together. While rallied, the crew gains +1 die on all rolls. This effect has a duration of 1d3 rounds and can be used once per day.

Ranged Attacks: The PC stays on deck and makes personal ranged attacks against the target vessel.

Repair Ship Damage: The PC helps the crew repair ship damage. PCs helping to repair damage increase the rate at which damage is repaired. This is covered in more detail in the Combat section under Repairing Light and Heavy Damage.

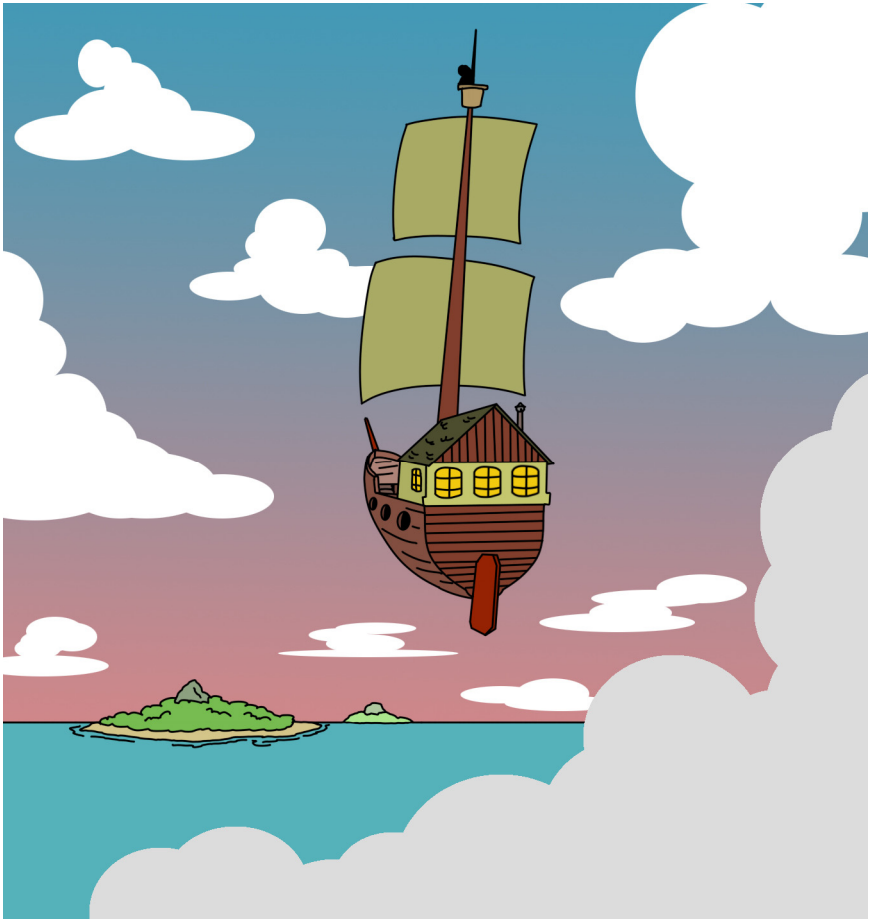
Repair Weapon Damage: The PC helps repair weapon damage. PCs can speed up the rate at which repairs are made, especially if they are crafty.

SHIP COMBAT

Secure Goods: The PC helps to secure valuables and goods to prevent damage. This can include things such as battening down the hatches, tying down palettes or barrels, bailing water, etc. PC participation in this reduces the normal time required by half.

Shout Orders: The PC (usually the captain) shouts orders commanding crew. This requires a PC who is both experienced and has the loyalty of a crew. The PC may yell steering orders, when to fire weapons, to prepare for boarding, etc. If the captain is ordering an individual or group directly, that individual/group gains +1 die on all rolls for that round.

Supervise Ship Duties: The PC oversees ship duties performed by crew. Will they be mean and drunk with power or cool-headed and win the respect of the crew? A good supervisor can increase the crew's effectiveness thus increasing the speed at which duties are performed.



SHIPS of FAR AWAY LAND

Ships of Far Away Land

The seas of Far Away Land are vast and dangerous, full of monsters and pirates. The adventurer who sets sail on the high seas is in need of a trusty vessel to call home. The following section focuses on common sea vessels.

Ship Attributes

Like PCs and NPCs, ships (as well as other vehicles in FAL) have attributes and scores which aid in resolving conflict and performing actions. The following is a list of ship attributes and their purpose.

Archetype: All naval ships have an Archetype of Sea.

Hull Points (HP): HP indicate how many Hull Points a ship has. When a ship's HP reaches 0, the ship begins to sink. The more damage a ship takes, the faster it sinks.

Armor Class (AC): AC indicates the ship's Armor Class. AC soaks damage.

Speed (SPD): SPD indicates the maximum speed a vessel can travel.

Maneuver (MAN): MAN indicates a ship's bonus when attempting to dodge an attack or obstacle. The MAN score is added to the Pilot Boon when making a check.

Crew: The Crew number indicates the minimum number of crew required to operate the vessel and its armaments. Each ship description also has a note indicating that particular ship's complement.

Speed Chart for Sea Vessels

Rating	Speed (mph)
Slow (S)	1-5 mph
Moderate (M)	6-10 mph
Fast (F)	11-20 mph
Very Fast (VF)	21-39 mph
Super Fast (SF)	40+ mph

Ship Types

The following is a list of seven types of sea vessel commonly used in Far Away Land. These entries are provided to create a foundation on which the GM can easily create customized ships for use in game. Modification of vessels is encouraged to fit the game.

Quick Ship Reference

Type	Size	HP	AC	SPD	MAN	Crew	Cost
Boat	sm.	20	3	S	0	1	10gp+
Courier	lg.	300	8	M	0	10	10,000gp
Paddler	md.	150	6	F	-1	4	8,000gp
Raider	md.	125	6	M	0	22	5,000gp
Sea Chariot	sm.	20	1	VF	2	2	50gp+
Submarine	md.	250	12	M	0	8	100,000gp+
Warships	lg.	350	8	M	-1	14	25,000gp

SHIPS of FAR AWAY LAND

Understanding Ship Entries

Making sense of ships and their stats is easy. The following short guide explains how to read and understand ship attributes, scores, and descriptions.

BOAT 1



Archetype: Sea (Boat) 3

Size: Small

HP: 20, **AC:** 2, **Crew:** 1 4

SPD: 2, **MAN:** 0, **Cost:** 50gp+

Light Cannon (Bow): Far range. 3d6 damage. 5

6 Boats are small vessels like rafts, fishing boats, canoes, small sailboats, etc. They are usually designed with a specific purpose in mind (like a raft or fishing boat). Boats generally have a main deck and sometimes a smaller, lower deck where crew can stay in rough weather. Boats usually require only one or two crewmembers to operate. Boats can easily navigate in shallow waters without fear of being run aground. Even if a boat is run aground, its small size makes it fairly easy to break free. Boats in open waters can easily capsize and sink. Boats can be powered by rowers or sails. Boats have a crew complement of 15.

1. The type of ship.
2. An image of the ship.
3. This block contains the ship's Archetype and Size.
4. This block contains the ship's stats. HP indicates the number of Hull Points, AC indicates the ship's Armor Class, and Crew indicates the number of crew required to operate the ship and her weapons. The second line contains the ship's SPD (Speed) score, MAN (Maneuverability) score, and Cost in gold pieces.
5. This block contains the ship's weapons and combat notes. The location of the weapon is included as well as the number of weapons (written as x5 where 5 is the number of weapons). Each weapon includes range and damage. If a ship can ram other ships, its damage will be noted here.
6. This block contains a description of the ship with all relevant information players and GMs may need.

BOAT



Archetype: Sea (Boat)
Size: Small

HP: 20, **AC:** 2, **Crew:** 1
SPD: S, **MAN:** 0, **Cost:** 50gp+

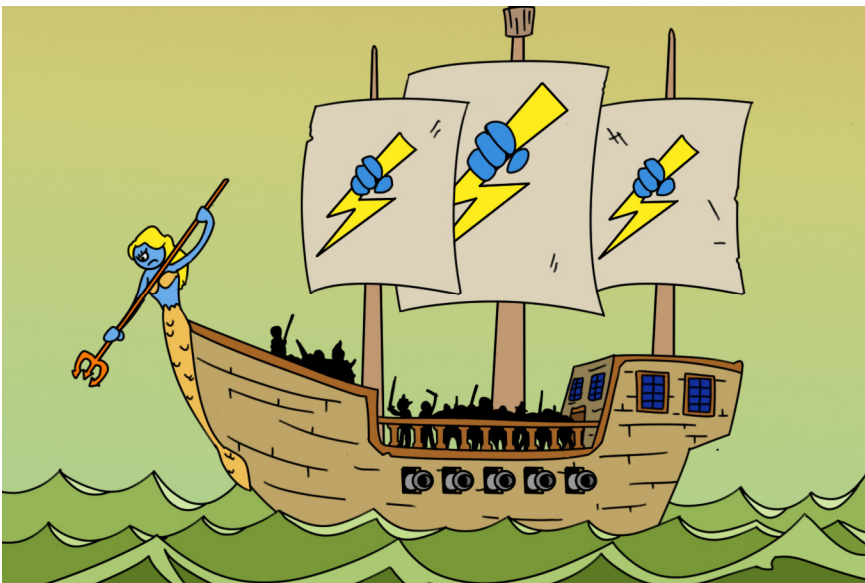
Light Cannon (Bow): Far range. 3d6 damage.

Boats are small vessels like rafts, fishing boats, canoes, small sailboats, etc. Boats are usually designed with a specific purpose in mind (like a raft or fishing boat). Boats generally have a main deck and sometimes a smaller, lower deck where crew can stay in rough weather. Boats usually require only one or two crewmembers to operate. Boats can easily navigate in shallow waters without fear of being run aground. Even if a boat is run aground, its small size makes it fairly easy to break free. Boats in open waters can easily capsize and sink. Boats can be powered by rowers or sails. Boats have a crew complement of 15.

Boats have little in the way of armor as they are not designed or equipped for combat. Most boats have thin, wooden hulls with minor reinforcement. Boats are rarely armed. In the off chance that a boat is armed, it will rarely have anything more than a single, light cannon.

A boat's use indicates its cost. More elaborate fishing vessels can command up to 1,000gp while vessels such as canoes, skiffs, and rafts are much cheaper. Boats are the most common of all naval vessels as they are used by people of all races and levels of wealth.

COURIER



Archetype: Sea (Courier)
Size: Large

HP: 300, **AC:** 8, **Crew:** 10
SPD: M, **MAN:** -1, **Cost:** 10,000gp

Giant Crossbow (Bow): Long range. 4d6 damage.

Cannon, Heavy x5 (Port): Distant range. 4d6 damage.

Cannon, Heavy x5 (Starboard): Distant range. 4d6 damage.

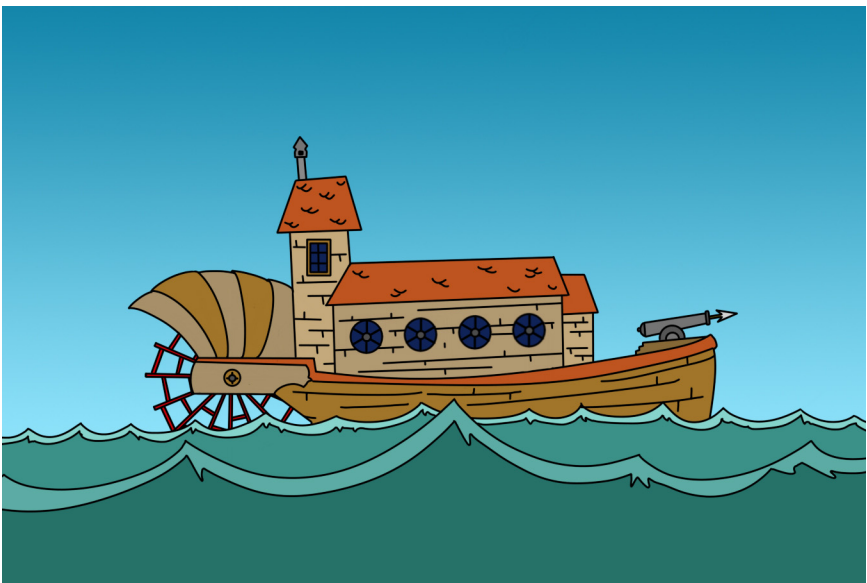
Ram: 8d6 damage.

Couriers are large sailing vessels which are used to carry goods and cargo. Couriers usually have three decks: a main deck, lower deck, and hold. Couriers require ten crewmembers to operate the vessel at maximum efficiency. Couriers are designed for open seas and deep waters. They are unable to operate in shallow waters due to their deep drafts which can cause them to run aground. Couriers are powered by sails. Couriers have a crew complement of 40.

While couriers are designed to carry cargo, they are also designed for combat in order to protect their cargo. As such, couriers have thick wooden hulls with timber rib reinforcements which give them a good deal of sturdiness and armor. As they are equipped for combat, couriers may have up to 10 cannons (5 on each side), along with a cannon or other siege weapon on the main deck. Couriers may also carry several smaller boats and sea chariots which they can dispense in battle or to allow crew to go ashore.

Couriers have a base cost of about 10,000gp. Couriers are fairly common as they are the main method of transportation of goods and valuables by various races in Far Away Land. Couriers can be owned by both trade companies and privately.

PADDLER



Archetype: Sea (Paddler)
Size: Medium

HP: 150, **AC:** 6, **Crew:** 4
SPD: F, **MAN:** -1, **Cost:** 8,000gp

Giant Crossbow (Bow): Long range. 4d6 damage.

Cannon, Light x2 (Port): Far range. 3d6 damage.

Cannon, Light x2 (Starboard): Far range. 3d6 damage.

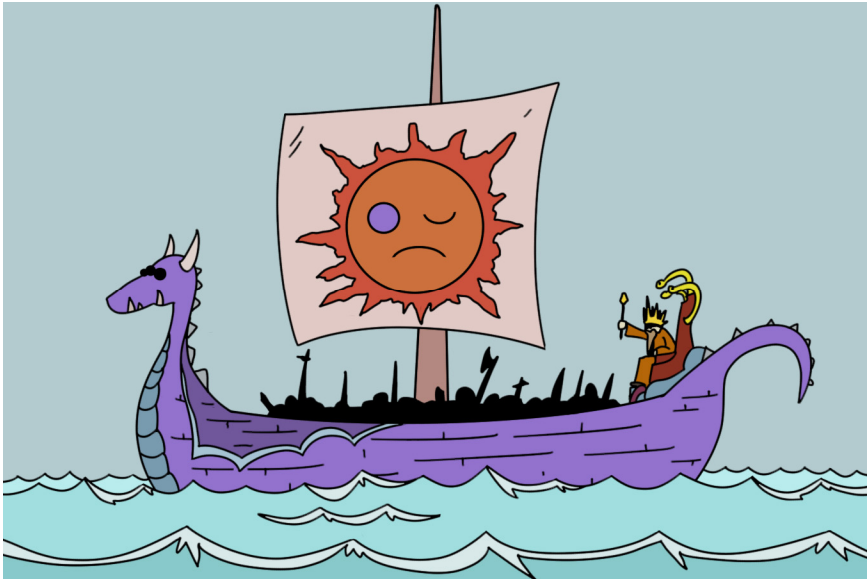
Ram: 6d6 damage.

Paddlers are medium (sometimes large) size vessels whose primary propulsion is based on a paddlewheel. These paddlewheels are most often driven by steam, magic, or manual labor. As the paddlewheel turns, the ship is propelled forward (or backward). Paddlewheels usually operate in shallow waters such as lakes and rivers. They are not equipped for deep seas and oceans. Paddlers have a crew complement of 30.

Paddlers are often used to transport goods and passengers or as fishing vessels. Some have been turned into luxury ships which offer sleeping quarters, sight-seeing tours, and even casinos. Paddlers are fairly robust and can take a good deal of damage before being sunk. They can be outfitted with cannons and other siege weapons although this is often dependent on their primary usage. While not fast, paddlers make for stable weapon platforms. Their flat hull design also makes them difficult to sink.

Paddlers have a base cost of about 8,000gp. Luxury paddlers can be much more expensive depending on what they are equipped for and the level of luxury for which they were designed.

RAIDER



Archetype: Sea (Raider)
Size: Medium

HP: 125, **AC:** 6, **Crew:** 20
SPD: M, **MAN:** 0, **Cost:** 5,000gp

Giant Crossbow (Bow): Long range. 4d6 damage. However, as indicated below, it is rare for a raider to be armed with a siege weapon.

Raiders are long and narrow ships designed for both speed and maneuverability in shallow waters. Raiders usually consist of a single deck. They are powered by both sails and rowers. Raiders require 22 crewmembers if being rowed. Raiders can be used in open seas but perform better in shallow, calmer waters such as those near shores or rivers. Raiders have a crew compliment of 40.

Raiders are nimble vessels made of thin wooden planks and ribbed timber reinforcements. They are long, thin, flexible ships designed to get in and out of inland locations with ease. However, due to their relatively thin wood hulls, raiders cannot withstand a great deal of damage. A raider can carry up to four cannons and a single siege weapon such as a catapult or ballista. However, this is rare as the primary function of a raider is to move crews in and out of positions for the purpose of fast raids.

Raiders have a base cost of about 5,000gp. These vessels offer little in the way of luxury or protection from the elements as they often leave their crews exposed. This lack of protection means less wood and hours to construct a raider which in turn means lower cost.

SEA CHARIOT



Archetype: Sea (Wagon)
Size: Small

HP: 20, **AC:** 1, **Crew:** 2,
SPD: VF, **MAN:** 2, **Cost:** 50gp+

Sea chariots are unable to use siege weapons due to their small size.

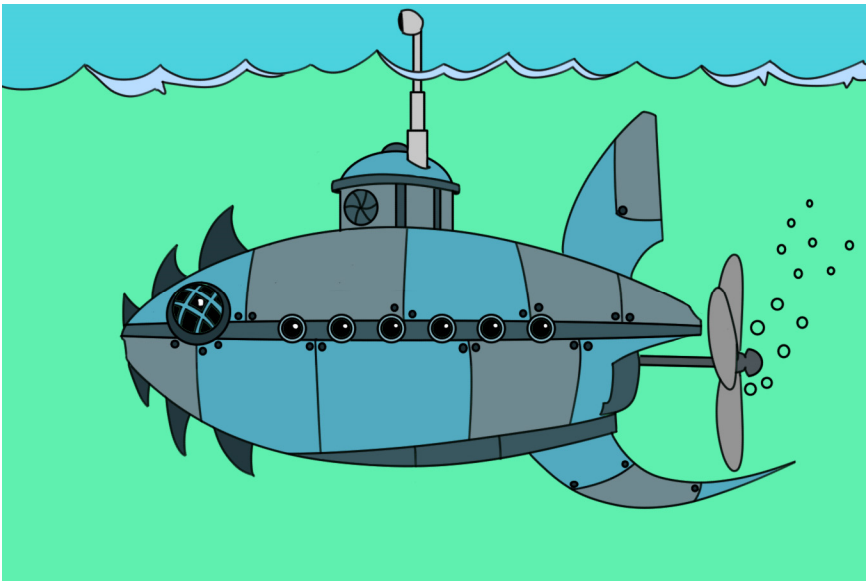
Sea chariots are small vessels that are pulled by yoked sea creatures. Imagine sailfins harnessed together and pulling a small, chariot-like boat. Sea chariots are designed for speed and maneuverability. The driver of a sea chariot often sits at the front of the vessel and commands the yoked creatures thus using the creatures to pull and steer the vessel simultaneously. Sea chariots allow for fast and focused naval strikes and drive by attacks. As such, these vessels usually have a MAN score of 2. Sea chariots, because of their maneuverability and speed, can make opposed Pilot + MAN rolls when attacked.

A passenger often accompanies the pilot to perform attacks on enemy targets. However, because sea chariots are lightweight, they offer little protection for the pilot and passenger. A sea chariot has a crew complement of two.

Sea chariots normally operate in shallow waters near land or in open seas near larger motherships. These small vessels are ill-equipped for large waves and choppy waters. Extended use of a sea chariot may also result in penalties due to exhaustion from the creatures which pull them.

Sea chariots have a cost of about 50gp+. However, this does not include the cost of the creatures and their training required to pull the chariot.

SUBMARINE



Archetype: Sea (Sub)
Size: Medium

HP: 250, **AC:** 12, **Crew:** 8
SPD: M, **MAN:** 0, **Cost:** 100,000+gp

Windup Torpedo x10 (Bow): Far range. 6d6 damage. Submarines employ windup torpedoes. They generally have only a single torpedo tube from which the torpedoes are launched.

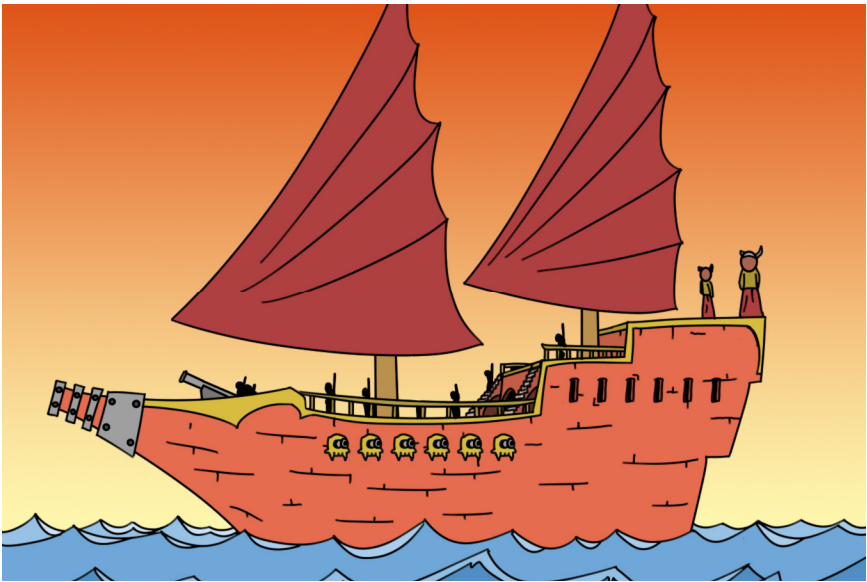
Ram: 8d6 damage.

Submarines are amazing vessels which operate beneath the surface of the water. Unlike most ships, submarines are made entirely of metal in order to withstand the pressure in an undersea environment. Submarines use mechanical means to move. This is usually an engine of some sort. Most submarines either have crewmembers dedicated to working the propeller to drive the ship or have magical means by which they operate. While submarines are cumbersome, they are also stealthy and difficult to spot beneath the water. Most submarines in FAL can remain submerged for no more than 12 hours before they need to surface for air. The crew complement for a submarine is 20.

Due to the enclosed nature of a submarine, they are unable to use traditional siege weapons. They do however often employ the use of windup torpedoes which can be highly effective. In addition to torpedoes, submarines take no damage on ram attacks as they are built specifically for such actions. A submarine can easily cripple and sink a traditional wooden sailing vessel.

Submarines have a staggering cost of 100,000gp. These are incredibly complicated vessels that require great skill and knowledge to build. They are rare in the world and few are aware that such technology exists.

WARSHIP



Archetype: Sea (Warship)
Size: Large

HP: 350, **AC:** 8, **Crew:** 14
SPD: M, **MAN:** -1, **Cost:** 20,000gp+

Cannon, Heavy (Bow): Distant range. 4d6 damage.

Cannon, Heavy x8 (Port): Distant range. 4d6 damage.

Cannon, Heavy x8 (Starboard): Distant range. 4d6 damage.

Ram: 10d6 damage.

Warships are large sailing vessels whose primary function is naval combat. These imposing titans of the seas have three decks: a main deck, lower deck, and hold. Warships require a crew of 14 to operate and carry a complement of 60. Warships are driven by the wind in massive sails. Warships operate only in deep waters as their drafts do not allow for sailing in more shallow waters.

Warships are designed for combat and as such have thick, wooden hulls reinforced by strong timber beams and ribs. The robust nature of their build provides them with decent armor. The true power of a warship lies in its armament which consists of 16 cannons (8 on each side), two siege weapons or two more mobile cannons which are found on the main deck. Warships may also carry several smaller boats and sea chariots which they can dispense in battle or to allow crew to go ashore.

Warships have a cost of about 20,000gp. Warships are generally only employed by navies. As such, they are incredibly rare in the world. Few races save for the more advanced humanoid species (orka, humans, elves, dwarves, etc.) use these powerful weapons in battle.

SHIP BUILDER



Ship Builder

While there are premade ships included in this book, this section is meant to help those who want to design a ship from scratch. This process may seem intimidating but it is nothing more than deciding on a ship's size, weaponry, and any upgrades that may be relevant. You can use the premade ships included in this book for even more information or as working examples. Ship deck plans and design ideas have also been included.

The following section provides rules and guidelines for creating custom ships based on the size of a sailing vessel. Basic components of vessels are listed along with stats, armaments, and crews for Small, Medium, and Large sized ships. Naval weapons have also been provided.

Ship Builder Overview

1. Choose a ship size: small, medium, or large.
2. Choose weaponry.
3. Choose any upgrades.
4. Name the ship.
5. Draw the ship.

Building a Ship In-Game

If the PCs wish to embark on the arduous task of building a ship in-game, the GM should determine the cost, the number of builders required, and the time and resources needed.

Components of a Ship

We have simplified ship components and ship building to give players and GMs the generalities of naval combat and design without the weight of every specific detail. The following section lists and details the main components of ships in Far Away Land.

Decks

The decks of a ship are the covered compartments within the vessel. Most ships have a main deck that is exposed to the elements as well as a lower deck where goods are stored and where crew can sleep safely. Larger ships will often have three decks which consist of the main deck, a secondary deck for gun emplacements and crew, and a hold/lower deck for storage.

SHIP BUILDER

Hull

Hull refers to the body of the ship. The hull is the reinforced housing that composes the main superstructure of a sailing vessel. The hull prevents water from entering the ship and provides a layer of protection to the crew who sail her.

Masts

The masts of a sailing vessel are the upright poles (spars) which carry the sails and the rigging of the ship.

Propulsion

Ships in Far Away Land use several different methods of propulsion. These methods are described in detail below.

Harnessed Creatures include any draft creatures which are used to pull or push a vehicle through the water. Examples of harnessed creatures include ools and sailfins.

Paddle wheels are large, turning wheels with paddles that are usually driven by steam or mechanical means. Paddle wheels are often used on riverboats or vessels that sail near coastlines.

Propellers are mechanical propulsion methods which consist of a fan-like blade that turns by means of an engine or other method. This in turn propels the ship through water. Propellers are commonly used on submarines.

Rowers are commonly used on smaller vessels. This method of propulsion consists of one or more oar wielding rower who uses physical strength to move a vessel through water. Raiders and boats commonly employ rowers.

Sails are the most commonly used means of propulsion in Far Away Land. Some sails gather wind while others gather light or even sound. Ships that commonly use sails include warships and couriers.

Rigging

Rigging is a term used to describe lines, ropes, pulleys, chains and other equipment that supports the masts and sails of a ship. A ship whose rigging has been damaged has difficulty maneuvering and moving.

Sails

Sails are the heart of a ship and allow the ship to move. Sails are controlled by rigging and are held by the masts of the vessel.

Other Equipment

Ships, especially larger ones, carry loads of equipment. These vessels are essentially floating islands and the crew may not see land for days, weeks, or even months. Essentially, ships are floating homes for their crews. Ships carry all manner of goods and resources for both crew and for transport. It should be accepted that a ship has whatever basic equipment is required in order to maintain its daily upkeep.

SHIP BUILDER

Ship Categories

For simplicity, ships have been broken into three categories based on their size. The following is a list of ship sizes and their baseline attributes. These examples can be used and modified to create custom vessels.

Size	HP	AC	SPD	MAN	Crew	Build Time	Cost
Sm.	35	3	3	0 or 1	5	2 weeks	50gp+
Med.	250	6	6	0	20*	6 months	5,000gp+
Lg.	350	12	9	-1	20*	1 year	10,000gp+

*See specific notes below.

Small Ship

Small ships are vessels like small fishing boats, skiffs, canoes, sea wagons, etc. Small ships are generally used in rivers, lakes, or larger bodies of water close to shore. Small ships have shallow drafts. Small ships generally rely on rowers for propulsion.

HP: 35, **AC:** 3, **SPD:** 3, **MAN:** 0 or 1

Crew: up to 5, **Cost:** ~50gp+

Complement: Small ships can carry up to 15 small to average size humanoids.

Build Time: A small vessel requires approximately two weeks to build.

Medium Ship

Medium ships are vessels like galleys, raiders, and submarines. Medium ships are generally used in more shallow waters. Medium ships have shallow drafts. Medium ships generally use sails and rowers for propulsion.

HP: 250, **AC:** 6, **SPD:** 6, **MAN:** 0

Crew: up to 20 + 2 per cannon, **Cost:** 5,000gp+

Complement: Medium ships can carry up to 50 small to average size humanoids.

Build Time: A medium vessel requires about 6 months to build.

Large Ship

Large ships are vessels like couriers and warships. Large ships are usually used in open, deep waters as they have poor maneuverability and deep drafts. Large ships generally use sails as the primary means of propulsion. However, they may also use paddle wheels, propellers, and rowers.

HP: 350, **AC:** 12, **SPD:** 9, **MAN:** -1

Crew: up to 20 + 2 per cannon, **Cost:** 10,000gp+

Complement: Large ships can carry up to 120 small to average size humanoids.

SHIP BUILDER

Naval Weapons

Ship combat is not only brutal but incredibly expensive. Ships are generally made of wood and as such, fire and heavy projectiles can deal loads of damage. Most ship combat takes place at a distance with ships attempting to come together as fast as possible in order to enter into close quarters combat and minimize damage.

Weapon stats have been provided with each weapon entry. Range indicates the weapon's range. Damage indicates the weapon's damage/blast radius. RoF indicates the weapons Rate of Fire with the required number of weapon operators. The GM may forgo keeping up with RoF in order to simplify and accelerate combat. In this case, allow all weapons to fire every other round. Crew indicates the number of crew required to operate the weapon in order to fire at a normal rate. The following is a list of naval weapons commonly found in FAL.

Weapon	Range	Damage	RoF	Crew	Cost
Cannon, Heavy	Distant	4d6	1/5	2	1,000gp
Cannon, Light	Far	3d6	1/5	1	500gp
Fire Bowel	Long	4d6	n/a	5	2,000gp
Floating Mine	Touch	6d6/small	n/a	n/a	50gp
Giant Crossbow	Long	4d6	1/3	2	400gp
Rocket	Long	3d6/tiny	n/a	1	5gp
Windup Torpedo	Far	6d6/small	n/a	n/a	500gp



Blast Powder

Blast powder is a powerful explosive agent that comes in the form of grayish-black dust. The recipe for blast powder is known to a select few alchemists, mystics, and war strategists. Blast powder requires significant preparation as it consists of three primary components: yellow peter, sulfur, and charcoal. The knowledge and preparation required to produce effective blast powder is reflected in its price (1 pound is around 25gp). Blast powder is most commonly used as a propellant in cannons and simple rockets and as an explosive agent in grenades and mines. Blast powder is highly explosive and even the smallest spark can set it off. A ship whose blast powder cache is hit will explode in a violent blast of fire doing 3d6x10 damage.

SHIP BUILDER

Cannons

Cannons are typically used to launch various types of projectiles ranging from a single round cannonball (designed to puncture the hull of an enemy vessel) to a handful of small balls (designed to shred enemy crews and sails). The GM may allow this level of detail in game and can indicate the range, damage, and effects of specialize projectiles. However, remember to keep things fast, cinematic, and fluid during combat.

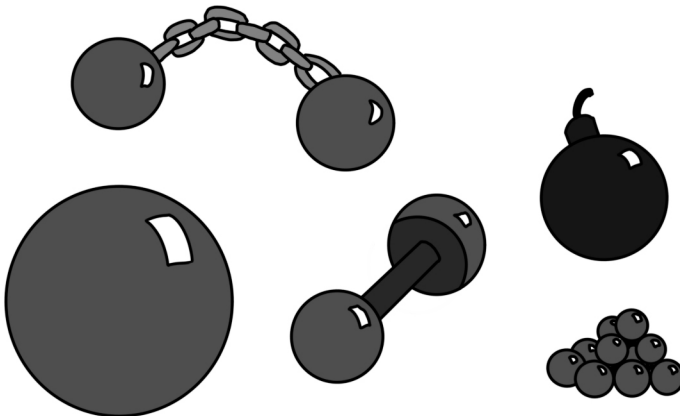


Cannon, Heavy

Range: Distant, 4d6 damage, RoF: 1/5, Crew: 2, Cost: 1,000gp. Heavy cannons are often used aboard larger sailing vessels for use in naval combat. Vessels armed with multiple heavy cannons can lay waste to an enemy ship with ease. Heavy cannons have a much greater range than light cannons. They also deal more damage as they use larger projectiles. Heavy cannons require blast powder and a projectile. They require a crew of two to operate efficiently.

Cannon, Light

Range: Far, 3d6 damage, RoF: 1/5, Crew: 1, Cost: 500gp. Light cannons are often used aboard smaller sailing vessels due to their small footprint and weight (when compared to other naval weapons). Although these cannons are about half the size of a heavy cannon, they pack a significant punch. Like all cannons, light cannons require blast powder and a projectile (usually an iron ball or handful of iron scrap). Their small size reduces their range to about 1/3 that of a heavy cannon. A single crewmember can operate these cannons efficiently.



SHIP BUILDER

Fire Bowel

Range: Long, 4d6 fire damage, RoF: see below, Crew: 5, Cost: 2,000gp.

A fire bowel utilizes liquid fire which is sprayed forth in a stream to burn its targets. The body of the fire bowel is an armored tank which contains the fuel used to create the fire stream. The entire apparatus is on four wheels (with four operators providing the power to move the machine while the fifth operator controls the nozzle). While rare and expensive to build and maintain, a fire bowel can quickly change the course of a battle by incinerating sailors and leaving ships in flames. While fire bowels can wreak havoc on an enemy ship, they can also be highly dangerous. If the tank of a fire bowel is damaged, there is a chance that the liquid fire within could explode. This explosion does 8d6 fire damage and has a blast radius of medium. A fire bowel is also susceptible to exploding if severely damaged. It can fire continuously until out of fuel (approximately 10 rounds). The bowel holds 200 gallons of liquid fire. A gallon of liquid fire costs 20gp.

Floating Mine

Range: Touch, 6d6 damage, RoF: n/a, Crew: n/a, Cost: 50gp.

Floating mines are floating bombs that are dropped in water usually when a ship is being pursued. The thought behind this weapon is to drop the mine in order to allow the following ship to hit the mine and suffer damage, thus disabling the enemy vessel or forcing it to break pursuit. A floating mine is generally a barrel attached to a flotation device which keeps it on the surface. When a ship hits the mine the explosive charge goes off dealing damage.

Giant Crossbow

Range: Long, 4d6 damage, RoF: 1/3, Crew: 2, Cost: 400gp.

A giant crossbow is a large siege weapon that looks like a giant crossbow. It is designed to hurl a huge, arrow-like projectile at a target. These projectiles can easily punch holes in a ship's hull and crew. Giant crossbows are mounted on a ship's deck. Most are designed to rotate on a platform allowing crew to use them regardless of the ship's direction. Giant crossbows are a long-range weapon that requires targets to be fairly close in order to be effective. Giant crossbows are often used prior to boarding as they are used to spear and tether a vessel allowing it to be pulled closer for boarding actions.

Rocket

Range: Long, 3d6 damage, RoF: n/a, Crew: 1, Cost: 5gp.

Rockets are self-propelled explosives (they use blast powder for both their propellant and their warhead) that fly through the air and explode on impact with a target. They are a crude and inaccurate weapon (-2 dice to hit) although they are fairly cheap to build and allow ships to attack from a distance when cannons or other ranged weapons are in short supply. Rockets are generally aimed at the target. A fuse is then lit. The rocket launches and hopefully hits its target doing damage.

SHIP BUILDER

Windup Torpedo

Range: Far, 6d6 damage, RoF: n/a, Crew: n/a, Cost: 500gp.

Windup torpedoes are self-propelled underwater missiles driven by a series of gears and tension springs. A clockwork torpedo is generally fired from a submarine but can also be wound-up and dropped in the water from the side of a ship. While a windup torpedo makes for a devious and highly destructive weapon, their cost and the skill to build one makes them a rare item. Windup torpedoes are not accurate and take a -2 die penalty to hit when used. Windup torpedoes use blast powder as their explosive element.

Unorthodox Siege Weapons

GMs and players are encouraged to experiment with and explore unorthodox naval weaponry. Perhaps the crew has attained the arm of a ten times ten man and has rigged it to shoot a lazer. Or maybe they have a giant bladder that crew members jump on to expel acid on an enemy ship. What about a giant saw blade on an arm that cuts ships in half? This can make things both interesting and unique. The siege weapons given in this section can be used as a baseline for things such as range, damage, RoF, crew required, etc.



SHIP BUILDER

Ship Upgrades

Ships can be upgraded with various items and equipment that provide bonuses to speed, armor, weapons, cargo, etc. The following is a brief list of some ship upgrades available.

Armor Plates

Thick wooden plates reinforced with iron straps are laid over the hull of the ship to give it extra armor (AC +3). The added weight from this upgrade decreases the ship's SPD -1 and MAN -1. Cost: Small ships 300gp, Medium ships 2,000gp, Large ship 4,000gp.

Cargo Hold Modification

Increases the amount of cargo a vessel can carry by 20%. When the cargo hold is full, the ship's SPD will be reduced by -1. Cost: 100gp per modification.

Clipper Sails

These sails are designed to increase a ship's SPD +1. However, these sails take twice as long to repair. Cost: 200gp per sail.

Moonlight Sails

Moonlight sails were invented by sea elves long ago. These sails are created from an elven material that is silvery and lightweight which is known as loolassel. Moonlight sails are designed to catch the light of the moon and use it the same way normal sails would use the wind. In order to be effective, these sails must be used at night when the moon's light is brightest. These sails require no wind and are often used as backup sails. Cost: 3,000gp per sail.

Smashing Prow

An armor covered prow designed specifically for intimidation and smashing through other ships. +2d6 ram damage. Cost: 500gp.

Smuggling Bays

Special cargo holds are designed to be hidden from prying eyes allowing ships to transport cargo and passengers of an illicit nature. Cost: 100gp per bay.

Sunsails

Sunsails are specially designed sails that allow a ship to use the light from the sun as a means of propulsion. These sails are incredibly rare. They are made of a material called solskin and were thought to be invented by picmics long ago. Sunsails gather the sun's energy to push a ship. Sunsails are only effective when the sun is out. Cost: 4,000gp.

Tear Proof Sails

These sails are thicker and more durable than normal sails and as such sustain normal damage even from a single critical hit. However, subsequent critical hits will do critical damage. Cost: 400gp per sail.

GEAR



Ship Weaponry and Equipment

The following section contains lists of equipment, weapons, and armor that are related to the seas and those who traverse their mysterious waters.

Weapons

The following is a list of weapons commonly used at sea.

Barbed Net: A net with small barbs. The more the prey moves, the more damage the net does. 1d3 damage. Cost: 5gp

Bone Shank: A shank made of bone. 1d3 damage. Cost: 2sp

Grenade: Grenades are iron balls filled with blast powder. They have a fuse. The fuse is lit and the grenade is hurled through the air (close range). When it explodes it does 3d6 damage (tiny radius). Cost: 12gp

Harpoon: A two-handed, long spear-like weapon used for hunting large sea creatures. Short range. 2d6 damage. Cost: 3gp

Scimitar: A curved blade sword often used at sea. 1d6+1 damage. Cost: 6gp

Sea Needle: An elegant sword with a long, thin, flexible blade. 1d6 damage. Cost: 4gp

Trident: A three pronged spear-type weapon. Short range. 1d6 damage. Cost: 5gp

Whip: A whip made of hide. The tip holds bone or metal. 1d3 damage. Cost: 1gp

GEAR

Armor

The following is a list of unique armors commonly found on the high seas.

Armor	AC	Cost
Light (fiber, hide)	2	25gp
Heavy (shell, coral)	3	100gp
Shield	1	3gp

Scale Armor

A great many creatures in Far Away Land have thick, scaly hides. When these creatures are defeated, adventurers will often take the scaly hide and fashion it into armor. The AC of scale armor depends on the AC of the creature it was taken from. The cost of scale armor is based on the difficulty required in obtaining the scales and the AC value. Scale armor is rarely less than 100gp.

Equipment

Air Bell: A bell-shaped chamber filled with air in which the diver is submerged in the water. Cost: 10gp

Anchor: A large metal anchor used for mooring a ship to the bottom of the sea. Cost: 4gp

Astrolabe: An instrument used to make astronomical measurements for use in ship navigation. Cost: 12gp

Barrel (10 gallon): A wooden barrel for holding water, food, or other resources aboard a ship. Cost: 1gp

Barrel (50 gallon): A wooden barrel for holding water, food, or other resources aboard a ship. Cost: 10gp

Beeswax: A jar of natural wax produced by bees. Cost: 5sp

Bicorn Hat: A stupid looking hat sometimes worn by pompous naval folk. Cost: 6sp

Bucket: A wooden bucket for carrying water. Cost: 6sp

Buoy: An anchored float usually used as a sea marker. Cost: 1gp

Chains (20'): 20 feet of iron chain. Cost: 15gp

Chest (metal): A metal chest used for storing items of importance or value. Cost: 15gp

Chest (waterproof): A wooden chest sealed with beeswax that is used to store paper documents or items that must remain dry. Cost: 10gp

Chest (wood): A wooden chest for storing things. Cost: 10gp

Constellation Maps: Maps of various star charts and heavenly bodies used as an aid in navigation.

Cost: 20gp

Crate (wood): A wooden crate used to store things. Cost: 1gp

Deadeye: A small, round disc made of wood with three eye holes used for running rigging on a ship. Cost: 5sp

Diving Helmet: A tough helmet made of metal. A glass plate allows the wearer to see underwater. A hose can be attached to the back in order to pump air in for the wearer. Cost: 35gp

Fishing Line: A thin, strong piece of line used for fishing. Hook included. Cost: 1sp

Fishing Pole: A pole designed for fishing. Cost: 2sp

Flag: A flag for displaying your allegiance and pride. Cost: 8sp

Floating Bladder: The bladder of a sea creature which is filled with air and used to measure speed or as a flotation device. Cost: 1gp

Gill Pill: A magical pill which allows the user to grow gills and breathe underwater for up to 15 minutes.

Cost: 10gp

Goggles: Goggles for keeping your eyes safe. Cost: 1gp

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Grappling Hook: A three pronged hook for throwing and catching.

Cost: 6gp

Hook (Gaff): A hook for hanging and dragging things. 1d3 damage. Cost: 1sp

Hose (10'): 10' feet of hose. Some are made from rubber and others from the rubbery intestines of sea creatures.

Cost: 10gp

Jug: A one gallon jug used for ale, water, or other liquids. Cost: 5cp

Lantern: A lantern for giving light. Cost: 4sp

Mallet: A large wooden mallet used to pound things. 1d3 damage. Cost: 5sp

Manacles: Shackles which fasten the hands or ankles of the wearer. Cost: 1gp

Mollusk Breather: The empty shell of a mollusk/krabbix which has compressed air pumped inside. A breathing hose is attached to the shell. The shell is worn on the back of the diver. A mollusk shell can contain enough compressed air for a one hour dive.

Cost: 30gp

Net (large): A large net (30' sq.) used for fishing. Cost: 10gp

Net (small): Small net used to bring a modest catch aboard. Cost: 3gp

Oilskin: Cloth which has been waterproofed with oil. Cost: 8sp per yard

Paper: Paper for writing down thoughts on lonely nights at sea.

Cost: 2gp

Rope (50'): Strong hemp rope.

Cost: 1sp

Rope (50') (Heavy): Heavy rope used for anchoring ships. Cost: 10gp

Sailcloth: Large pieces of material from which a ship's sails are made.

Cost: 2gp per yard

Sea Charts: Charts that show currents, islands, shorelines and other important maritime information. Cost: 5gp

Sea Suit: A crude, rubber, waterproof suit for diving. 2gp.

Sewing Kit: A rugged sewing kit consisting of thread and needles for fixing damaged sails. Cost: 2sp

Sextant: A navigational instrument used for measuring angular distances between objects. Cost: 2gp

Spyglass: A small telescope used for seeing off into the distance. Cost: 60gp

Sundial: A primitive time keeping device that looks like a bird bath with a gnomon in the center. The device measures time of day by using the shadow generated by the gnomon.

Cost: 1gp

Surfboard: A smooth board for riding sick waves, brah. 8sp.

Tricorne Hat: An even more stupid looking hat sometimes worn by even more pompous naval folk. Cost: 8sp

Wax: A 1 pound block of wax used for sealing and waterproofing.

Cost: 4cp

SEA MAGIC



Magic on the High Seas

Magic is often a defining element in naval combat. A ship's wizard is held in high esteem and often acts as a focal point in combat strategy. This section gives players and GMs a list of spells, personal magic items, and ship-based magical items to use in play.

Spells

The spells listed here are done so alphabetically. A spell list by level follows this section.

Acid Rain (7)

Damage: 1d6 (per rd.),
Range: long (small), Duration: rounds
Acid rains from the sky doing corrosive damage.

Aquatic Shield (4)

Damage: none, Range: self (small),
Duration: rounds

The caster draws energy from nearby water (close) creating a shield. The shield can withstand 20 points of damage before it is destroyed. The shield is only capable of deflecting fast moving projectiles.

Barnacle Breath (6)

Damage: none, Range: close,
Duration: instant

The caster blows a mess of barnacles (2d6) at the target. Barnacle bites do 1 point of damage per round. A target must use all their Actions for that round to remove the feeding barnacles.

Breathe Underwater (1)

Damage: none, Range: self,
Duration: minutes
Caster can breathe underwater.

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Breathing Bubble (1)

Damage: none, Range: self (tiny),
Duration: hours

The caster is instantly encircled in a bubble of air. Anyone inside the bubble can breathe as normal. The bubble can be popped.

Calm Weather (6)

Damage: none, Range: self (medium),
Duration: minutes
Weather is calmed around caster.

Cone of Piranhas (5)

Damage: 3d6, Range: close,
Duration: instant
The caster creates a swirling cone of piranhas around the target. These guys are bloodthirsty. The cone does 3d6 damage to any unarmored soft target.

Coral Armor (3)

Damage: none, Range: self (touch),
Duration: rounds
The target's body is covered in a thick coral armor (AC 3). The armor can take 20 points of damage before it is destroyed. DEX -1 while the armor is active.

Crab Claws (3)

Damage: none, Range: touch,
Duration: minutes
The target grows crab-like claws in place of their hands. These claws do

1d6+1 damage. On a MoS of 5+, claws can snip off a victim's extremity.

Fleet Feet (2)

Damage: none, Range: self,
Duration: rounds
Targets DEX score increases +1d2.

Fishin' Hole (2)

Damage: none, Range: touch,
Duration: 1d3 rounds
The caster can cast a fishing line into a pool of water of any size (as long as the lure is submerged). In 1d3 rounds she will catch a small fish.

Freeze (1)

Damage: none, Range: close (tiny)
Duration: permanent
Caster can instantly transform water into ice. The ice will melt naturally.

Gills (1)

Damage: none, Range: touch,
Duration: minutes
Target grows gills which allow for breathing underwater.

Googly Eyes (1)

Damage: none, Range: self,
Duration: hours
The caster's eyes bulge out and expand allowing them to see in dark or dirty water as if it were clear and well lit.



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Hate Filled Lightning Jellyfish (8)

Damage: 3d6, Range: close,
Duration: rounds

The caster summons a giant floating jellyfish surrounded by lightning. The jellyfish begins to spin casting lightning off in random directions. Anyone within close range of the jellyfish (including the caster), has a 1 in 3 chance of being hit by the lightning.

Ice Blade Rain (7)

Damage: 1d6 per round,
Range: long (small), Duration: rounds
The caster summons an evil black cloud which rains sharp shards of ice down on anyone beneath.

Increase Mass (3)

Damage: none, Range: close,
Duration: rounds
Increase the weight of any nonliving object 2d6x100 pounds.

Magic Pigeon (1)

Damage: none, Range: close,
Duration: days
Creates a pigeon that will obey the caster. The pigeon can make a round trip up to 500 miles.

Merform (1)

Damage: none, Range: self,
Duration: hours
The caster's legs painfully fuse together forming a weird, mermaid like tail. The caster's DEX score increases +2 in water. Water breathing applies.

Nogad's Insanium (6)

Damage: see below, Range: touch,
Duration: rounds
The target is driven mad for the duration of the spell. While mad the victim is unable to move, attack, or respond in any way. The victim curls up in a ball and stares blankly, driven mad by images of humanoid fish creatures.

Ocean Mouth (5)

Damage: none, Range: short,
Duration: instant
The caster summons a watery mouth from the sea that swallows the intended target. The victim is pulled beneath the water (BRT check to stay afloat).

Plane of Water Portal (9)

Damage: none, Range: close (small)
Duration: rounds
The caster opens a portal (small radius in size) to the Plane of Water in the Elementalsphere. They can open the portal to any location they have previously visited in the plane. If they have never been to the Plane of Water, the portal will open in a random location.

Puddle Portal (6)

Damage: none, Range: close,
Duration: rounds
The caster can create a portal in any standing water source. The portal is as wide as the water source. The portal leads to any place the caster can imagine within a 5 mile radius. Travel by this method results in wetness.

Rain (5)

Damage: none, Range: self (small),
Duration: minutes
The caster can make it rain.

Row (3)

Damage: none, Range: close,
Duration: hours
The caster can cast this spell and command oars to row by themselves. While the spell is active, the caster can command the oars as they wish.

Shark Form (4)

Damage: see below, Range: self,
Duration: minutes
The caster becomes a shark. The shark's bite does 2d6 damage. The shark has +2 DEX in the water.

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Slim Slow (5)

Damage: none, Range: 25',

Duration: rounds

The target's weight increases 10x.

DEX is reduced to 1. ACT is reduced to 3.

Snake Rain (7)

Damage: 1, Range: self (close),

Duration: rounds

The caster summons a rain cloud that bursts forth with 6d6 angry snakes.

The snakes are bright pink in color.

The bite of each snake does 1 point of damage. Snakes have 1 HP. The snakes will never bite the caster.

Suction Cups (1)

Damage: none, Range: self,

Duration: minutes

Green and white suction cups grow from the caster's palms and feet allowing the caster to climb sheer surfaces.

Surfs Up! (4)

Damage: none, Range: self (touch),

Duration: minutes

The caster (target) can ride a wave without need of surfboard or boat.

Summon Razor Fish (6)

Damage: 3d6, Range: close,

Duration: instant

The caster summons forth a small school of angry razor fish. The caster indicates the target at which time the razor fish fly from the water shredding the target with their razor fins.

Summon Water Elemental (8)

Damage: none, Range: close,

Duration: rounds

The caster calls forth a water elemental. In order to summon the elemental, the caster must be near a running water source (such as a stream or river). The elemental remains until destroyed or it expires.



Water Walk (2)

Damage: none, Range: self,

Duration: minutes

Caster can walk/run on water at normal speed.

Water Will (3)

Damage: none, Range: close,

Duration: rounds

Caster can manipulate water.

Whirling Waters (9)

Damage: none, Range: long (small),

Duration: rounds

The caster creates a whirlpool. Creatures of giant or smaller size will be pulled under if they fail a BRT check (TN 6). Small ships are forced to make Pilot+MAN checks (TN 6) or be pulled under. Ships that are pulled under are sunk. Medium and large sized ships have reduced SPD scores (-2) while in the whirlpool.

Winds o' Change (3)

Damage: none, Range: short,

Duration: hours

The caster targets any unfurled sail which immediately fills with wind and sets the ship sailing. The caster can command the wind to blow in any direction.

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Spells By Level

Level 1

Breathe Underwater (1)
Breathing Bubble (1)
Freeze (1)
Gills (1)
Googly Eyes (1)
Magic Pigeon (1)
Merform (1)
Suction Cups (1)

Level 2

Fishin' Hole (2)
Fleet Feet (2)
Water Walk (2)

Level 3

Coral Armor (3)
Crab Claws (3)
Increase Mass (3)
Row (3)

Water Will (3)
Winds o' Change (3)

Level 4

Aquatic Shield (4)
Shark Form (4)
Surfs Up! (4)

Level 5

Cone of Piranhas (5)
Ocean Mouth (5)
Rain (5)
Slim Slow (5)

Level 6

Barnacle Breath (6)
Calm Weather (6)
Nogad's Insanium (6)
Puddle Portal (6)
Summon Razor Fish (6)

Level 7

Acid Rain (7)
Ice Blade Rain (7)
Snake Rain (7)

Level 8

Hate Filled Lightning
Jellyfish (8)
Summon Water Elemental (8)

Level 9

Plane of Water Portal (9)
Whirling Waters (9)



SEA MAGIC

Magic Items (Personal)

The following is a list of magic items that are known to those who travel the seas. Although these items are known in lore, they are quite rare and difficult to come by.

Bicorne of Shipmanship

This bicorne hat is blue with a big gold anchor emblem on the front. When the hat is worn, it increases the wearer's Pilot Boon +1.

Bronston's Peg Leg

This wooden peg was once the artificial leg of Captain Bronston the Red. If someone is holding the leg and speaks the words "Captain Bronston", their left leg will vanish below the knee and will be magically replaced with the peg leg (DEX is reduced to 1). Those who wear the leg gain an increase to their Pilot Boon score of +2. The leg can be removed by speaking the words "Bronston Walks."

Cloak of Shadows

This black cloak allows the wearer to become invisible when standing in shadows. Wearing the cloak at night renders the wearer completely invisible.

Coral Blade

This sword appears to be a blade made of pink coral with a seahorse hilt. The blade does 1d6 damage. Each time the blade damages a target there is a 1 in 6 chance the target will be turned to coral. The effects of this can only be undone if the blade is shattered.

Depth Boots

These finned boots allow the wearer to swim through the water with the ease of a fish. DEX +2 in water.

Fishin' Pole o' Fish

This pole can catch 1d6 fish per day from any freshwater source.

Flask of Purity

Any liquid poured into this flask will instantly turn to fresh water.

Golden Turtle Locket

This small magical locket is in the shape of a turtle. The locket (the turtle's shell) can be opened once a day to restore 2d6 HP to the holder of the locket. If the locket is opened more than once a day, it deals 2d6 points of damage to the holder.

Helm of Water Breathing

This helm has an ornate fish design covering its smooth steel. Whenever this helmet is worn, it allows the wearer to breathe underwater.



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Larry's Bolt Shirt

This red t-shirt has a yellow lightning bolt on the front. During a thunderstorm, the wearer of this shirt can attempt to act as a lightning rod. Roll 1d6. On a roll of 6, a bolt of lightning will strike the wearer and discharge in any direction without harm. This attack does 4d6 damage to targets (short range).

Scimitar of the Sea

This sword has a dark green blade and golden hilt. Whenever it is near a large body of water (like a lake, sea, or ocean) the blade will turn blue. The blade normally does 1d6+1 damage. When near water (short range) it delivers 2d6 damage.

Staff of the Ancient Mariner

This powerful magic item is a long, gnarled staff with a wicked looking horned skull at one end. A serpent runs through the eye holes of the skull and around the staff. The Staff of the Ancient Mariner allows the wielder to

cast each of the following spells twice a day: Acid Rain, Calm Weather, Snake Rain, and Lightning.

Stormranger's Hood

This gray hood allows the wearer to see a bright yellow aura around undead creatures (even when they are hidden, obscured by fog, etc.)

Totem of the Frog

This small, expertly carved frog totem is made of jade. Anyone who dies while wearing the totem will be brought back to life in 1d6 minutes with 1 HP.

Tricorne of Blessing

This bright yellow tricorne hat is trimmed in purple. It increases the wearer's BRT score +1.

Wand of Water Creation

This wand looks like a stick with a big blue raindrop on the end. It creates 1 gallon of water once a day.



SEA MAGIC



Ship Magic Items

Skull of the Ghostly Helmsman

This strange green skull sits in an ornately carved wooden box depicting marine life skeletons which seem to be swimming. The door of the box has a tiny copper lock. When this skull is exposed to moonlight it will summon a ghostly helmsman who has a Pilot boon of 5. The ghostly pilot will move directly to the ship's wheel to take control of the vessel. The pilot obeys whoever opened the box. If the box is opened more than 100' from a ship's wheel, the helmsman will scream at whoever opened the box before vanishing (the helmsman can be summoned on the next night when moonlight is present). The pilot remains as long as moonlight touches the skull.

Living Figurehead

A figurehead is a carved (sometimes ornately) decoration on a ship's prow. While most figureheads are ornamental, some are magical. These figureheads come alive when a magic word is spoken. The figurehead may also be able to cast spells, possess a breath weapon, or carry a weapon of some sort. If a figurehead is severed from a ship, or it is severely damaged, it is considered destroyed and its magical enchantment(s) lost. A figurehead has an AC of 4. Figureheads have 26 HP. A figurehead can attack once per round.

Use the following questions and charts to determine figurehead attributes. Remember, a magical figurehead is a rare thing.

Figurehead Abilities

1. Can the figurehead talk? 1 in 6 chance. If the figurehead talks, create a personality for it (for example, maybe the figurehead is snarky or argumentative or a know-it-all).
2. Does the figurehead have a magical ability such as a breath weapon or bite? 1 in 6 chance.
3. Does the figurehead carry a weapon like a sword or trident? 1 in 3 chance.
4. Can the figurehead cast spells? 1 in 6 chance. If the figurehead is magic, maybe the PCs have to figure out the magic word(s) to activate it.
5. What does the figurehead look like? If the figurehead has a particular ability, maybe it can be represented in the physical appearance. For example, if the figurehead can breathe fire, maybe it has hair carved to resemble flames?

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Figurehead Magic Ability

Use the following chart to randomly determine what LVL spells a figurehead can cast. A figurehead can cast 3 spells per day.

Roll	Spell LVL
2-5	1
6-7	2
8	3
9	4
10-11	5
12	6

Figurehead Breath Weapon

Use the following chart to determine a figurehead's breath weapon.

Roll	Magical Ability
1	Breathe Fire
2	Breathe Lightning
3	Breathe Ice Shards
4	Breathe Baby Sharks
5	Lazer Breath
6	Bite

- 1. Breathe Fire:** The figurehead can breathe scorching balls of fire. 4d6 damage. Range: long.
- 2. Breathe Lightning:** The figurehead can breathe bolts of purple lightning. 5d6 damage. Range: short.
- 3. Breathe Cold:** The figurehead can breathe razor sharp shards of ice. 6d6 damage. Range: short.
- 4. Breathe Baby Sharks:** You read right, the figurehead can breathe 1d6 baby sharks. The sharks fly from the figurehead's mouth. Each shark has 12 HP, AC 1. Their bite does 1d6 damage. Range: short.
- 5. Lazer Breath:** The figurehead fires a white hot lazer. 4d6 damage. Range: long.
- 6. Bite:** The figurehead opens its mouth to bite and tear enemy vessels apart. 6d6 damage. Range: touch.

Figurehead Weapon

Use the following chart to determine the type of weapon the figurehead carries.

Roll	Weapon
1	Sword
2	Trident
3	Spear
4	Bow
5	Claws
6	Hammer

- 1. Sword:** The figurehead carries a huge sword. 3d6 damage.
- 2. Trident:** The figurehead carries a huge trident. 3d6 damage.
- 3. Spear:** The figurehead carries a huge spear. This weapon can also be thrown (and will return). 2d6 damage. Range: Long.
- 4. Bow:** The figurehead carries a bow that shoots magical energy arrows. 3d6 damage. Range: Far.
- 5. Claws:** The figurehead has long claws which can tear. 3d6 damage. Range: Touch.
- 6. Hammer:** The figurehead carries a mighty war hammer. 3d6 damage. Range: Touch.



SEA MAGIC

Oars of Self Rowing

Oars of Self Rowing generally look just like normal oars. These oars can be commanded to row without aid of rowers. The oars will automatically row in unison with any normal rowing. When the oars begin to row, they glow with a faint yellow aura.

Oars of the Gods

Oars of the Gods look like regular oars with ornate fish carvings. These oars come in pairs and allow a single individual to move a large size ship at normal speed.

Rudder of Flight

This magical rudder can be commanded (with a word) to lift a ship from the water and let it sail through the sky. The rudder remains active for 2d6 hours and requires 1d6 hours to recharge. Once the rudder's magic times out, it will slowly and safely allow the ship to return to the water. While in flight, the ship can move by means of sails.

Rudder of Phenomenal Steering

This rudder increases the ship's MAN score +1.

Sails of Constant Wind

When open, the sails are full of wind. When furled, the wind ceases.



NPCs of the SEAS

NPCs

The following is a list of common maritime-based NPC jobs which include Boons and cliché descriptors of the job type. This list is meant as a quick reference list for common NPC archetypes that can be found in water environments.

Captain

Boons: Melee, Pilot, Punk
Navigating ships and commanding crew, knowing about the sea and the weather, understanding naval tactics, being charismatic, making examples of crewmembers.

Cartographer

Boons: Book Worm, Crafty
Making maps and exploring, determining distances, reading and writing, knowledge about inks and papers, knowledge of surveying, always wishing to be back in the wild.

Diver

Boons: Athletics, Crafty
Knowledge of the water and diving, being able to hold breath for a long time, being used to being underwater, trying not to drown or be eaten.

Doctor

Boons: Alert, Book Worm, Local Lore
Knowledge of anatomy, knowledge of healing techniques and medicines, knowledge of poisons, complains about lack of cleanliness and how no one takes them seriously until a leg needs to come off, always thinking of other work.

Explorer

Boons: Alert, Local Lore, Mounts, Melee/Ranged
Wilderness knowledge, travel knowledge, knowledge of edible

plants and animals, identifying creatures, reading maps, trying not to get lost.

Falcon Trainer

Boons: Crafty, Mounts, Local Lore
Training falcons, knowledge of the sea and the weather, reading and writing, veterinary skills pertaining to falcons, getting along better with animals than people.

Fisher

Boons: Athletics, Crafty
Fishing, tying knots, baiting hooks, knowledge of the water and weather, looking for the big catch, lonely or independent, poor, superstitious, talks about the one that was caught one time and the one that got away.

Mercenary

Boons: Alert, Manipulate, Melee, Ranged, Scuffle
Working for the highest bidder, being heartless, moving around a lot, using fake names, having low morals, possessing little loyalty or desire for friendship.

Monster Hunter

Boons: Alert, Melee, Mounts, Ranged
Hunting and stalking prey, mouthy, being a celebrity, keeping trophies, looking for the big kill, reckless, being obsessed with the hunt.

Navigator

Boons: Crafty, Pilot
Navigating ships, reading maps, knowing about the weather and the seas.

NPCs of the SEAS

Old Sailor

Boons: Local Lore, Scuffle

Telling stories, embellishing stories, knowledge of the sea and ships, taking orders from superiors, being superstitious, thinking about the past, pondering the fate of lost ships and crews.

Pirate

Boons: Melee, Scuffle

Looking for loot, looking for drink, looking for a big score, being superstitious, getting into fights, rebelling, disliking authority, dirty and grimy.

Sea Knight

Boons: Alert, Melee, Mounts

Wearing armor and riding mounts, being chivalrous, working for a king, being arrogant, knowledge about the sea, fierce allegiance to a person or cause, drowning thanks to the ridiculous armor.

Sea Witch/Wizard

Boons: Arcane, Book Worm

Wearing bizarre clothing and casting spells, being solitary and mysterious, reading and studying ancient texts.

Shipbuilder

Boons: Crafty, Melee

Tough and focused, hardworking, ale swigging, proud, braggart, deep knowledge about ships, the seas, and local sea lore.

Swashbuckler

Boons: Alert, Melee, Scuffle

Dashing, debonair, takes risks (often times for no reason), swings from ropes and performs somersaults at every chance, tells stories about the time they almost died.

Treasure Hunter

Boons: Crafty, Mounts, Subterfuge

Reading maps, exploring, picking locks, finding traps, being greedy, being used to failure but forgetting about such things as soon as a new potential find comes along.

Wanderer

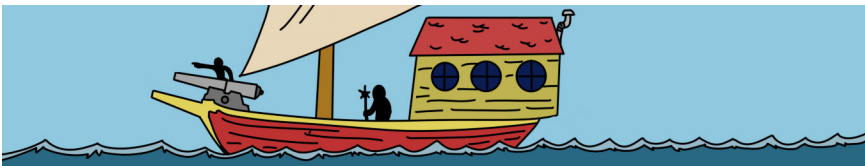
Boons: Melee

Looking for work, being aimless, spending money as it's made, complaining about work, fondness for ale.

Random NPC Generator

Roll 2d6. The first die indicates the chart. The second die indicates the NPC on that particular chart.

Roll	Chart 1 (1-2)	Chart 2 (3-4)	Chart 3 (5-6)
1	Captain	Fisher	Sea Knight
2	Cartographer	Mercenary	Sea Witch/Wizard
3	Diver	Monster Hunter	Shipbuilder
4	Doctor	Navigator	Swashbuckler
5	Explorer	Old Sailor	Treasure Hunter
6	Falcon Trainer	Pirate	Wanderer

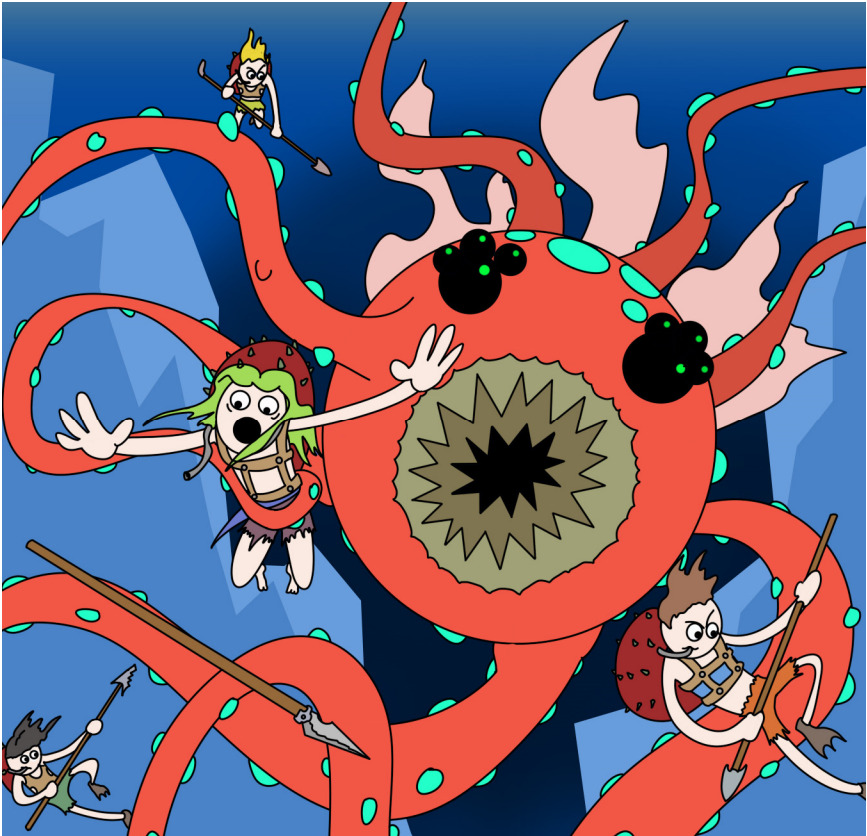


CREATURES of the SEAS

The seas of Far Away Land are filled with dangers, mysteries, long forgotten secrets, and beasts. From the tiniest of minnows to the goliath toortoose, the seas of Far Away Land are home to some of the strangest of all creatures found in the world. From deepplings to dragons to krakens to slurgoths, the oceans, seas, lakes, and rivers of the world are the home for some of the most feared creatures.

There are those creatures that are born of Far Away Land, ancient species who have known no other home. Others are alien and strange, beasts who are the remnants of the ancient Boom War that twisted the world. And even in the present, there are still boom fissures hidden throughout the seas, portals to other realms that seethe and pulse and bring forth strange new life to an already bizarre world.

Many explorers have navigated the infested waters of the world. Many have vanished never to tell their truly marvelous tales of the wonders the oceans hold. Others return to land as heroes with stories that last an age. Still others seek out adventure, to find glory in the unknown.



CREATURES of the SEAS

Understanding Creature Entries

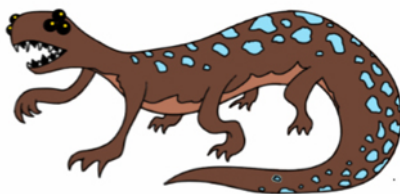
Making sense of creatures and their stats and abilities is easy. The following short guide explains how to read and understand creature attributes, scores, and descriptions.

DARK SALAMANDER (9) ①

② Archetype: Monster
Size: Giant (+2)

③ HP: 26, AC: 0, ACT: 6
BRT: 2, DEX: 3, WIT: 1

Dark salamanders are six legged giant salamanders with sharp teeth and fiery breath. The dark salamander lives in damp, marine environments near rocks and overhangs. It hunts on both land and in the water. These creatures can be tamed and used as wicked mounts. Dark salamanders can be severely damaged by salt. Dark salamanders have bright colored abdomens. ④



⑤

Bite (1): 1d6+1 damage. **Claws (1):** 1d6+1 damage. **Breath Weapon.** 1 in 6 chance of breath weapon (fire). Short range. 3d6 damage. A dark salamander can use their breath weapon 1d6 times per day. **Weakness to Salt.** Salt does 1d3 damage per round to a dark salamander. **Water Breathing.** ⑥

1. The creature's name and LVL.
2. This block contains the creature's archetype as well as the creature's size. The number which follows the size (the number in parenthesis) indicates the melee damage modifier. This modifier is based on the creature's size.
3. This block contains the creature's stats. HP indicates the number of Hit Points, AC indicates the creature's Armor Class, and ACT indicates how many actions the creature has per round. The second line contains the creature's BRT (Brute) score, DEX (Dexterity) score, and WIT (Wits) score.
4. This block contains a brief description of the creature.
5. This area contains an image of the creature.
6. This block contains a listing of the creature's abilities, attacks, and any other useful combat information. The number in parenthesis which follows a specific ability indicates the ability score in that area (this number is added to the appropriate stat score to determine the total dice rolled when using that ability).

CREATURES of the SEAS

Archetype Ability Summary

The following section is designed to give GMs and players a brief overview of creature abilities based on Archetype. Each entry possesses the attributes associated with their particular archetype unless noted otherwise in the entry's description or ability box. Weakness to something indicates that the archetype takes double damage. Resistance indicates that half damage is taken. Immune indicates that no damage is taken. For a more in-depth look at archetypes, see pages 138-144 in the Tome of Awesome.

Animals: One or two heightened senses (usually sight, smell, or hearing).

Bloppy: Immune to poisons/toxins.

Constructs: Weaknesses based on the materials they are made of (for example, if they are made of wood, they are prone to fire damage). Immune to poisons/toxins and diseases.

Demons: Demon blood is either poisonous or acidic (or both) to non-demons. Hate cold and water. Immune to fire/heat based damage. Resistant to poisons/toxins.

Elementals: Immune to poisons/toxins and diseases. Immune to attacks based on their elemental composition. Some elementals are resistant to physical attacks.

Ethereals: Can enter into a non-corporeal state equal to their LVL times per day for a number of rounds equal to their LVL. Dislike light. Immune to poisons/toxins and diseases. Immune to physical attacks while in a non-corporeal state.

Fairies: Immune to poisons.

Humanoids: Humanoids have no specific abilities associated with their archetype.

Immortals: Ancestral memory. Immortals can take on the form of any archetype. Immune to poisons/toxins and diseases. Regenerate HP twice normal rate. Can only be killed if decapitated.

Monsters: Monsters often have a specific resistance.

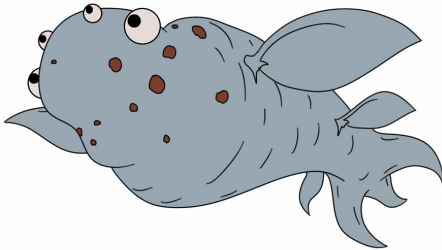
Plants: Weakness to extreme heat and cold. Immune to poisons/toxins. Resistance to electricity.

Undead: Dislike light and fire. Immune to poisons/toxins and diseases.

From the Journal of Rusty Buxton...

We was havin' our dinner, we was. Around the campfire. Off yonder the boat was turned upside down and left on the rocks high up the beach near where we was. The dwarf in our group, he called hisself Blont, he was a mouthy fella and liked talkin' loud. I forget the story he was tellin', somethin' about how his folks was the best folks under the mountain, like dwarves do. Then, behind him, I see the shadows move and out from the rocks and the waves there came a bunch of them deeplins, all with the look of hunger and meanness in their eyes. They was carrying little bony knives and two of the creatures ran toward the dwarf. With one hand he held his mighty axe and the other, the leg bone he was eatin' on. He split one of them deeplins in half clean as could be. Then he dropped his leg bone and got down right mad. He took on the whole lot of the deeplings. Split 'em all into pieces. Then he went back to eatin' and talkin'.

AIR WHALE (18)



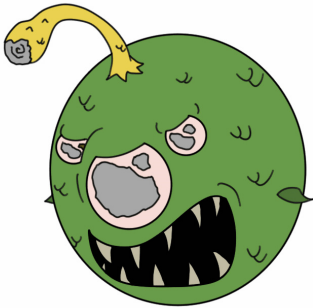
Archetype: Animal
Size: Enormous (+6)

HP: 80, AC: 1, ACT: 7
BRT: 5, DEX: 2, WIT: 1

Air whales are giant, floating creatures who spend their entire lives in the skies of Far Away Land. Air whales feed on humidity and gasses in the atmosphere. They dislike conflict and tend to avoid danger. They love storms. Air whales have the ability to conjure up and discharge lightning from their bodies. Air whales “sing” using various tones and pitches.

Flight. Static Discharge (2): Large radius. 3d6 damage. Air whales can build up an electric charge and release powerful bolts of energy 1d6 times per day.

AQUATIC EYEZOR (12)



Archetype: Monster
Size: Average (0)

HP: 25, AC: 3, ACT: 6
BRT: 1, DEX: 1, WIT: 4

Aquatic eyezors are the ancient marine cousins of eyezors. These hideous beasts have a single centrally located milky eye with two smaller eyes to the side, large teeth, and a scaly hide. They swim in warm waters and use a stun beam to subdue their prey before feeding. Aquatic eyezors are dangerous to touch and carry a rotting disease that can slowly eat away at the victim's skin.

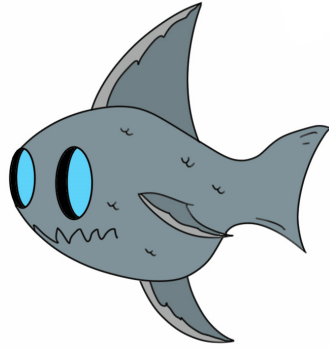
Magic (1): Equal to LVL. **Rotting Touch.** Anyone who touches an aquatic eyezor has a 1 in 3 chance of taking rotten damage. This does 1d3 points of damage for 1d6 rounds. **Rot Beam (2).** Close range. 2d6 damage. An aquatic eyezor's rot beam makes a nasty wound. **Flight. Water Breathing. Immune to Poisons/Toxins. Resistant to Magic.**

BLADE FISH (1)

Archetype: Animal
Size: Mini (-1)

HP: 1, AC: 0, ACT: 5
BRT: 0, DEX: 2, WIT: 0

The blade fish is a small, blueish-gray fish with large eyes and razor sharp fins. Blade fish attack in schools and swarm their prey. During these swarms, blade fish circle their prey using their sharp fins to shred and cut. Once the prey has been sufficiently harmed, the blade fish devour the remains. Blade fish generally live in warm waters.



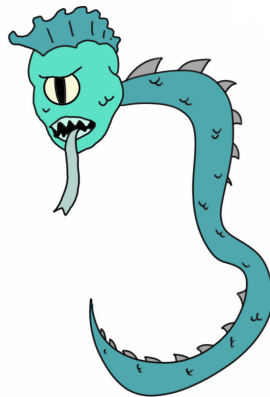
Bite (0): 1 damage. **Swarm Attack (1):** 2d6 damage. **Night Sight. Water Breathing.**

BRINY SHIFFLER (7)

Archetype: Monster
Size: Giant (+2)

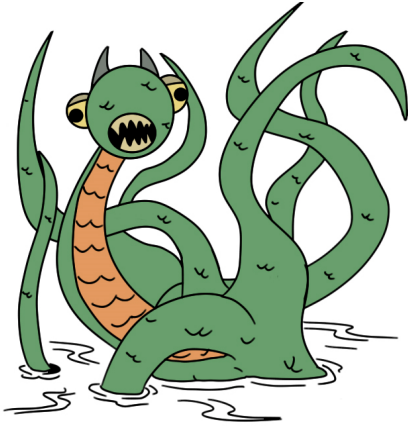
HP: 26, AC: 1, ACT: 6
BRT: 3, DEX: 3, WIT: 1

The briny shiffler is an electric eel-like creature. The briny shiffler lives inside tubular structures in deep oceans where it feeds on various smaller creatures. These creatures enjoy storms and will often make their way to the surface during thunder and lightning. In combat, the briny shiffler will coil about a larger victim and then commence to shock the victim into unconsciousness.



Bite (2): 1d6 damage. **Coil (1):** 1d3 damage per round. The stranglehold can be broken with a BRT check vs. an opposed BRT roll. **Electric Shock (2):** 2d6 damage. The briny shiffler can produce a powerful electric shock 1d6 times per day. **Immune to Electric Attacks. Water Breathing.**

CEPHALOS, FRIGID (18)



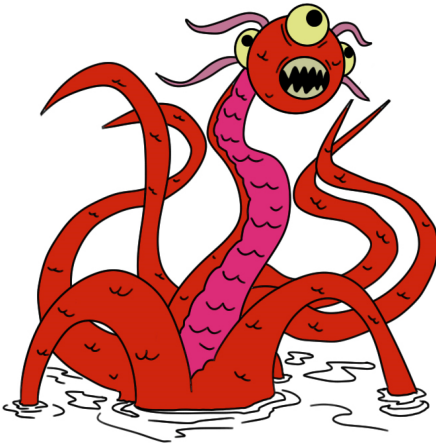
Archetype: Monster
Size: Enormous (+6)

HP: 60, AC: 3, ACT: 8
BRT: 4, DEX: 4, WIT: 3

The frigid cephalos is a huge, tentacled creature that lives in freezing waters. It eats other aquatic creatures. It is known to stalk prey on the ice and then break through ambushing the unexpected victim. In combat, the frigid cephalos snatches folks up with its tentacles. It uses its sharp teeth to eat its prey. It hates loud noise. The frigid cephalos lays eggs underwater.

Bite (2): 3d6 damage. **Immune to Cold.** **Tentacle Squeeze (2):** 2d6 damage. **Tentacle Whip (2):** 2d6 damage. **Water Breathing.**

CEPHALOS, WARM (18)



Archetype: Monster
Size: Enormous (+6)

HP: 60, AC: 3, ACT: 8
BRT: 4, DEX: 4, WIT: 3

The warm cephalos is a mighty tentacled beast that lives in deep, warm waters. It is known to attack sailing vessels. According to sailors, this foul beast is the stuff of legend. In combat, the warm cephalos uses its tentacles to strangle and wrap its victims. It can also breathe fire. The warm cephalos is afraid of loud noise. The warm cephalos lays eggs underwater.

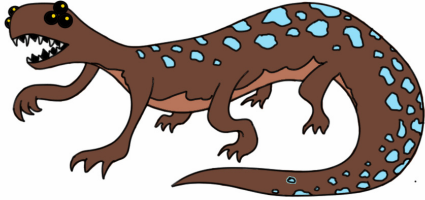
Bite (2): 3d6 damage. **Fire Breath (1):** Short range. 3d6 damage. **Immune to Heat.** **Tentacle Squeeze (2):** 2d6 damage. **Tentacle Whip (2):** 2d6 damage. **Water Breathing.**

DARK SALAMANDER (9)

Archetype: Monster
Size: Giant (+2)

HP: 26, AC: 0, ACT: 6
BRT: 2, DEX: 3, WIT: 1

Dark salamanders are six legged giant salamanders with sharp teeth and fiery breath. The dark salamander lives in damp, marine environments near rocks and overhangs. It hunts on both land and in the water. These creatures can be tamed and used as wicked mounts. Dark salamanders can be severely damaged by salt. Dark salamanders have bright colored spots on their backs and tails.



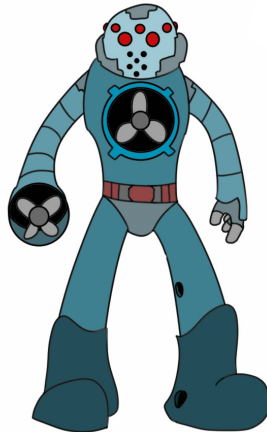
Bite (1): 1d6+1 damage. **Claws (1):** 1d6+1 damage. **Breath Weapon.** 1 in 6 chance of breath weapon (fire). Short range. 3d6 damage. A dark salamander can use their breath weapon 1d6 times per day. **Weakness to Salt.** Salt does 1d3 damage per round to a dark salamander. **Water Breathing.**

DEEP SENTINEL (10)

Archetype: Construct
Size: Massive (+4)

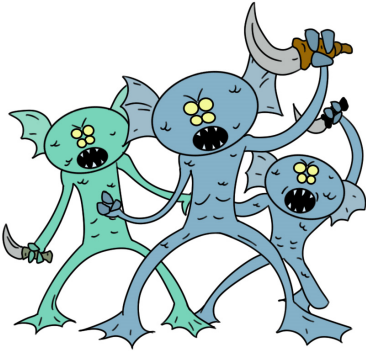
HP: 40, AC: 4, ACT: 5
BRT: 3, DEX: 1, WIT: 1

Deep sentinels are ancient constructs built by seaclops to aid them in their underwater ventures. When the wars subsided and the oceans of the world returned to relative peace, the deep sentinels found themselves out of work, discarded, and in some cases, dismantled. Many wandered the ocean floors in search of peace. Others sought revenge on their creators.



Head Lasers (2): Short range. 3d6 damage. **Whirlpool (2).** Close range. 4d6 damage. Deep sentinels can create a whirlpool by activating their hand or chest turbines. Any creature in range of this attack of Average size or smaller must make a BRT check to avoid being pulled into the turbines. **Resistant to Magic Attacks. Immune to Poisons/Toxins/Diseases.**

DEEPLING (1)



Archetype: Humanoid
Size: Small (0)

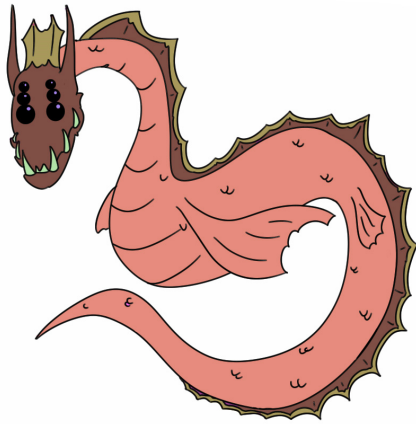
HP: 4, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 1

Deeplings are sea-dwelling creatures. They swim or use basic watercraft to move about. They often live in rocky overhangs or coral castles. They like to be sneaky and invade unsuspecting ships. They are murderous little things. They often carve and use the bones of their victims as weapons. They hate fire.

Deep Diving: Deeplings can dive deep underwater. **Light Weapon (1).** **Night Sight.** **Water Breathing.**



DRAGON, SEA (20)



Archetype: Monster
Size: Enormous (+6)

HP: 48, AC: 5, ACT: 8
BRT: 4, DEX: 5, WIT: 4

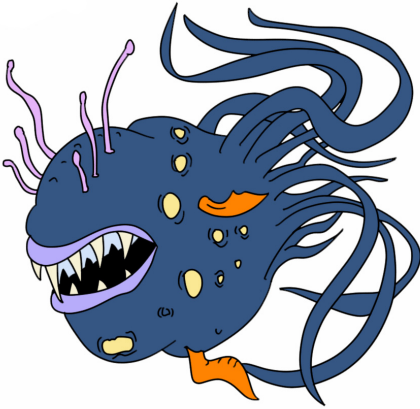
Bite (3): 3d6 damage. **Putrid Breath (1):** Short range. 4d6 acid damage. Twice a day the sea dragon can use its breath attack. **Ram (2):** 5d6 damage. A sea dragon will sometimes ram larger targets (like ships). **Tail Whip (3):** 2d6 damage. **Water Breathing.**

Sea dragons are a sailor's worst nightmare. These aquatic beasts are known to sink ships with ease. Many a sailor has spoken of the terrible sea dragon and the atrocities it has brought to those unfortunate enough to meet one.

Sea dragons are covered in pinkish scales. They have several sets of flippers which they use in conjunction with their tails to move through the water at great speeds. Their teeth are razor sharp needles which they use to tear their enemies to shreds. Sea dragons use a putrid breath attack which is a disgusting blast of undigested seafood and deadly stomach acid. This breath weapon is both poisonous and nauseating (the nature of this attack limits its use).

Sea dragons often live in underwater caves or deep trenches. They feed primarily on large aquatic creatures. They will often troll the surface of seas in search of sailing vessels which they will attack and devour. Sea dragons have the ability to speak and are quite intelligent. Some can use magic (1 in 6 chance). Their magic ability should not exceed LVL 3 spells.

DWALLER (8)



Archetype: Monster
Size: Giant (+2)

HP: 27, AC: 2, ACT: 5
BRT: 3, DEX: 3, WIT: 1

Dwallers are aquatic creatures that live in dark, subterranean pools and deep seas. Dwallers will try and grab their victims and pull them into the water. Dwallers are blind and sense movement through vibrations and powerful sonar. Dwallers can enter a hibernation state and live for years without food. If a dwaller is awoken during this period it is intensely angry.

Hook Stab (2): 2d6 damage. Dwallers have bony hooks at the end of their tentacles which they often use to stab their enemies. **Tentacle Grab (2):** 1d6+1 damage. Victims of the tentacle grab can make a BRT check versus the dwaller each round to escape. The dwaller may thrash the victim about (50% chance) which results in damage. **Tentacle Slap (2):** 1d6 damage. **Water Breathing.**



ELEMENTAL, WATER (12)

Archetype: Elemental
Size: Average (0)

HP: 35, AC: 1, ACT: 7
BRT: 2, DEX: 3, WIT: 3

Water elementals are elementals composed of water. Water elementals come from the Plane of Water within the Elementalsphere. They often take semi-humanoid form with arms, distinguishable torsos, and even head or facial features. They employ hydrokinesis in battle along with the use of magic spells. Water elementals always live in watery regions.



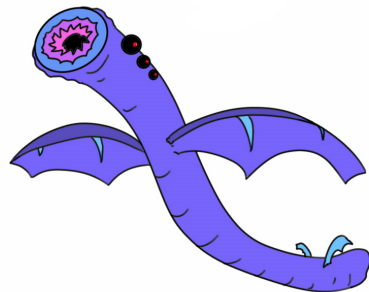
Hydrokinesis (4). Magic (3): LVL 5. Immune to Poisons/Toxins/Disease. Immune to any Water Attacks or Control. Resistance to Physical Attacks.

FLYING LAMPREYS (1)

Archetype: Monster
Size: Tiny (0)

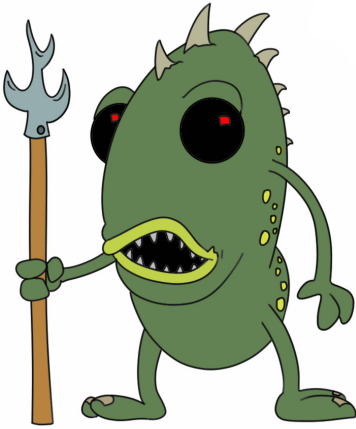
HP: 2, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 0

Flying lampreys are small, snake-like creatures with the ability of flight. These winged denizens of the seas often follow alongside large ships in the hopes of being able to feed on unwary crew. Flying lampreys almost always attack much larger creatures by attaching their mouths and sucking blood.



Bite (1): 1 damage. **Bloodsuck (1):** 1d2 damage per round. Flying lampreys can be pulled off with a BRT check vs TN 4. **Coil (1).** Flying lampreys can coil around their victims making movement difficult (DEX -1). **Flight. Water Breathing.**

FROG KIN (2)



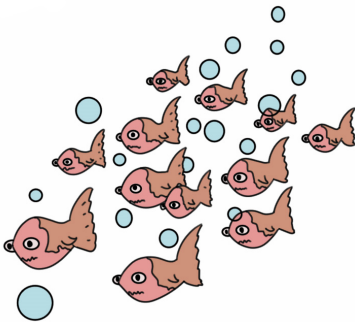
Archetype: Humanoid
Size: Average (0)

HP: 15, AC: 1, ACT: 5
BRT: 1, DEX: 1, WIT: 2

Frog kin are humanoid frog folk who live near large bodies of water. Frog kin build their homes on floating island rafts tethered together. They live in extended family communities. Frog kin worship the Ancient Toad Ouac Ouac. They are a superstitious folk who practice strange magic. Frog kin dislike outsiders.

Bite (1): 1d6 damage. **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL. **Night Sight.** **Tongue Snap (1):** Touch range. 1d3 damage. **Water Breathing.**

GELLFISH (1)



Archetype: Animal
Size: Mini (-1)

HP: 1, AC: 0, ACT: 5
BRT: 0, DEX: 2, WIT: 0

Gellfish are tiny fish that live in large schools. Alone, these phosphorescent creatures are harmless. However, in large number, gellfish secrete a dangerous poison that can stun larger prey making them unable to swim or move. This poison is a calling card for nearby gellfish who will join the school increasing its numbers. Once the swarm is in full swing, the gellfish feed.

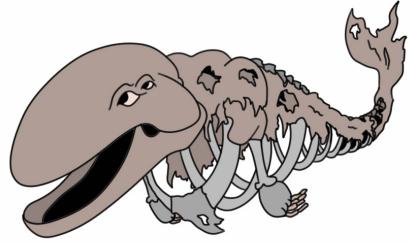
Gellfish Swarm. Once gellfish begin swarming, treat them as a single creature. 10 gellfish do 1 point of damage. 2d6x10 gellfish are in a swarm. Each time the gellfish take a point of damage, 10 fish are killed. **Stun Poison.** If more than 1d6x10 gellfish are gathered, their naturally secreted poison will affect anyone in its area (tiny radius). **Water Breathing.**

GHOST WHALE (14)

Archetype: Undead
Size: Enormous (+6)

HP: 56, AC: 2 (see below), ACT: 5
BRT: 4, DEX: 2, WIT: 1

The undead and raggedy remains of an air whale. They are often accompanied by weird birds. Ghost whales are cursed creatures and have an aura of curse surrounding them. These creatures are resistant to physical attacks in any sphere other than the Gray Planes. In the Gray Planes, ghost whales swim through the skies. Ghost whales can phase in and out of the Gray Planes at will.



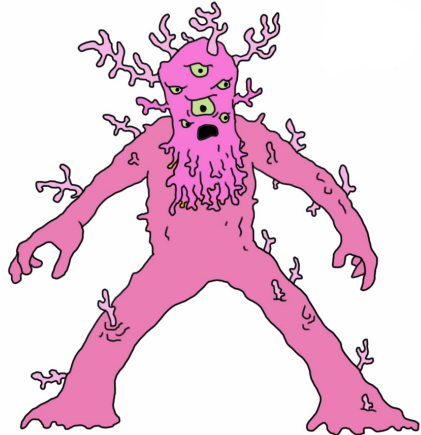
Cursed Aura. Large radius. Anyone within a large radius of a ghost whale suffers -2 dice on all rolls. This aura also drains 1d6 HP per round. A successful BRT check can stop the HP drain for that round. **Sphere Shift.** Ghost whales can pass in and out of the Gray Planes 1d2 times per day. **Immune to Physical Attacks.** Ghost whales are immune to physical attacks outside the Gray Planes. **Flight. Immune to Poison/Toxin/Disease.**

GIANT, CORAL (14)

Archetype: Humanoid
Size: Giant (+2)

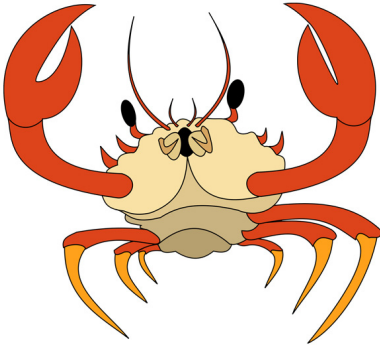
HP: 31, AC: 3, ACT: 6
BRT: 3, DEX: 1, WIT: 2

Coral giants are ancient giants whose bodies are covered in growths of coral and other small marine life. Coral giants are some of the oldest of all giants on FAL. They are said to have once lived on land and entered into the seas when they sought refuge from war and turmoil caused by the growing numbers of races. Coral giants are rare and spend years in deep sleep.



Control Sea Creature (1). Long range. Coral giants can command most sea creatures at will. **Coral Cocoon (2).** Close range. A coral giant can create a coral cocoon around a target. The target is immediately covered in a hard shell and takes 1d3 damage per round from being fed on by the coral. The shell has 10 HP. **Magic (2):** LVL 6. **Water Breathing.**

GIANT CRAB (8)



Archetype: Monster
Size: Massive (+4)

HP: 35, AC: 4, ACT: 6
BRT: 3, DEX: 3, WIT: 1

Giant crabs are aquatic creatures found near beaches and rocky shores. They often inhabit caves. In battle they use their pincers to clip enemies in half. Giant crabs are often tamed and used by seamerls as mounts. Giant crabs are territorial and often engage in combat with other giants crabs for territory and mating rights. Giant crabs can live for centuries.

Pincers: 3d6 damage. If a pincer attack has a MoS of 4 or more, the victim will be cut in half. **Water Breathing.**

GROSS FIENDS (4)



Archetype: Plant
Size: Average (0)

HP: 16, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 2

Gross fiends are terrible, sapient fungal creatures who are born of mold and slime. They live in dark, damp, aquatic places. Their lairs are often extensions of their own bodies, carefully crafted from disgusting residue and slime over many years. Gross fiends can launch spores turning their victims into mindless slaves. Gross fiends use mind control to command their slaves.

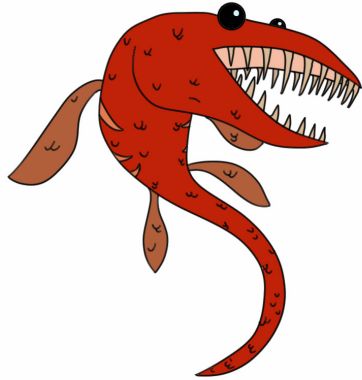
Light/Heavy Weapon (1). Mind Control (1). Short range. Gross fiends will attempt to control the minds of those who have been infected with their spores. **Zombie Spores (2):** Small radius. Anyone in the vicinity of the spores must make a WIT check or suffer the spore effects. The spores immediately reduce WIT scores to 0 for 1 day.

ICHTHIOS (16)

Archetype: Monster
Size: Enormous (+6)

HP: 58, AC: 3, ACT: 7
BRT: 3, DEX: 3, WIT: 0

Ichthios are enormous marine reptiles with thick, scaly skin, razor sharp teeth, and large fins. They are old creatures leftover from the early days of Far Away Land. Ichthios are driven by instinct. They feed constantly as they roam both the warm and cold waters of the world. Ichthios have been known to attack warships, crushing the hull and sending the ship and crew into the deep.



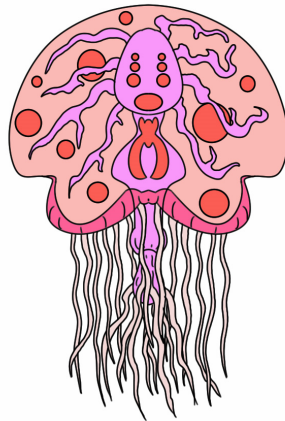
Bite (2): 4d6 damage. If an ichthios attempts to bite a target and has a MoS of 3+, the target is swallowed whole. The victim will suffer 1d6 acid damage per round while in the ichthios. **Tail Whip (1):** 3d6 damage. **Ram (1):** 5d6 damage.

JUZJELY (7)

Archetype: Blobby
Size: Average (0)

HP: 20, AC: 0, ACT: 6
BRT: 1, DEX: 2, WIT: 4

Juzjely are sapient jellyfish who live in the seas and oceans of Far Away Land. Juzjely are highly intelligent beings who desire to bring about “the great slimification” of the world. They are territorial beings with an intricate and complex hierarchy. Juzjely are master strategists and tacticians.



Hydrokinesis (1). **Poisonous Cloud (1):** Small radius. LVL 9 poison. The poisonous cloud of a juzjely has a duration of 1d3+3 rounds. **Purify (1).** **Sting (2):** 1d6+1 damage. LVL 5 poison. **Water Breathing.**

KELP BEAST (7)



Archetype: Plant
Size: Giant (+2)

HP: 24, AC: 0, ACT: 6
BRT: 2, DEX: 2, WIT: 1

Kelp beasts are huge plant creatures that grow in shallow, warm waters. They appear as normal water flora and use this camouflage ability to remain hidden until they strike their prey. Kelp beasts use their long, tentacle-like vines to wrap their prey, pull it toward them, and then use their needle-like teeth to devour the victim.

Bite (1): 1d6 damage. **Surprise.** A kelp beast automatically wins initiative when first encountered. **Strangle (1):** 1d6 damage. **Water Breathing.**

KRABBIX (6)



Archetype: Monster
Size: Average (0)

HP: 20, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 1

These humanoids crab folk live near the shores of large bodies of water. They spend their time hunting and fishing. They have a strong dislike for seamerls. In battle, they use their powerful pincers to snip enemies in half. Krabbix have a tough armored shell which gives them a great deal of protection (they will often pull their heads, arms, and legs into their shells to hide). They dislike fire.

Pincers (1): 1d6+1 damage. **Water Breathing.**

KRAKEN (25)

Archetype: Monster
Size: Enormous (+6)

HP: 70, AC: 5, ACT: 10
BRT: 5, DEX: 2, WIT: 1

These massive creatures are beasts of legend and although rare in the world, their might and destructive ability is well-known in both myth and history. Krakens are huge beasts with multiple tentacles. They are known to feed on large creatures such as ichthios, sea dragons, and even ships. A kraken was responsible for the destruction of the ancient city of Korral.



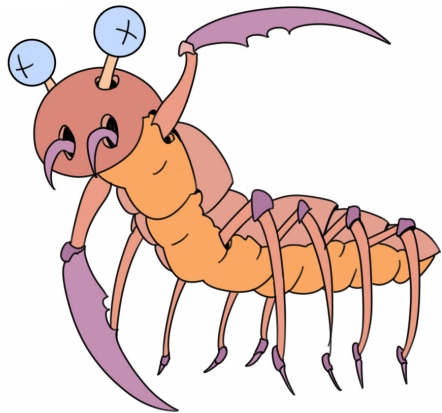
Bite (2): 4d6 damage. An MoS of 3+ indicates the victim (if giant size or smaller) has been eaten whole. A kraken's stomach acids do 1d6 damage per round. **Tentacle Slap (2):** 3d6 damage. **Water Breathing. Immune to Poison/Toxin/Disease. Immune to all forms of Mind Control. Resistant to Heat, Electric, and Cold damage.**

KRILL MANTIS (8)

Archetype: Monster
Size: Giant (+2)

HP: 27, AC: 3, ACT: 6
BRT: 3, DEX: 2, WIT: 1

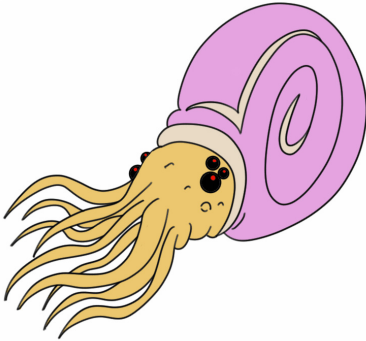
Krill mantises are aquatic creatures who live in shallow waters. They are violent and mean and attack with large stabbing forearms which they use to cut up their prey. Krill mantises have thick exoskeletons that provide them great protection. These creatures will often attack fishing boats by climbing aboard and devouring the crew. If they are severely injured, they will flee a fight.



Awesome Eyes. A krill mantis can see in 360 degrees at all times. It is impossible to sneak up on a krill mantis. **Stab Attack (1):** 2d6 damage.

Bite (1): 1d6+1 damage. **Water Breathing.**

MOLLUSK, GIANT (6)



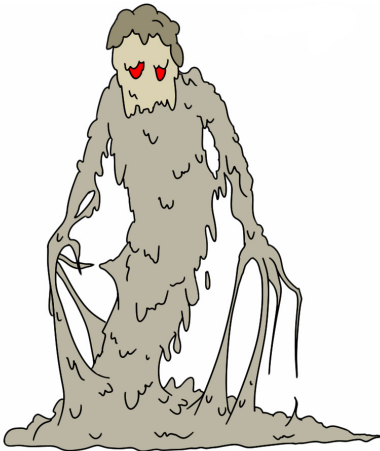
Archetype: Monster
Size: Average (0)

HP: 21, AC: 3, ACT: 5
BRT: 2, DEX: 2, WIT: 2

The giant mollusk is a shelled creature with hundreds of long feelers that allow the mollusk to both feed and sense the surrounding environment. Giant mollusks are generally docile creatures but will attack if provoked. The shell of this creature is often used by divers as an air chamber for underwater breathing devices. Giant mollusks are natural enemies of pox snails.

Tentacle Grab (1): 1d6 damage per round. A mollusk can grab and strangle an enemy. **Inky Discharge (1):** Small radius. 1d6 damage per round. The inky discharge of a mollusk causes corrosive burns to any creature in the affected area. **Cavitation Bubble (1):** Touch range. 3d6 damage. 50% chance of deafness from the shockwave created by the bubble. **Water Breathing.**

MUD FOLK (2)



Archetype: Blobby
Size: Average (0)

HP: 17, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 1

Mud Folk are blobby creatures made of a sapient mud-type substance. These creatures, although individual, live in a shared collective puddle where their bodies and minds merge with others in their group. They feed on living beings, slowly digesting their food over long periods of time. They have little interest in the world outside their own local collective.

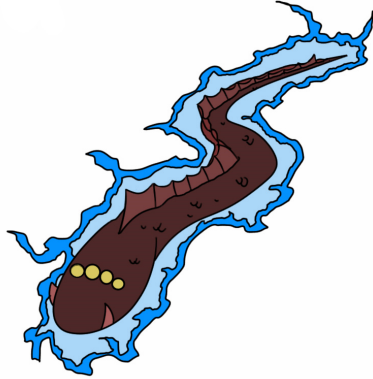
Collective Knowledge. Mud folk of a specific puddle share a collective intelligence and memory. This link is a physical one and is severed when a part of the collective breaks off on its own. **Mud Ball (1):** Close range. 1d6 damage. Mud folk can create and throw hardened balls of mud. **Mud Stab (1):** 1d3 damage. Mud folk can harden their muddy limbs to form sharp stabbing weapons.

OOL (3)

Archetype: Animal
Size: Average (0)

HP: 15, AC: 1, ACT: 5
BRT: 2, DEX: 3, WIT: 1

Ools are eel-like creatures that live in swamps, subterranean lakes and streams, and other dangerous places. They have the ability to produce an electric shock which they use in combat. They will often coil around their prey and shock and bite simultaneously. Ools have acidic blood which can be harvested and used to make various terrible things. Ools sing at night.



Acidic Blood. The blood of an ool is highly acidic and causes 1d6+3 damage. **Bite (2):** 1d6 damage. Ools have razor sharp teeth which they use to tear their victims to shreds. **Electric Shock (2):** 1d6 damage. The body of an ool can produce an electric shock which it uses to stun its prey. **Immune to Electricity Attacks, Night Vision, Water Breathing.**

PIRANHA FOLK (4)

Archetype: Humanoid
Size: Average (0)

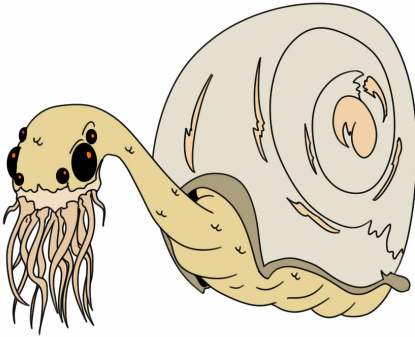
HP: 15, AC: 0, ACT: 5
BRT: 3, DEX: 1, WIT: 1

Piranha Folk are amphibious creatures known for their constant hunger and savage mouths which they use to rip their enemies to shreds. Most are solitary creatures, often living and hunting in small communities close to large bodies of water where they can live undisturbed. They are intelligent creatures and highly territorial.



Light/Heavy Weapon (1), Bite (2): 1d6 damage. **Feeding Frenzy:** If Piranha folk smell fresh blood, they will go into a feeding frenzy. While in the frenzy, they gain +1 die on all rolls. **Water Breathing.**

POX SNAIL (13)



Archetype: Monster
Size: Massive (+4)

HP: 40, AC: 1/4, ACT: 7
BRT: 3, DEX: 3, WIT: 2

This terrible sea snail is well-known for the harm it brings to those who encounter it. The pox snail is a malevolent creature which spreads disease and plague. It also lays eggs in its victims (often times the victim is unaware of this). It has a thick shell for protection (AC 4) although its soft underbelly and neck are less protected (AC 1). Pox snails have limited psionic abilities.

Drain Strength (1). Mind Missile (1): Close range. 1d6 damage. **Poison Spray (2):** Close range. 1d6 damage. LVL 2 poison. Anyone exposed to this spray has a 1 in 6 chance of having pox snail eggs deposited into their throat (unknowingly). These eggs will hatch in 1d6+3 days in the form of burrowing grubs that cause 1d6 damage per day. The burrowing grubs can be removed with heat. **Water Breathing.**

RIVERMERL (1)



Archetype: Humanoid
Size: Average (0)

HP: 12, AC: 1, ACT: 5
BRT: 2, DEX: 1, WIT: 1

Rivermerls are a merl species who live along rivers and creeks. They are a fairly primitive folk who hunt, fish, and grow crops. They are highly superstitious and wary of outsiders. Rivermerls use rudimentary weapons and tools. They rely on their close-knit society to survive and protect one another. Rivermerls believe in multiple gods who inhabit things like rivers, mud, and rocks.

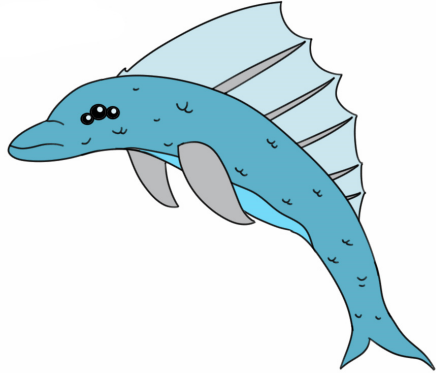
Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Water Breathing.**

SAILFIN (3)

Archetype: Animal
Size: Average (0)

HP: 15, AC: 0, ACT: 5
BRT: 1, DEX: 3, WIT: 1

Sailfins are dolphin-type creatures who are highly intelligent, social, and friendly. Sailfins live in seas, oceans, and sometimes rivers. They eat small fish. Sailfins communicate with a fully formed language of complex clicks, hums, moans, and cries. They often hunt and defend in groups called pods. They can be tamed and ridden or used to pull various small vessels.



Ram (1): 1d6+1 damage. Sailfins will sometimes charge their enemies, ramming them with their nose. **Whine (2).** Close range. Sailfins can emit a high-frequency noise that confuses enemies (WIT check to avoid). Those who succumb to the confusion take -1 die penalties on all rolls for 1d3 rounds.

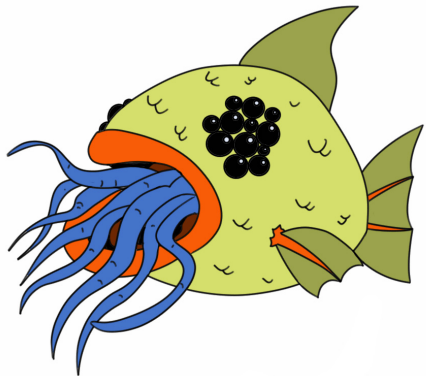
Water Breathing.

SCRAGGLER (13)

Archetype: Monster
Size: Massive (+4)

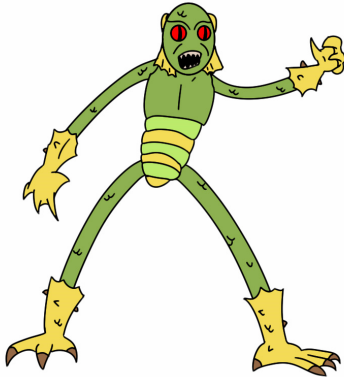
HP: 40, AC: 2, ACT: 6
BRT: 2, DEX: 2, WIT: 1

Scragglers are weird fish who have multiple tentacles hidden within their mouths. These creatures often troll the surface of the water looking for various prey. Scragglers will release their mouth tentacles wrapping the victim and then pulling them in to be devoured. Scragglers have active pigmentation which allows them to change the color and texture of their bodies. They will attack ships.



Bite (1): 3d6 damage. **Surprise.** Scragglers can change the color and texture of their skin allowing them to surprise their victims. Scragglers receive +2 dice on all initiative rolls. **Tentacle Mess (2).** Close range. Scragglers use their creepy mouth tentacles to pull victims in. **Water Breathing.**

SEA GOON (4)



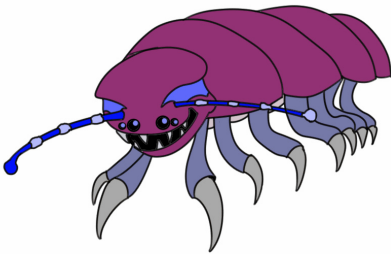
Archetype: Humanoid
Size: Average (0)

HP: 17, AC: 1, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Sea goons are a race of aquatic creatures who generally live in caves or old shipwrecks. They are thieves and cutthroats, often ambushing sailing vessels by sneaking aboard in the night and attacking the crews. Sea goons often use sea wasps as mounts. In battle, sea goons use various weapons as well as sharp teeth. They smell like fish.

Bite (0): 1d3 damage. **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL. **Resistant to Poison. Water Breathing.**

SEA LOUSE (3)



Archetype: Monster
Size: Tiny (see below)

HP: 5, AC: 2, ACT: 5
BRT: 1, DEX: 1, WIT: 0

Sea lice are multilegged, armored creatures who eat nearly anything they can find. They generally live in warmer waters although a cold-water species is known to exist. These creatures swim about by means of their tails. They are especially hazardous to ships as they attach and begin to devour wooden hulls. Once aboard a ship, sea lice will eat everything, including the sailors.

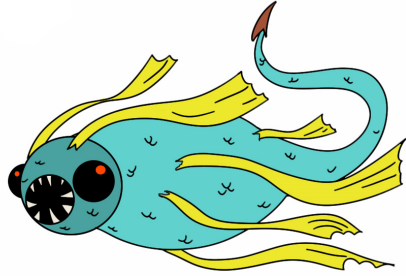
Bite (1): 1d6 damage. The bite of a sea louse is incredibly powerful and can crush materials such as bone and wood. **Growth.** A sea louse never gets tired of eating. These creatures can grow up to giant size. The GM should adjust the creature's scores according to its size. For each size tier it grows, increase the creature's LVL +1. **Water Breathing.**

SEA WASP (12)

Archetype: Monster
Size: Giant (+2)

HP: 30, AC: 2, ACT: 7
BRT: 3, DEX: 3, WIT: 1

Sea wasps are giant, fish-like creatures with long, barbed tails. They can swim incredibly fast and are quite agile for their size. The barbed tail of a sea wasp injects a stunning poison which leaves their prey helpless. Sea wasps have sharp teeth which they use to devour their prey after stunning. Sea wasps are common aquatic mounts.



Bite (2): 3d6 damage. **Resistant to Poison.** **Stingy Tail (2):** 2d6 damage. LVL 3 poison. The poison of a sea wasp will paralyze the victim for nearly an hour. This is particularly dangerous for land creatures in the water. **Water Breathing.**

SEACLOPS (8)

Archetype: Humanoid
Size: Giant (+2)

HP: 25, AC: 2, ACT: 6
BRT: 3, DEX: 2, WIT: 2

Seaclops are giants of the seas. These ancient folk rule underwater kingdoms and live in grand underwater castles. They are tough warriors on land and in the sea. Seaclops live long lives. They have the ability to call upon sea creatures to aid them in combat. They often use slurgoths as mounts. They are quick to anger and fast to fight. They are full of pride and slow to admit wrongdoing.



Control Sea Animal (3): Small radius. A seaclops can attempt to control a sea creature. NPC sea creatures resist control on a d6 roll of 6 (otherwise WIT check). **Light/Heavy Weapon (2).** **Water Breathing.**

SEAGOYLE (1)



Archetype: Monster
Size: Small (0)

HP: 4, AC: 1, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Seagoyles are bat-like creatures that live on rocky outcrops near large bodies of water. They often swoop down from their precarious perches and attack surface or shallow swimming prey. Seagoyles are mean, filthy little creatures that hunt in packs. They have sharp teeth and claws. They love to eat fish but have been known to attack small vessels to feed on unfortunate sailors.

Bite (1): 1d3 damage. **Claws (1):** 1d3 damage. **Flight.**

SEAHORSE FOLK (1)



Archetype: Monster
Size: Average (0)

HP: 10, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Seahorse folk are a species of aquatic people who live deep underwater. They often dwell in elaborate underwater castles and palaces. Seahorse folk are friendly and often rely on their aquatic friends to help them in times of need. They are agile swimmers and loyal allies for those they trust. Seahorse folk often live with seaclops.

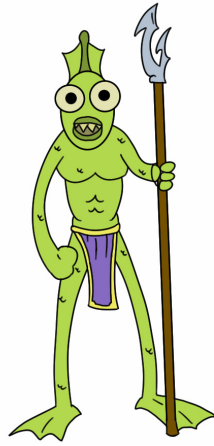
Animal Telepathy. Long range. Seahorse folk can communicate telepathically with intelligent aquatic creatures. **Light/Heavy Weapon (1).** **Water Breathing.**

SEAMERL (1)

Archetype: Humanoid
Size: Average (0)

HP: 13, AC: 1, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Seamerls are humanoid sea creatures who live in large bodies of water such as lakes and seas. They live in submerged cities accessible by secret passages and guarded by various creatures of the deep that they keep as pets. Sometimes they build on land. In combat, they rely on their hooked spears and their giant crab mounts which they ride into battle.



Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Water Breathing.**

SIREN (6)

Archetype: Monster
Size: Average (0)

HP: 16, AC: 1, ACT: 5
BRT: 1, DEX: 1, WIT: 2

Sirens are magical sea-dwelling creatures. They have exquisite voices which can take over the minds of those who hear their singing. Once their prey are lured in, sirens attack with their mouthed tentacles. They love to eat fresh meat. They are solitary hunters but sometimes live in small groups with other sirens. Sirens usually make their homes in seaside caves and coral reefs.



Bite (1): 1d6 damage. **Illusory Beauty.** To those under the compulsion of a siren's song, the siren will appear to be the most beautiful creature they have ever seen. **Siren Song.** The siren song has a range of 1 mile. Any humanoid hearing the song must make a WIT check against a TN of 5 or be compelled to get closer to the source of the song. **Water Breathing.**

SLURGOTH (19)



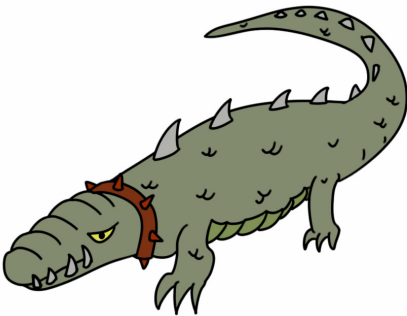
Archetype: Monster
Size: Giant (+2)

HP: 38, AC: 2, ACT: 8
BRT: 4, DEX: 4, WIT: 1

Slurgoths are sea serpent-like creatures who live in oceans and seas of FAL. They are meat eaters and known for their voracious appetites. They are often tamed and used as mounts by seaclops. In battle, they tear at their enemies with claws and teeth. They fear fire. Slurgoths climb aboard ships and attack crews. They often spray their ink into the water to confuse and poison enemies.

Bite (2): 5d6 damage. **Claws (2):** 3d6 damage. **Immune to Poison. Night Sight. Poison Ink (2):** Close range. 3d6 damage. LVL 7 poison. The poison ink of a slurgoth is used to confuse enemies while simultaneously poisoning them. **Water Breathing.**

SNARGLECROC (5)



Archetype: Monster
Size: Average (0)

HP: 18, AC: 2, ACT: 5
BRT: 2, DEX: 1, WIT: 0

Snarglecrocs are reptiles that live in humid, swampy environments. Snarglecrocs are carnivores and feed on any type of meat (including one another). They are aggressive creatures prized by the ekedions who keep them as pets. Snarglecrocs are hunters and can remain submerged in water for long periods of time. They sneak up on their victims and thrash them to death.

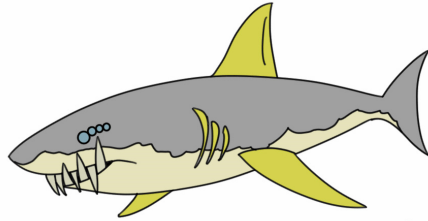
Bite (1): 2d6 damage. **Thrashing Roll (1):** 2d6 damage. Once a snarglecroc gets hold of a victim, it will attempt to roll the victim. This violent action can be avoided by the victim making a BRT check against the snarglecroc thrash attempt. **Water Breathing.** Snarglecrocs can hold their breath for long periods of time while underwater.

SNARGLESHARK (9)

Archetype: Animal
Size: Giant (+2)

HP: 28, AC: 2, ACT: 6
BRT: 2, DEX: 3, WIT: 0

Snarglesharks are ancient sharks with ridiculously messed up, although very sharp teeth. These are stupid, bloodthirsty and driven by unstoppable instinct. A snargleshark is always hungry and if given the chance, will eat until it explodes. Snarglesharks are incredibly strong and dexterous. In combat they bite, thrash, and ram their prey.



Bite (2): 2d6 damage. **Thrash (1):** Once a snargleshark has hold of their prey, they will thrash about causing an additional 1d6 damage per round.

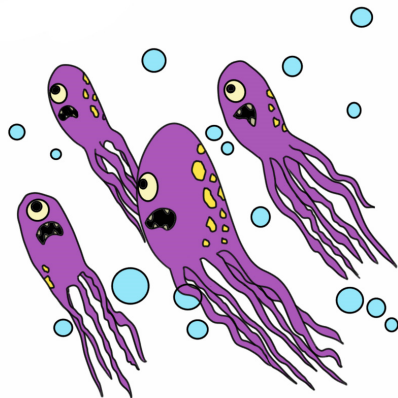
Better Smell (blood). A snargleshark can smell a single drop of blood within a huge radius. **Water Breathing.**

SQUIDLING (1)

Archetype: Monster
Size: Small (0)

HP: 5, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Squidlings were brought to FAL by the boom during the Boom War. Squidlings are underdeveloped boom squid minions who were inadvertently deposited in the seas of FAL when boom ships were destroyed toward the end of the war. Without their boom masters, the squidlings were unable to achieve the abilities of fully developed squids and made the seas of FAL their permanent homes.



Bite (0): 1d2 damage. **Development.** Some squidlings, even without their boom masters, mature into fully formed squid minions. This is rare however. These fully formed squid minions often command groups of squidlings. **Water Breathing.**

SWAMPMERL (1)



Archetype: Humanoid
Size: Average (0)

HP: 11, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Swampmerls are merls who live in swamps. They live in shanty towns and poorly made structures. They spend their time collecting slime and tiny animals to eat. Sometimes they grow root crops but they always eat them rotten. They are quiet for the most part and like being left alone. They can change their skin color to reveal their emotions or match their surroundings.

Camouflage. Swampmerls can change the color of their bodies to mimic that of the environment around them. **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL. **Water Breathing.**

TITAN, SEA (22)



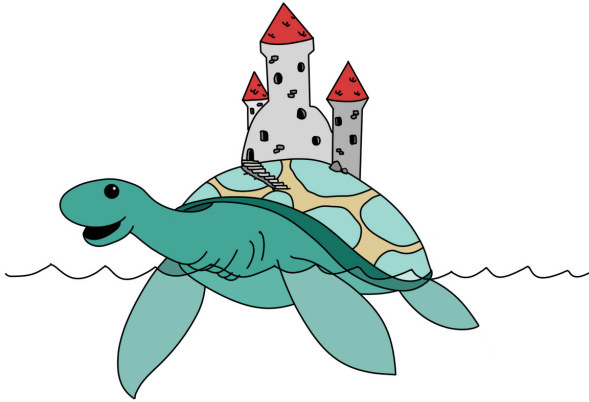
Archetype: Humanoid
Size: Enormous (+6)

HP: 72, AC: 3, ACT: 7
BRT: 5, DEX: 3, WIT: 4

Sea titans are the masters of the seas. These ancient creatures live in the deepest trenches of the oceans and seas of Far Away Land. Rarely do they come to land and when they do, they are often looking to make war. Sea titans live in underwater palaces. They are vengeful and proud. They view the seas as their universe, that all sea life is part of a great cycle of order of which they are the masters.

Light/Heavy Weapon (2). **Magical Trident (2):** 4d6 damage. Sea titans often carry magical tridents which are enchanted with spells (Lightning, Purify Water, Rain, Remove Disease, Water Will). **Resistance to Magic.** **Resistance to Poison/Toxin.** **Sea Life Telepathy.** Far range. Sea titans can communicate telepathically with most intelligent sea creatures. **Water Breathing.**

TORTOOSE, GOLIATH (28)



Archetype: Monster
Size: Enormous (+6)

HP: 320, AC: 8, ACT: 5
BRT: 7, DEX: 2, WIT: 4

Bite (2): 6d6 damage. A MoS of 2+ indicates the toortoose swallows the victim whole. **Telepathy.** Huge radius. A toortoose can communicate telepathically with most intelligent creatures. **Flipper Slap (2):** 6d6 damage. The flipper of the toortoose can be used to slap the water or targets in the water. **Water Breathing. Immune to Poisons/Toxins. Immune to Magical Attacks. Resistance to Physical Attacks.**

The goliath toortooses are a race of giant sea turtles found on Far Away Land. They are ancient creatures thought to have existed since the earliest days of the inhabited world. Unlike their giant land cousins, the toortoose goliaths of the sea thrive in part due to their ability to continue to reproduce even in extremely old age. These creatures live thousands of years laying 1d6 eggs every 77 years.

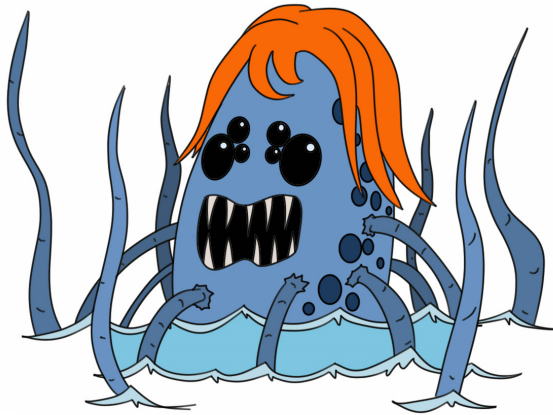
These sea creatures live in the deepest oceans and seas of the world. They are known to be kind and gentle unless bothered or placed in danger. They have no natural enemies with the exception of monster hunters who specifically target younger goliaths.

Some creatures have made their homes upon the great shells of these wondrous beasts going so far as to build towers, tiny castles, and other structures upon the backs of these gentle giants. In exchange for a place to live, the toortoose seeks friendship and dialogue, to understand the ways of “smaller creatures” and the world beyond the sea. The goliath toortoose uses its powerful telepathic ability to communicate with those whom it allows to live upon its carapace.

Although rarely engaging in battle, the goliath toortoose will bite and slap its enemies. The sheer size of the goliath toortoose makes it incredibly intimidating.



UVULAX (18)



Archetype: Monster
Size: Massive (+4)

HP: 45, AC: 3, ACT: 10
BRT: 3, DEX: 3, WIT: 3

Aura of Magical Interrupt. Huge radius. The uvulax has a natural aura that interrupts the casting of all magical spells. All attempts to cast a spell or use a magical item within the aura take a -2 dice penalty. **Bite (2):** 4d6 damage. A MoS of 4+ indicates the uvulax swallows the victim whole. **Regenerative Health.** A uvulax heals physical wounds a rate of 1d6 per round. **Telepathy.** Huge radius. A uvulax can communicate telepathically with its minions. **Tentacle Thrash (2):** 2d6 damage. **Water Breathing.** **Zombification:** 1d6 damage. The uvulax will attempt to create zombie slaves from stunned or unconscious victims. If the uvulax has its tentacle in the victim for more than 3 rounds, the transformation process is initiated. It is unknown if this process can be reversed. **Immune to Poisons/Toxins.**

A uvulax is a massive, floating head-like creature that roams the seas of FAL. The first mention of the uvulax was in the journal of the human Captain Omed Lusto which was written about 100 years after the Boom War. Lusto reported that a great head rose up from the sea and transformed his men into strange, mindless sea creatures. It is believed that a fissure was opened deep beneath the surface of the seas allowing the uvulax to enter into Far Away Land.

Uvulax desire minions in order to feed on and aid in their conquest of the seas. As such, it enslaves unfortunate victims by means of long tentacles which it injects into the heads in order to take over the mind. Once the prey has succumbed to the will of the uvulax, a terrible transformation begins as the body of the victim is slowly transformed into a water dwelling creature. This transformation is both painful and grotesque and results in not only a physical change in the victim's appearance, but a change in their mental state as well. Victims of the uvulax rarely remember their previous selves. A uvulax only targets creatures who possess sapience (or pose a direct threat). Other creatures are destroyed. Many cults have sprung up around the worship of the uvulax, the members hoping to one day be transformed.

UVULAX MINION (2)



Archetype: Monster
Size: Average (0)

HP: 10, AC: 2, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Uvulax minions are humanoids transformed by a uvulax. These creatures know only the will of their master. The beings these creatures once were have long ceased to exist. Their memories, thoughts, and abilities have likewise been replaced by the will and abilities bestowed by the uvulax. If their master uvulax is killed, these creatures will seek a new master.

Bite (1): 1d6 damage. **Light/Heavy Weapon (1).** **Telepathy.** Huge radius. Uvulax minions can communicate telepathically with their uvulax masters. **Water Breathing.**

WATER HARE (1)



Archetype: Animal
Size: Tiny (-1)

HP: 3, AC: 0, ACT: 5
BRT: 0, DEX: 2, WIT: 0

Water hares are like little water rabbits. These playful creatures dart about in shallow waters eating fish and other tiny creatures. Water hares sing songs in strange little voices. They often warn friendly sea travelers of nearby danger using flipper sign language. While usually friendly, sea hares can be driven into a frenzy if their songs are interrupted.

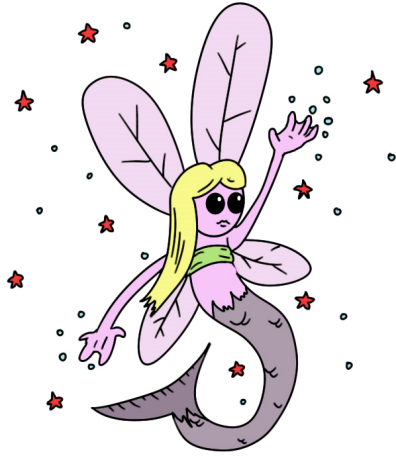
Bite (1): 1 damage. **Song Frenzy.** If a water hare's song is interrupted, it will become incredibly angry, turn red, and begin biting anything it can. This frenzy will spread to all water hares in a tiny radius. This can often lead to huge amounts of water hares being killed by one another. **Water Breathing.**

WIXIE (2)

Archetype: Fairy
Size: Mini (-1)

HP: 5, AC: 0, ACT: 5
BRT: 0, DEX: 3, WIT: 2

Wixies are sea pixies. They are tricky little creatures, often enchanting and cursing items and people for fun. They like to mess with sailors (causing hallucinations). Wixies are in love with seaclops and often live in or around seaclops castles. Wixies try and have fun all the time. They die if they cry.



Enchantment (1): Wixies can enchant items and peoples. These enchantments come in the form of blessings and curses. These enchantments are limited in power and generally result in single die bonuses or penalties. **Flight. Fun Magic (2):** Wixies can create magical effects such as fireworks, confetti, sprinkles, dancing lights, popping sounds, etc. **Water Breathing.**

WORM LICH (18)

Archetype: Undead
Size: Average (0)

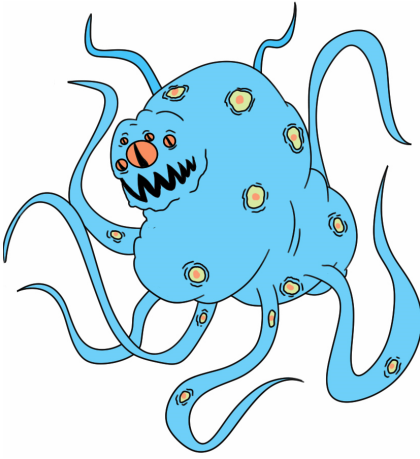
HP: 31, AC: 0, ACT: 8
BRT: 2, DEX: 1, WIT: 4

Worm liches are undead wizards who were killed at sea and have returned to stalk the waters of FAL. These creatures often sail aboard ghostly ships and command crews of skeletons and other undead creatures. Worm liches are feared by almost all sailors. They are ruthless, angry, and filled with hate. In battle they rely on their undead minion and the use of powerful magic.



Light/Heavy Weapon (3). Animate Dead. **Control Undead:** LVL less than lich. **Magic (3):** LVL 9. **Magic Weapon (2).** **Summon Worms (1).** Worm liches can summon 2d6 undead worms. These worms have 1 HP each and do 1d2 points of damage per bite. Each point of damage the worms inflict on a victim is added to the HP score of the lich. **Night Sight. Immune to Poison/Toxin/Disease.**

YOBALOR (22)



Archetype: Monster
Size: Enormous (+6)

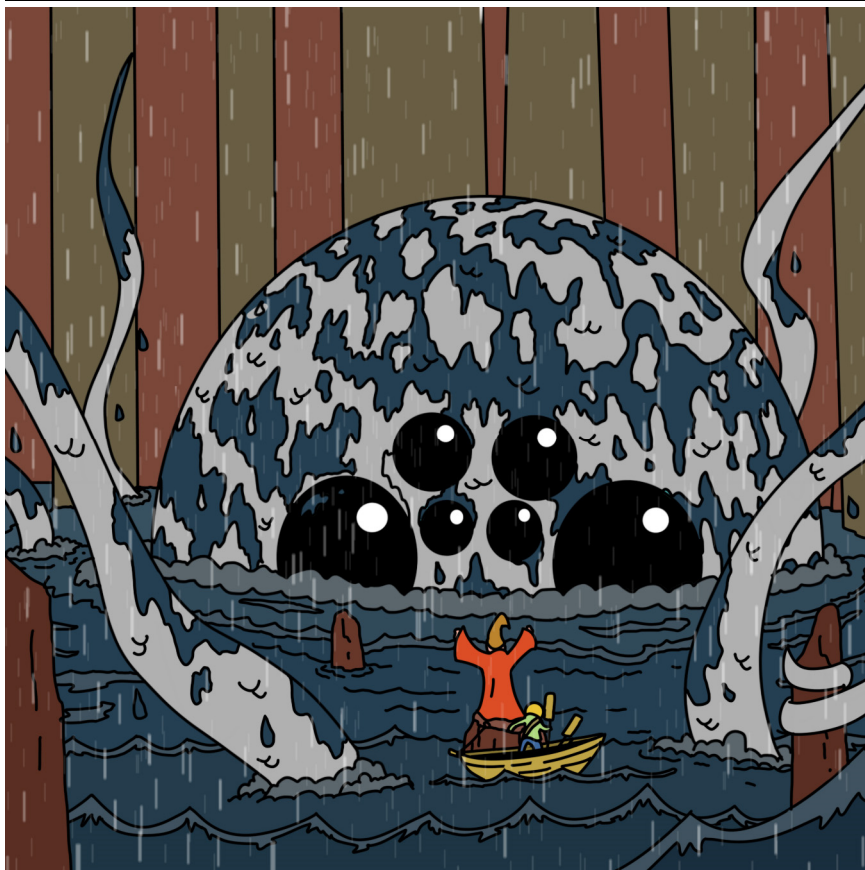
HP: 40, AC: 2, ACT: 7
BRT: 4, DEX: 2, WIT: 1

The yobalor is an aquatic beast fond of sinking ships, eating sailors, and killing other sea creatures. Yobalors are a nasty sort who spend their days in the warm waters near thermal vents. They leave these areas only to hunt. Some sea titans hunt yobalors for fun. Yobalors can create a poisonous ink-like substance to confuse and harm enemies.

Bite (1): 4d6 damage. **Poison Ink (1):** Small radius. The yobalor's poison ink is caustic and will burn flesh doing 1d6 damage. If the ink gets in the eyes it will cause temporary blindness (1d6 minutes). If the ink is inhaled, it does 2d6 internal damage. **Tentacle Thrash (1):** 3d6 damage. **Water Breathing.**



CREATURE SIZE COMPARISONS

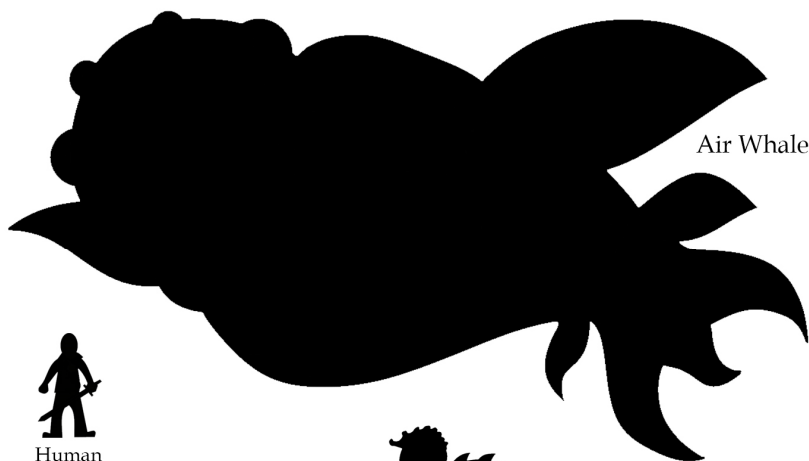


Creature Size Comparisons

The following section presents size comparisons for the creature entries found within this book. On each page, a number of entries are given. A human has been provided on each page to serve for scale. Each creature's size is an approximation for the average size of that species. GMs and players should use this section as an addendum to the creature's listed stats.

From *Sorry Tales of a Sad Sea*...

We watched as the creatures circled the ship. Their silhouettes and shadows danced beneath the surface. Hundreds of tentacles. Someone cried out to stay away from the railing. The dumb poomkin we'd picked up in Flinthead stared absent in our direction. As he stepped from the railing, a gray tentacle slithered aboard as if feeling for something to grab. It found the poomkin and wrapped around the fool's legs and then its waist. The poomkin cried out as it was jerked over the railing and into the sea. The shadows seemed content with their prize as they vanished back into the depths.



Air Whale



Human



Aquatic Eyezor



Blade Fish



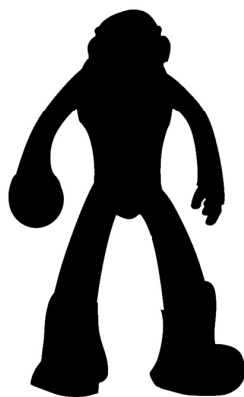
Briny Shiffler



Dark Salamander



Cephalos (Frigid/Warm)



Deep Sentinel



Deeplings



Human



Sea Dragon



Dweller



Elemental, Water



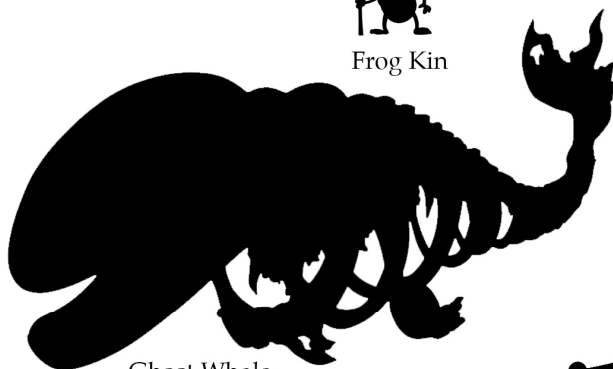
Flying Lamprey



Frog Kin



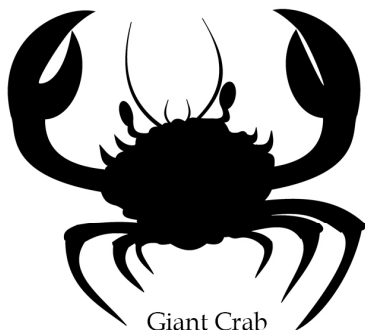
Gellfish



Ghost Whale



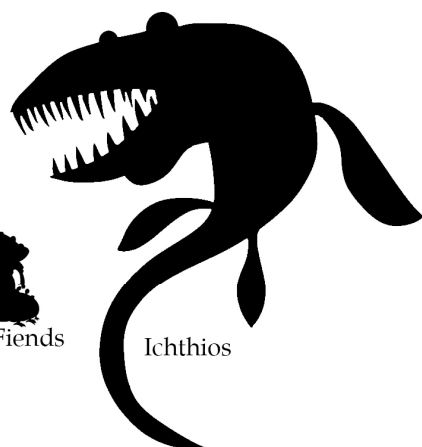
Giant, Coral



Giant Crab



Gross Fiends



Ichthios



Human



Juzely



Kelp Beast



Krabbix



Kraken



Krill Mantis



Mollusk, Giant



Mud Folk



Ool



Piranha Folk



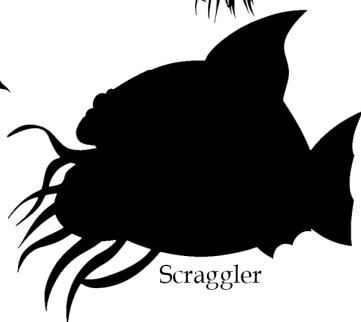
Pox Snail



Rivermerl



Sailfin



Scaggler



Sea Goon



Sea Louse



Human



Sea Wasp



Seaclops



Seagoyle



Seahorse Folk



Seamerl



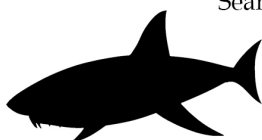
Siren



Slurgoth



Snarglecroc



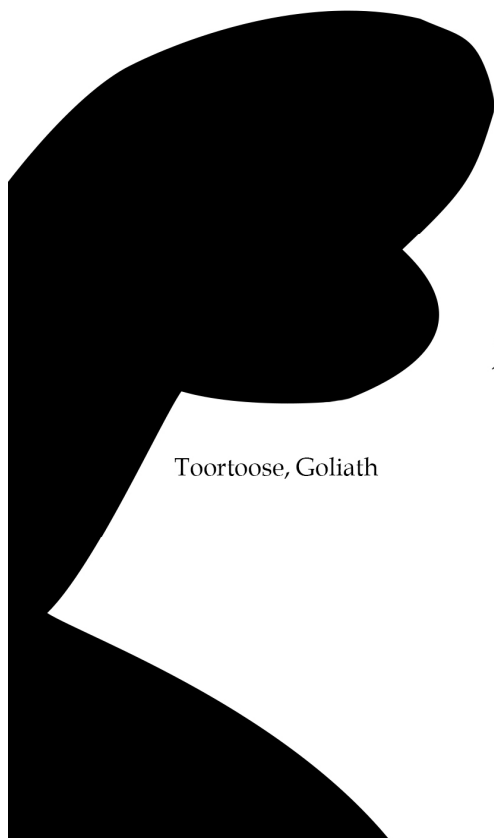
Snargleshark



Squidling



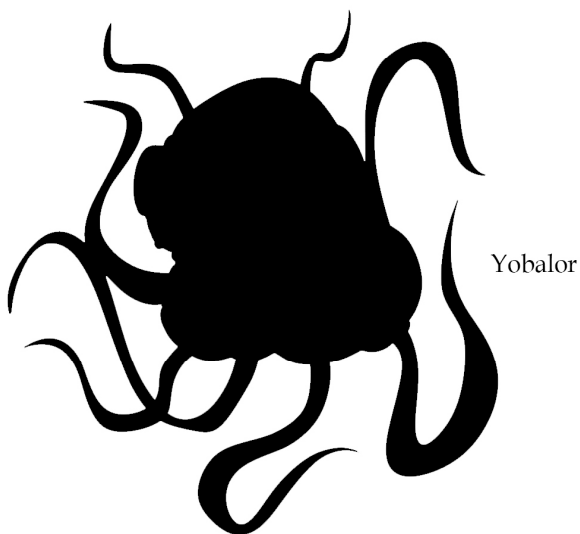
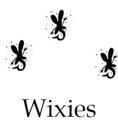
Swampmerl



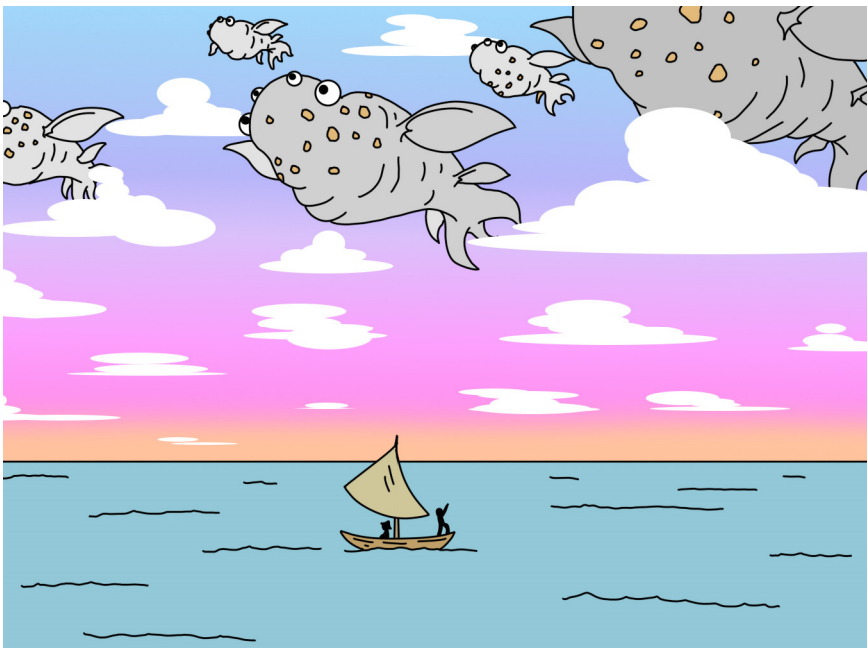
Toortoose, Goliath



Sea Titan



CREATURE LOOT DROPS



Creature Drops

The following section gives GMs and players an idea as to what loot the creatures in this book may drop.

Air Whale (18)

Air whales have an organ called a static condenser located in their heads. This organ can be removed and used to create lightning guns (close range, 3d6 damage). The thin hide of the air whale is waterproof.

Aquatic Eyezor (12)

The skin of an aquatic eyezor can retain its rotting touch ability for 1d6 days. Anyone touching the skin has a 1 in 3 chance of taking rotting damage which does 1d3 points of damage for 1d6 rounds.

Blade Fish (1)

Some sea folk use the bones and skulls of the blade fish as jewelry and decoration.

Briny Shiffler (7)

The organ that allows the briny shiffler to create an electric shock is called a genetor. The genetor can be removed (carefully) and dried to create a reagent used in electricity spells.

Cephalos, Frigid (18)

The meat of the frigid cephalos tastes like fish. The hide of this creature can be used to make armor (AC 3).

Cephalos, Warm (18)

The meat of the warm cephalos tastes like fish. The warm cephalos has an organ called a charbroiler. When exposed to the sun (1d6 minutes), the charbroiler will explode (small radius, 8d6 damage). The hide of this creature can be used to make armor (AC 3).

Dark Salamander (9)

The skin of a dark salamander is coveted by some mages and used as a reagent in transformation spells.

CREATURE LOOT DROPS

Deep Sentinel (10)

A deep sentinel drops mechanical parts such as its head lazer (short range, 3d6 damage) and turbine. Some crafty folk have used the turbine of a deep sentinel to power their sailing vessels.

Deepling (1)

Deeplings carry primitive little weapons and items.

Dragon, Sea (20)

The scaly hide of a sea dragon can be used to make sea dragon armor (AC 4). Sea dragons have underwater hordes of plunder from ships they have sunk. The bile of a sea dragon can be used to make a water breathing potion.

Dwaller (8)

The hide of a dwaller can be used to make armor (AC 2). The hooks of a dwaller can be used as melee weapons (1d6 damage).

Elemental, Water (12)

Water elementals leave puddles called essence of water elemental. Essence of water elemental is a magical reagent used in water spells.

Flying Lampreys (1)

Flying lampreys drop nothing of value.

Frog Kin (2)

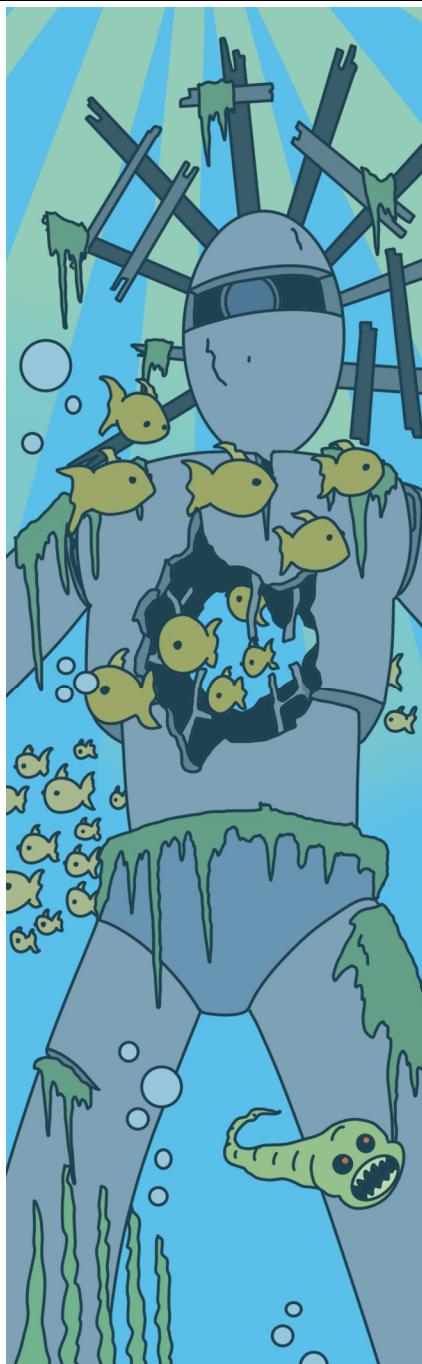
Frog kin drop weapons and items. More nefarious creatures enjoy eating frog kin legs.

Gellfish (1)

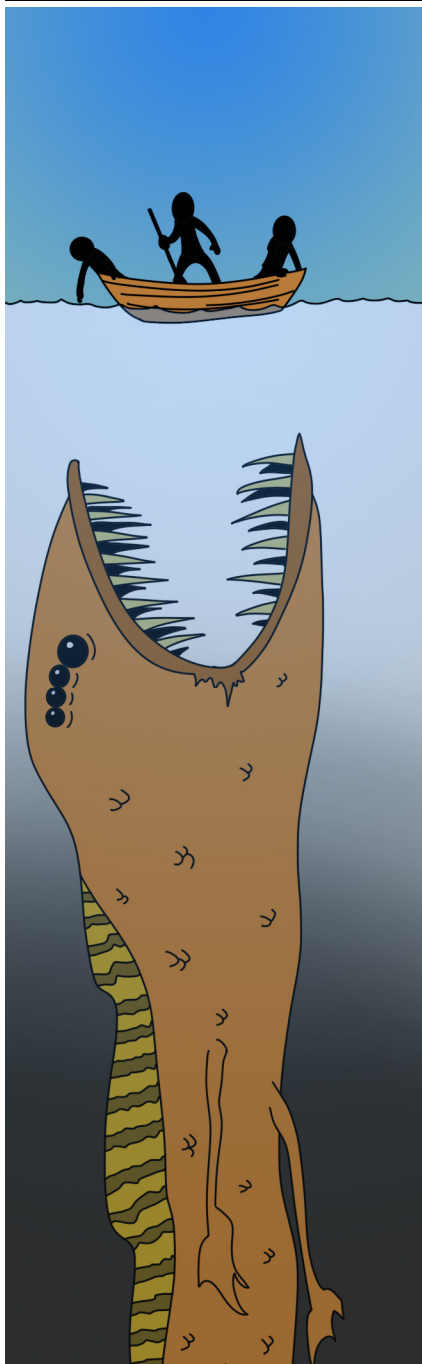
The stun poison can be collected from gellfish and bottled. This poison can be throw on an enemy stunning them for 1d3 rounds.

Ghost Whale (14)

When a ghost whale is killed it creates a portal to the Gray Planes.



CREATURE LOOT DROPS



Giant Crab (8)

Giant crabs make for great meals. The thick shell of a giant crab can be used as armor (AC 4).

Giant, Coral (14)

Coral giants sometimes guard treasures.

Gross Fiends (4)

Gross fiends carry weapons and items. A gross fiend's zombie spores can be collected. Anyone who succumbs to the effects of the spores (breathing them in, a WIT check can be made to avoid the effects) is reduced to a WIT score of 0 for 1 day.

Ichthios (16)

The teeth of an ichthios are long and can be used to make daggers (1d6 damage). The skin is thick and scaly and is used to make ichthios armor (AC 3).

Juzjely (7)

Juzjely leave poison slime which can be gathered (LVL 9 poison).

Kelp Beast (7)

Kelp beasts may sometimes have the remains and belongings of those who have previously crossed their path.

Krabbix (6)

The carapace of a krabbix can be used to make a crude type of armor (AC 2) (seamerls sometimes wear krabbix armor). The shell can also be used to make an air tank for diving.

Kraken (25)

The hide of a kraken makes a strong armor (AC 5). A kraken's underwater lair may hold great riches.

CREATURE LOOT DROPS

Krill Mantis (8)

The eyes of a krill mantis are used to make magical items associated with clairvoyance. The exoskeleton of the creature can be used to make krill mantis armor (AC 3).

Mollusk, Giant (6)

The ink of a giant mollusk can be collected. The ink does 1d6 corrosive damage. The shells of smaller mollusks can be used as air tanks for divers.

Mud Folk (2)

Mud folk drop nothing of value.

Ool (3)

The acid blood of ools is often extracted and bottled (1d6+3 damage).

Piranha Folk (4)

Piranha folk carry weapons and items.

Pox Snail (13)

The poison venom within a pox snail can be gathered. LVL 2 poison.

Rivermerl (1)

Rivermerls carry weapons and items.

Sailfin (3)

Sailfins are eaten by many seafaring folk. This practice is frowned upon by more civilized peoples.

Scraggler (13)

A scraggler's stomach may have undigested remains such as armor, weapons, and other items that it ate along with its victims.

Sea Goon (4)

Sea goons carry weapons and items.

Sea Louse (3)

Sea lice leave nothing of value. They are vermin of the sea.

Sea Wasp (12)

The poison (LVL 3) of a sea wasp can be collected. The stingy tail can be used as a whip (2d6 damage).

Seaclops (8)

A seaclops carries weapons and items. Seaclops often own underwater fortresses and loads of valuable items.

Seagoyle (1)

Seagoyles collect the belongings of those they kill. They enjoy shiny objects and have a love for gold. They will often keep the bones of their enemies and use them to erect strange altars.

Seahorse Folk (1)

Seahorse folk carry weapons and items.

Seamerl (1)

Seamerls carry weapons and items.

Siren (6)

A siren may have the remains and belongings of former victims in its lair.

Slurgoth (19)

The poison ink (3d6 damage) of a slurgoth can be extracted. The hide of a slurgoth can be used to make armor (AC 2).

Snarglecroc (5)

The scaly hide of a snarglecroc can be used to make boots and armor (AC 2).

Snargleshark (9)

The teeth of a snargleshark are often worn by seafaring folk to show how awesome and tough they are (because they killed a snargleshark). The powdered bones of these creatures is a reagent used for healing.

CREATURE LOOT DROPS

Squidling (1)

Squidlings drop nothing of value.

Swampmerl (1)

Swampmerls carry weapons and items.

Titan, Sea (22)

Sea titans carry weapons and items. Sea titans drop a magical trident. Sea titans are extremely wealthy and have underwater palaces filled with riches.

Toortoose, Goliath (28)

A goliath toortoose may have a structure built upon it. This may be a currently used structure or ancient ruin. The roots of a toortoose's teeth can be powdered to make a reagent used in longevity spells.

Uvulax (18)

A uvulax's underwater lair contains the belongings and valuables of those they have assimilated.

Uvulax Minion (2)

Uvulax minions drop nothing of value.

Water Hare (1)

The flipper of a water hare is sometimes worn for a one time luck bonus of +1.

Wixie (3)

When wixies die they turn into fun dust which other pixies eat. The dust can be gathered and used to perform a single fun magic spell (like fireworks, sparkling lights, etc.).

Worm Lich (18)

A worm lich will carry weapons and items. They will also carry powerful magic items and weapons.

Yobalor (22)

The ink from a dead yobalor can be harvested.



BODIES of WATER



Bodies of Water

The following section gives a broad overview of various types of waters found in Far Away Land. These bodies include seas and oceans, rivers and streams, lakes, and subterranean waters. Adventure ideas have been included with each listing.

Lakes

Lakes are large pools of water which are completely surrounded by land. Lakes are often the source of or destinations of rivers and streams. Some lakes are themselves as large as seas and may be referred to as such. And just like seas and oceans, lakes hold a great many mysteries as to what lingers and slithers beneath their waters.

Lakes provide the peoples who live upon their shores with many opportunities to fish, travel, and trade. They are a source of water for crops, canals, livestock, and a water source for many a person and beast.

BODIES of WATER

Lake Adventure Ideas

Roll 2d6. The first die indicates the list to roll on. The second die indicates the result from the list.

List 1 (1-3)

1. A town/city on the shore uses these waters for fishing, shipping, and trade.
2. A great giant is trapped beneath the lake. If the sacred fire in the town goes out, the giant will rise up.
3. The lake is dead or poisonous.
4. The lake covers an ancient battlefield. This place is haunted.
5. An ancient creature lives in these waters.
6. The lake completely drains once every 10 years revealing a mystery.

List 2 (4-6)

1. Abandoned ruins sit on the shores of the lake.
2. The lake is the result of a recent flood. Trees and homes are partially covered. Bodies float.
3. Creatures are gathered on the shore drinking the waters.
4. A wizard's tower sits in the middle of the lake. It is said to hold a great treasure.
5. A powerful artifact is said to have been lost in the lake.
6. Many small islands dot these waters. Some are inhabited.

Rivers and Streams

Rivers and streams are the lifeblood of the landlocked world. These passages provide routes for transport and travel, natural highways for the movement of goods and peoples. Streams and rivers also allow wandering adventurers to delve deep into unexplored territories as they cut through rough terrain and overgrowth.

Along the shores and within the waters of the rivers and streams dwell many creatures. Cities, towns, strongholds, castles and other types of settlements have grown up along the many rivers of the world as they provide a source of water, irrigation, travel, and defense.

Rivers/Streams Adventure Ideas

Roll 2d6. The first die indicates the list to roll on. The second die indicates the result from the list.

List 1 (1-3)

1. The waters are roaring and filled with rocks.
2. Angry marauders attack from the shore.
3. The waters are still and slow. Someone/something is watching from the shore.
4. River pirates.
5. River monsters are said to live in these still waters.
6. Waterfalls make travel difficult.

List 2 (4-6)

1. A toll must be paid to continue.
2. River traders are looking for goods.
3. The ruins of an ancient fortress sits vacant and haunted on the bank.
4. Cliffs with caves surround the river on both sides.
5. The waters smell putrid. A great beast's carcass lays decaying.
6. A water wizard looks for victims.

BODIES of WATER

Seas and Oceans

The seas and oceans of Far Away Land refer to the large and open bodies of water that surround the continents of the world. These waters are vast areas of wind and waves, deep and dark worlds that are both mysterious and dangerous. The seas and oceans of the world are the homes of countless creatures, some of which are tiny (like gellfish) and some of which are huge (like the monstrous ichthios). These great waterways are full of the unknown. As such, many of the oceans and seas of Far Away Land remain uncharted and unexplored by all but a handful of the most courageous and adventurous adventurers.

While many of the seas of the world are vast, unexplored regions full of terrible monsters and violent storms, many are also used as waterways for travel and transport of goods and resources. Merchants use long established sea lanes to move products from one port to another. These passages are generally near coastlines and offer protection from raiders, storms, and creatures of the deep.

Oceans and seas are the homes of countless shipwrecks, underwater kingdoms, lost temples, drowned cities, mysterious islands, and sunken treasures. For those who are willing to risk life and limb, these vast expanses of water hold both riches and danger.

Adventure Ideas

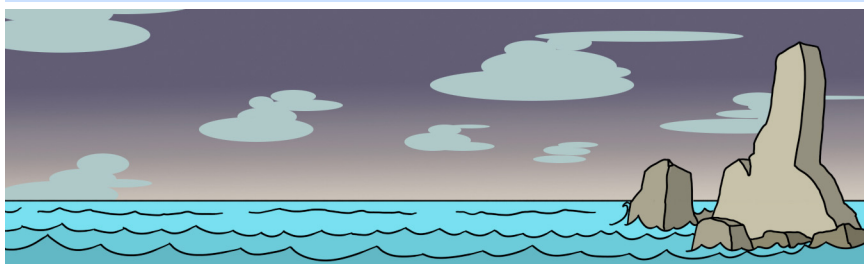
Roll 2d6. The first die indicates the list to roll on. The second die indicates the result from the list.

List 1 (1-3)

1. A storm blows up from nowhere.
2. A whirlpool threatens the ship.
3. Roving pirates are on the horizon.
4. An island shrouded in mist.
5. The winds cease to blow. The waters are still.
6. The tip of an ancient temple sticks up from the surface.

List 2 (4-6)

1. An island with a ship graveyard.
2. An ancient castle built into the cliffs overlooking the sea/lake.
3. These waters are said to have terrible monsters lurking in the depths.
4. Sea traders are looking for supplies.
5. A port run by a sea cult. The people of the town worship a sea beast of some sort.
6. An ancient boom tower rises from the sea.



BODIES of WATER



Underground Rivers

Just like the surface can have seas, lakes, and rivers, so too can the subterranean world. Underground rivers flow through Far Away Land and form underground biomes that serve as the home to various dark dwellers and below ground folks. These rivers are dangerous places that cut through stone and bedrock and empty into huge lakes and underground seas. Or, they descend over dark waterfalls and fall into the depths of the world. Many rivers fill passages completely while others are wide open, passing through great cuts of stone.

Adventure Ideas

Roll 2d6. The first die indicates the list to roll on. The second die indicates the result from the list.

List 1 (1-3)

1. The river is rough. Huge rocks fill the waters.
2. Waterfalls make navigation difficult.
3. The river flows into narrow passages.
4. The river flows between steep walls. Water pours from caves in the face of the walls.
5. There are creatures on the shores, hiding and attacking from the dark.
6. The river pours out into a huge sea.

List 2 (4-6)

1. The river runs through an ancient temple.
2. A massive egg sits in the middle of the river. Inside is a fissure that leads to another sphere.
3. A bridge crosses the river high above. Angry creatures drop rocks and shoot arrows at those who pass below.
4. The river is labyrinthine and winding. It moves slowly through a giant fungal forest.
5. The river runs alongside lava pools and magma flows.
6. The river runs into a deep chasm.

BODIES of WATER

Underground Seas and Lakes

Underground seas and lakes are large bodies of water found far beneath the surface of Far Away Land. Subterranean seas and lakes often exist in large chambers where the water has pooled over eons. Massive stone pillars rise up from these dark waters supporting the ceilings of incredible weights above. Just like above ground lakes and sea, subterranean locales often have islands and archipelagoes. These vast pools can range in size from just a few hundred feet to hundreds of miles. Strange, eyeless beasts often live in these waters.

Adventure Ideas

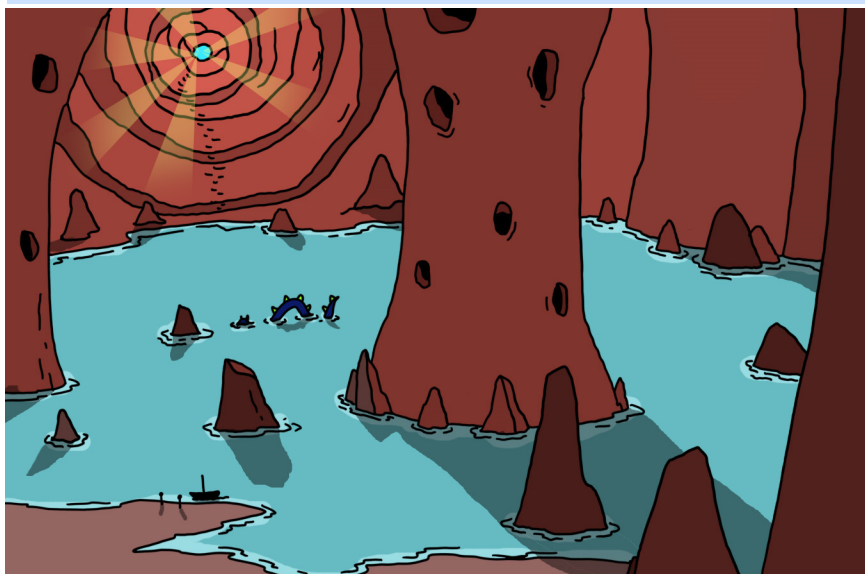
Roll 2d6. The first die indicates the list to roll on. The second die indicates the result from the list.

List 1 (1-3)

1. Massive stone pillars rise up from the sea supporting the ceiling above. Strange nests/homes have been built on and within these rocky supports.
2. The waters are black and strange. Evil things live beneath.
3. A fissure to another sphere exists beneath the surface.
4. A strange island sits in the middle of the lake. A white light glows.
5. A demon lives in the lake. It is building a gateway to another sphere.
6. A city once sat on the shore. It is now ruined and filled with undead.

List 2 (4-6)

1. Gloom elves live on the shore.
2. An underwater city lies beneath the surface of the water.
3. A giant beast is chained to the wall of the lake. Its movements create waves.
4. An olantas sleeps on an island in the middle of this lake.
5. The lake is exposed to the surface of the world via a massive hole above.
6. Phosphorescent creatures swim about the dark waters. Large, glow-in-the-dark plants float on the surface.



DANGERS and HAZARDS



Dangers and Hazards

Those who take to the waters of Far Away Land do so at risk to life and limb, for there are a great deal of dangers and hazards to meet the seagoing traveler on their journey to riches and fame. The following section gives an overview detailing a few of these dangers.

Creatures of the Deep

Just as the lands of Far Away Land are roamed by various terrible creatures, so too are the seas of the world. Beneath the placid waters of lakes, seas, and oceans live terrible beasts of great size and dastardliness. Vicious monsters call the deep oceans home and few have ventured into these waters and lived to tell the tale.

DANGERS and HAZARDS

Currents and Waves

Rivers and streams can be dangerous places to cross, swim, or even be around. Not only do the inhabitants of some waters pose a threat, but so do the waters themselves. Adventurers crossing rivers will find that they are often faced with powerful currents that have the potential to waterlog their supplies, pull them downstream, or even drag them under to be drowned.

Current Strength

Weak: The current is weak. A person of average strength can easily stand, wade, or swim through this current with very little risk.

Moderate: The current can easily be felt. It will pose a challenge if the water is above knee level. Care must be taken.

Strong: The current is too strong to cross on foot. It is rolling and will easily sweep away those who are mounted or on foot. Attempting to cross this type of current will result in an instant loss of footing. The power of the water will immediately overcome most average sized creatures.

Lakes, seas, and oceans are all larger bodies of water and are thus influenced by gravitational effects, winds, and storms. These large bodies of water can generate waves from small whitecaps to huge, ship crushing walls of water. Storms often rise up, churning the drink and making safe passage a chore. Experienced sailors and captains are needed to steer their ships true as they take on the angry seas of the world.

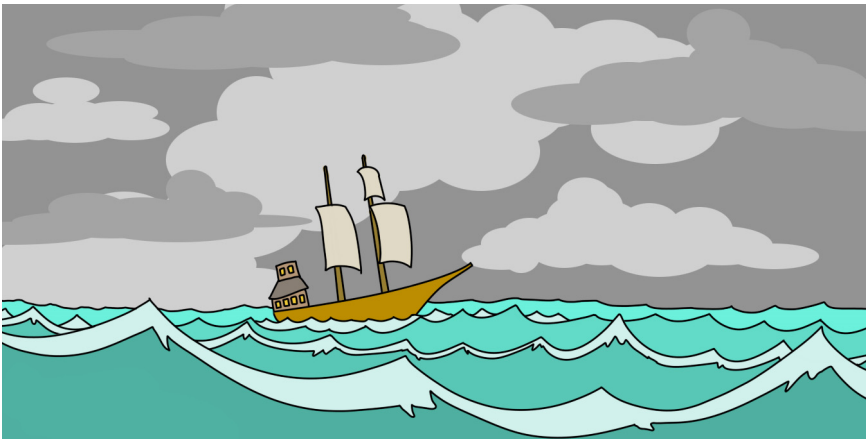
Wave Strength

Calm: The surface is calm, like glass, and presents no danger from waves.

Choppy: The surface is somewhat disturbed and presents modest danger from waves. Single person craft (like canoes) may be at risk.

Rough: The surface is very turbulent. Small watercraft will be lost. Medium watercraft are at great risk. Large vessels risk capsizing.

Maelstrom: The surface is insane, the waves are huge and pounding. Small and Medium craft don't stand a chance. Larger vessels are at severe risk.



DANGERS and HAZARDS

Disease and Illness

Life at sea may seem romantic but it is often plagued by lack of nutrition, violence, and disease. The following are a few common diseases common with sea travel.

Foot Rot: Being constantly wet and moist can lead to the skin of fleshy creatures slowly rotting away. Flesh becomes wrinkled and soft and slowly begins to peel from the body. If left untreated, it will begin to fester and get infected.

Fumbles: A magical disease that causes the victim's hands to switch position (left becomes right and right becomes left). There is no pain although the victim's DEX score is reduced by 1 during the duration of the ailment. The fumbles last 1d6 days.

Knife in the Back: A strange ailment in which the victim wakes up with a knife in the back. There is no pain nor is there damage. However, attempting to remove the knife will kill the victim. The knife will fall out naturally after 1d2 weeks. It is unknown how knife in the back occurs.

Krypts: A disease taken from certain fish (makrems, silver fish, and elk fish) which causes the body to slowly turn into an ooze. This disease is prevented by refraining from the consumption of certain fish species.

Sea Sickness: The swaying motion of a ship at sea is more than some can handle. While not a disease, sea sickness can cripple a landlubber.

Sores: While not a disease, sores result from a body being exposed to the elements, changes in moisture and dryness, injury, and various diseases. If not treated, sores can lead to infection. Infection can lead to amputation. Amputation can lead to a true pirate look.

Drowning

For air breathers, drowning at sea is a constant threat. Falling overboard, being pulled into the drink by a beast, forced to walk the plank, all of these are real concerns for the water traveler. Swimming can help, but you can only swim so far. Also, swimming in armor isn't going to happen. Countless seafaring folk have been lost to the watery depths of Far Away Land.

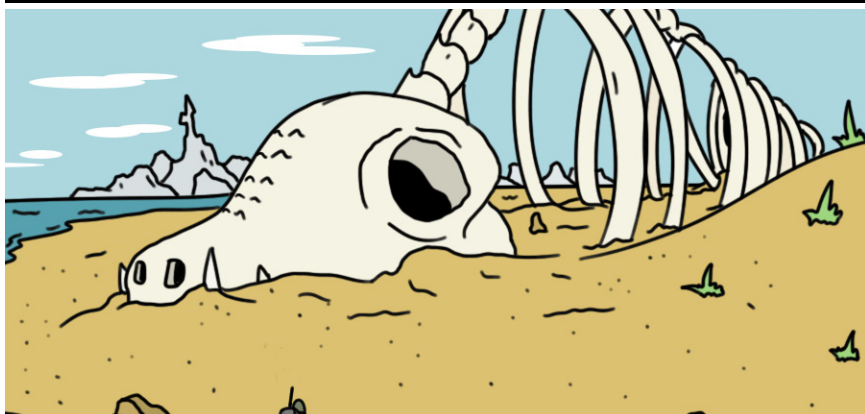
Exposure

Exposure at sea is a killer. Being exposed to the elements, whether it be soaking rains, fierce winds, terrible storms, burning hot sun, or freezing cold, the would-be sea adventurer is always at risk. Exposure can lead a crew to exhaustion, sickness, low morale, and even mutiny.

Pirates and Marauders

The seas of Far Away Land are notorious for piracy. Most who sail the seas do so with the knowledge that pirates call the open waters of Far Away Land's oceans home. Merchant vessels and other sailing ships that carry precious cargo are often accompanied by armed warships to stave off pirate attacks. In areas where navies and kingdoms control the waters, piracy is scarce. However, once a sailor leaves the safety of civilized waters, all bets are off as pirates will lay claim to most anything they find.

DANGERS and HAZARDS



Starvation

There have been many occasions when a crew at sea finds that their rations have run dry and they have nothing to eat. Starvation at sea is a very real threat, especially in distant areas that are unexplored or largely untraveled. Starvation is a slow and gradual thing from weeks or months gone by without adequate nutrients. It has been known to drive crews mad leading them to cannibalism. It has also been the reason for many a mutiny.

Storms

One of the greatest of all seafaring dangers is that of storms. Heavy rains, powerful winds, walls of waves, these are the things that sink ships and pull crews into watery graves. Storms are common at sea and depending on the size of the vessel, can either be light and easily tamed or violent beasts that break ships apart and devour crews. Hurricanes are of particular threat to seagoing vessels as they can bring about tempestuous winds, rain, thunder and lightning, and create maelstroms in open seas.

Swimming and Diving

Swimming and diving are rare skills for indigenous land folks who travel the seas. The general consensus is that swimming only puts off the inevitable once one falls in the drink, and why prolong misery? Although rare, sailors with the ability to swim and dive are held in high esteem. A typical NPC humanoid sailor has a 1 in 6 chance of being able to swim.

Whirlpools

Whirlpools are swirling bodies of water that can pull swimmers and small ships underwater. Whirlpools are usually formed when opposing currents meet one another (near islands, peninsulas, straits, etc.). While whirlpools rarely pose a threat to large vessels they can be dangerous to smaller craft. Maelstroms on the other hand are huge, violent whirlpools that are often found in larger bodies of water. Maelstroms can be created by powerful storms and hurricanes. Maelstroms can sink large ships and pull entire crews to the bottom of the sea.

EXPLORATION



Exploration

To properly explore the seas and waters of Far Away Land, PCs will need equipment, information, experience, and luck. A good ship with a trustworthy crew is a must for the intrepid sea explorer. Diving and salvage equipment is also a necessity for exploring realms beneath the surface. The PCs will have to plan ahead and research their journeys at sea or else risk (the risk is there anyway) succumbing to the dangers of the oceans and being lost forever to the almighty drink.

The following section takes a look at several exploration opportunities for PCs. In some cases random charts are included to generate adventures ideas and encounters. Finally, each category has a list of several adventure ideas to inspire.

EXPLORATION

Boom War Leftovers

Remnants of the boom and the war they brought still exist in Far Away Land. During the Boom War, much of the boom's technology was lost, destroyed, and forgotten. There still exists the remains of the boom and their imprint, not only on the lands of the world but on the seas as well. Boom ships fell into the seas as their attempts to conquer the world

came to an end. The towers they erected in far off places of the world, sometimes in the middle of oceans, still stand although they have fallen into ruin over time. Explorers may dive down into the wreck of an ancient ship or slink sneakily into one of the great black obelisks. In these places can be found both adventure and danger. There might even be old, working boom tech leftover.

Random Boom Leftovers (d6)

Roll	Object
1	Boom Tower (exposed)
2	Boom Tower (sunken)
3	Boom Ship (floating)
4	Boom Ship (sunken)
5	Boom Fissure
6	Boom Technology

Boom War Leftovers Adventure Ideas

1. An ancient boom tower rises from the surface of the sea.
2. A boom ship sits decaying on the sea floor. A sea monster has taken refuge in the ancient vessel.
3. A fissure exists beneath the ocean's surface. This fissure opens now and again allowing terrible beasts to enter Far Away Land.

Caves

Caves are everywhere and because of their very nature they make great hiding spots for ships, crews, treasure, monsters and anything else that needs to be kept far from prying eyes. Caves are often used as pirate strongholds as the labyrinthine nature of the formations provide a natural barrier against intruders. Smugglers and criminals will often use caves as hideouts or to keep goods safe. Pirates often bury treasures in caves where they remain untouched by the elements. Some caves are underwater and are accessible only by diving or waiting for the tide to roll out so that water levels recede. These below-surface subterranean mazes are often home to terrible monsters of the ocean depths.

Random Caves (d6)

Roll	Cave
1	Underwater Cave
2	Labyrinthine Passages
3	Huge Chambers
4	Deep Chasm
5	Passages and Rooms
6	Lava Tubes

Cave Stuff (2d6)

Roll	Cave Stuff
2	Fissure/Portal
3-5	Active Hideout
6	Abandoned Hideout
7	Active Creature Lair
8	Abandoned Ship
9	Shipwreck
10	Abandoned Creature Lair
11	Entrance to Cave System
12	Treasure

EXPLORATION

Cave Adventure Ideas

1. Pirates have taken up residence in the cave. There is a chamber big enough for their ship.
2. Long dead smugglers have buried their wares in a cave. The loot remains untouched and ready for some lucky explorer.
3. An island castle sits on a complex cave system. The caves were once used as a dungeon and to store goods. Now the caves flood twice a day but there is a brief window when someone could get in and see why guards still stand watch.

Fishing

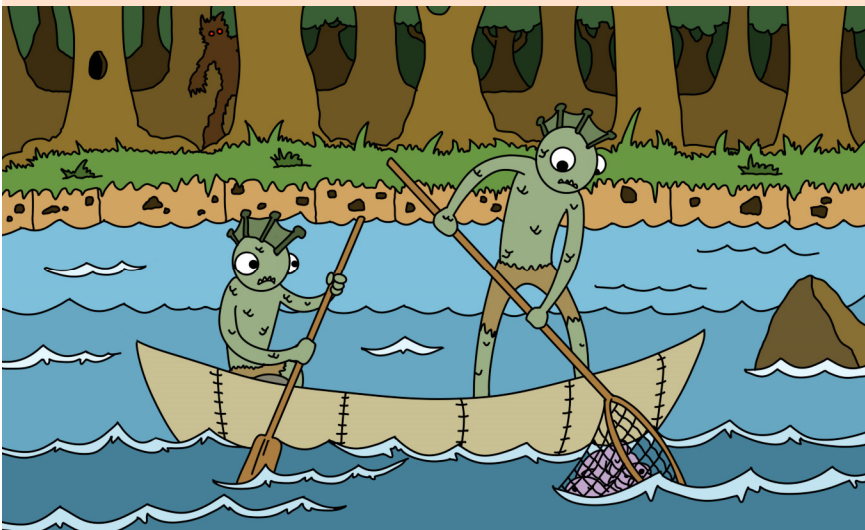
There are those who make their livings by fishing the seas of Far Away Land. These folks often live on land and embark onto the waters to find the catch of the day. Their ships and equipment are designed for fishing and storing what they catch. These can be single man boats with some guy using a pole or large fishing crews using nets and pulleys to drag for fish and other creatures of the seas. Explorers on the seas may encounter these folks, many of whom are normal, friendly people attempting to get by day to day. Experienced fishers are often full of lore about the region, weather, history, and hostiles.

Fishing Encounters (d6)

Roll	Encounter
1	Angry fishermen
2	A legendary catch
3	Helpful fishermen
4	A sea beast
5	Underwater ruins
6	A lost treasure

Fishing Adventure Ideas

1. A fishing boat with addled sailors appears to be adrift. After talking with the sailors they tell of a sea monster that they could barely escape.
2. A fisherman is going out to sea to catch a mythical fish and he needs help. The townspeople think he is a joke but he is adamant about his plight.
3. A fishing vessel discovered something that nearly drove them mad.



EXPLORATION

Ghost Ships

Terror sails the high seas and it's not alive. There are those sailors, and they are few, who have lived to report encountering ghost ships or haunted vessels at sea. There are two types of ghost ships on the seas of Far Away Land. The first type is a ship that once had a living crew. Something horrible happened to the crew and the ship and everyone died or was killed. These ships are often adrift and contain the spirits of those who once served aboard the vessel. For whatever reason the spirits of these sailors were unable to leave the confines of their ship even after death. The second type of ghost ship is much more dangerous than the first as these are ships from the Gray Planes who have sailed into the Materiosphere. These ships were built by dastardly spirits within the Gray Planes. The original purpose of these ships was to sail the terrible seas of the spirit plane. For whatever reason, be it accidental or out of a malicious nature, these ships have sailed into Far Away Land and now prey on the living. It is said these ships from the Gray Planes have come to carry the living back into the realm of the dead.

Ghost ships are generally encountered only at night or during storms. They often appear in fog or weather with low visibility. These ships are tangible and can be boarded although most sailors would never think of doing such a thing. The hull of a ghost ship is often damaged and broken. The sails are often rags, shredded remnants. Seaweed and undead barnacles hang from these weathered vessels adding to the already terrifying aesthetic. Sailors who come upon a ghost ship will often be struck with fear and should make a morale check.

Ghost Ships (d6)

Roll	Ship
1	Legendary vessel
2	Gray Planes
3	Undead
4	Phantoms
5	Crewless vessel
6	Demons

Ghost Ship Adventure Ideas

1. The PCs are pursued by a strange vessel during the night. The vessel disappears at daybreak and returns again that evening. As it comes near the PC's vessel, they can hear terrible moans and cries.
2. The PCs witness a portal open in the middle of the sea. From this portal emerges a ghostly ship.
3. The PCs find a ship adrift. A mystery as to what happened to the ship and her crew awaits the PCs should they choose to board and explore.



EXPLORATION

Islands

Much of the surface of Far Away Land is covered in water. Among these vast oceans and seas are countless islands. Some have creatures and animals who call the islands home while others are barren and wasted. Islands can provide refuge from the sea during storms or long trips. They can also provide places of solitude for those who are looking to hide or disappear. The following questions and charts can help create islands and archipelagos.

Is the island part of a chain of islands? Does the island have animal life? Does the island have monsters? Does the island have fresh water? Does the island have ruins, dungeons, caves, or portals to other realms?

Island Adventure Ideas

1. After a shipwreck the PCs are washed up on a deserted island. They must survive and build a raft/boat to escape the island. At night, monsters emerge and hunt the PCs.
2. The PCs hear word of a strange island in an uncharted part of the sea. The island is said to hold great wealth but those who travel there never return.
3. An ancient spacecraft floats amidst the waves of the sea tethered to the sea floor. Hundreds of years ago people discovered the strange “island” and took up residence. Trees, grass, and all manner of plant and animal life came to live on the island during the centuries. No one knows the island is actually a ship. A hidden “cave” leads into the interior of the ship.

Island Size (2d6)

Roll	Size
2-7	Tiny
8-9	Small
10-11	Large
12	Huge

Island Descriptors (d6)

Roll	Descriptors
1	Foggy
2	Stormy
3	Unmapped
4	Windy
5	Hidden
6	Mechanical

Island Type (2d6)

Roll	Type
2	Rocky
3	Forest/Jungle
4	Desert
5	Mountain
6-7	Grassland
8	Swamp
9	Wasteland
10	Hills
11	Volcanic
12	Magical

Island Civilization (d6)

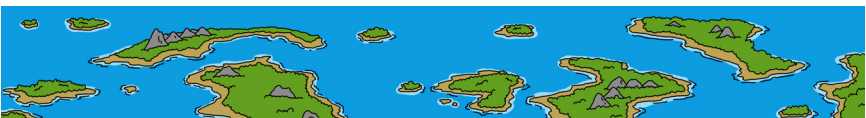
Roll	Type
1	No Civilization
2-4	Primitive
5-6	Civilized

Island Shorelines (d6)

Roll	Shoreline
1	Rocky
2	Beaches
3	Cliffs
4	Fortified
5	Mangroves
6	Other

Civilization Status (d6)

Roll	Status
1	Sick
2	At War
3	Starving
4	Welcoming
5	Mourning
6	Fearful



EXPLORATION

Mysterious Areas

Sailors are a superstitious lot. There are countless stories of strange things happening at sea and these strange yarns have come to create a fabric within seafaring culture.

Among these stories are tales of places in the oceans and seas where strange events occur.

Sailors speak of regions where the winds do not blow, where the seas are empty of life,

where voices and songs can be heard. They speak of places where ships go missing,

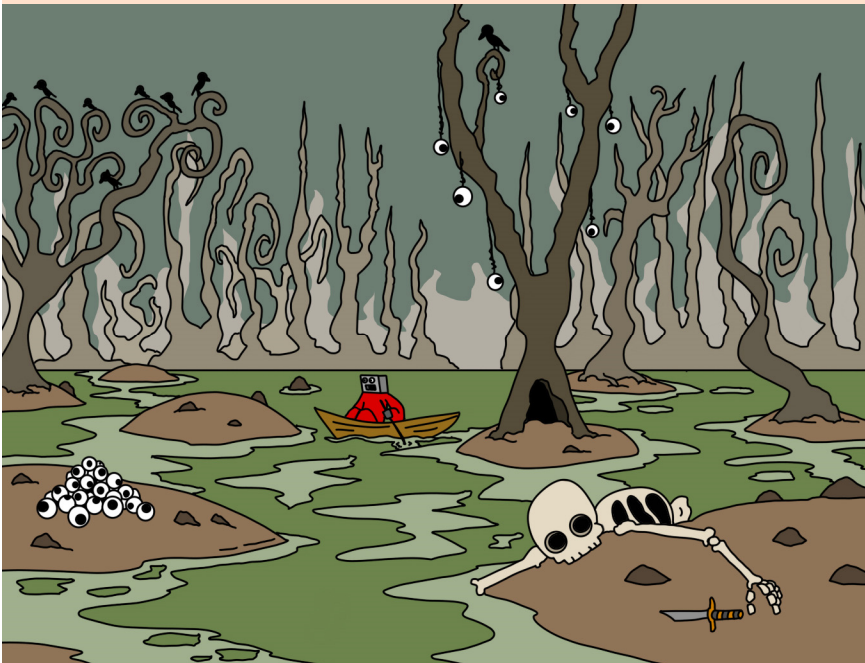
where terrible beasts lurk, and where entire crews have vanished from the face of the world. These seas are vast and much is uncharted and unexplored. Some maps show these regions in vague detail. Experienced sailors know of these places and how to avoid them whether they believe the stories or not.

Mysterious Area Type (d6)

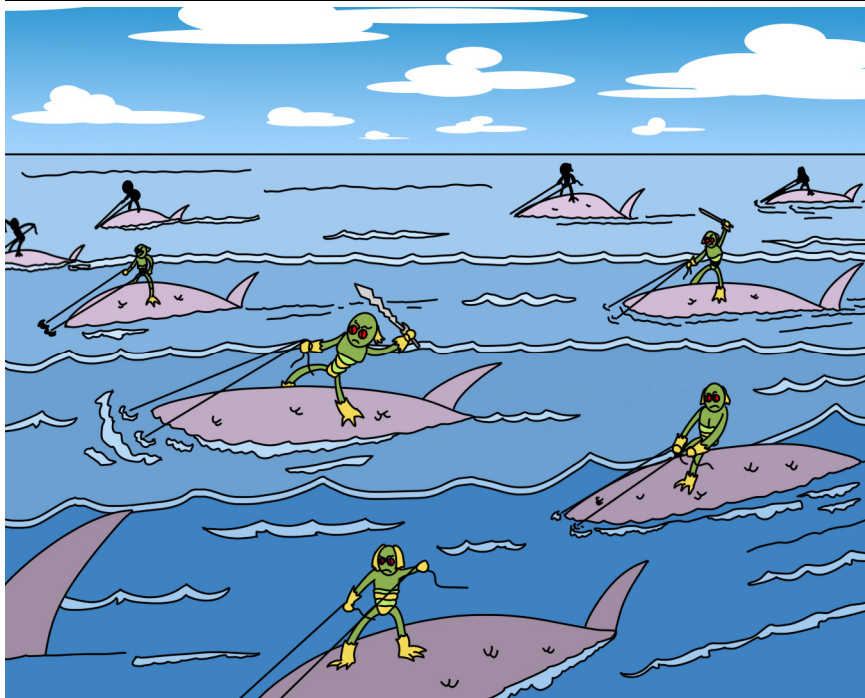
Roll	Area
1	Still/Poisoned Water
2	Haunted Place
3	Intermittent Whirlpool
4	Submerged City/ Temple/Ruins
5	Underwater Cave
6	Magical Place/Portal

Mysterious Area Adventure Ideas

1. The water is poisonous and nothing lives in the region.
2. There are a series of whirlpools that are known to claim ships and her crews. The whirlpools are the work of magic and they are there to safeguard a giant beast that lives below the surface.
3. There is an area of the sea where a storm constantly rages and the waves are rough. In the center of this place is a fissure created during the Boom War. The fissure leads into another sphere.



EXPLORATION



Nomads

There are those who travel the seas of the world without destination. These are the ocean nomads and they live in small groups, families in a community of ships sailing the globe in search of freshwater, food, and adventure.

Ocean nomads are some of the greatest and most experienced sailors in the world. They have explored more of the planet than most and their knowledge of weather, the stars, monsters, and dangers of the seas is incredible. However, ocean nomads are often solitary and dislike outsiders. They are untrusting of strangers and insular in their habits. They are known to trade but only with those they have established relationships with.

Nomad Attitude (2d6)

Roll	Attitude
2	Friendly
3-5	Cautious
6-8	Standoffish
9-11	Aggressive
12	Hostile

Nomad Adventure Ideas

1. The PCs encounter a nomad near death. He tells the PCs of a place where the waters covered a temple long ago and that he has spent his entire life trying to salvage the treasure within the temple. As evidence, he shows the PCs an ancient gold coin.
2. The PCs happen upon a community of nomadic fishers who are in search of a great beast. The beast is responsible for sinking several of the nomads' ships.
3. The PCs are running low on resources and they are lost at sea. They come upon nomadic traders who have the goods they need, but at a price.

EXPLORATION

Pirates

The seas of Far Away Land are rife with monsters and terrible beasts of the depths. However, the surface is no safer as pirates roam the oceans and rivers of the world in search of loot and power. Those who set sail on the high seas and waterways of FAL always run the risk of encountering pirates.

Pirate Adventure Ideas

1. The PCs encounter pirates who have just finished a brutal battle at sea. Their ship is disabled but they are willing to negotiate.
2. The PCs encounter a crew of pirates who are looking for their buried treasure, which they've misplaced.
3. Pirates come upon the PCs during the middle of the night. They infiltrate the ship in silence.

Deep Water Encounters (d6)

Roll	Type
1-2	Courier
3-4	Raider
5	Warship
6	Submarine

Shallow Water Encounters (d6)

Roll	Type
1-2	Boat
3-4	Chariot
5	Paddler
6	Raider

Pirate Goal (2d6)

Roll	Goal
2-3	Destroy/Kill
4-5	Replenish Stocks
6-7	Rob/Steal/Pillage
8-9	Evade/Hide
10	Transport
11	Find Way Home
12	Something Magical



EXPLORATION

Ports and Towns

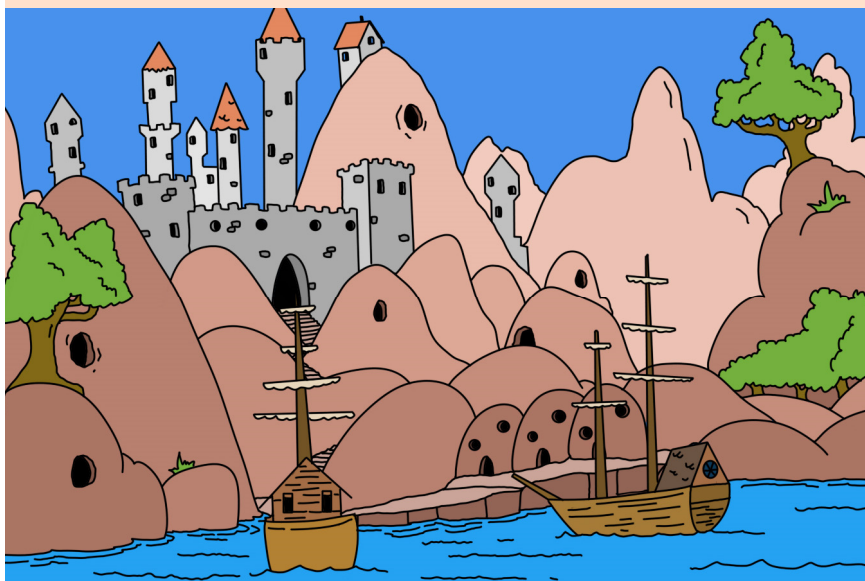
Seaside ports and towns that consist of safe harbors where ships can dock are areas of high activity. Trade, commerce, and smuggling is only part of the action in port towns and it's all brought by sea. Ships enter into harbors bringing goods for trade and sale. Ships exit with goods to carry to the next port. Smugglers run illegal items and attempt to avoid the local law. Traders look for bargains and try to one up the other guy. Port towns are rife with adventure, crime, danger, and wealth. As centers of activity, these places see all manner of stranger pass through. There are local powers and authorities that look to regulate the goings on, but everything can be had for a price. Explorers venturing into port towns will often have access to goods that are not found elsewhere, especially if the city is a major port on a trade route.

Port Ideas (2d6)

Roll	Port
2-5	Small, rustic, familiar, kind
6	Small, cautious, dislike outsiders
7	Medium, cautious
8-9	Medium, struggling, criminal element
10-11	Large, frantic, trade center, criminal element
12	Large, subdued, magic, cautious, creepy

Port Town Adventure Ideas

1. A merchant is looking for someone to accompany a shipment of goods on a long journey.
2. The PCs are caught in the middle of a local war between gangs within the city. There is money to be made, alliances to be had, and danger at every turn.
3. The PCs are sought in connection with a crime. They must flee the city but the only way to do so is by stowing away aboard a ship.



EXPLORATION

Shipwrecks

Many a ship and its crew has been lost to the sea. There are innumerable stories that tell of brave sailors whose ships have run aground, been tossed about the waves, pulled to the sea floor, or crushed to splinters by a tentacled beast. Shipwrecks litter not only the coasts and islands of Far Away Land, but the sea floor as well. Piles of gold, jewels, weapons, armor, and other valuables have all been consumed by the sea and left to be discovered by some intrepid adventurer.

Is the wreck haunted? Are others aware of this wreck? Has the wreck been looted? If goods remain on the ship, what are they? Where was the ship headed and from where did it come? Is anyone looking for the ship?

Shipwreck Adventure Ideas

1. The PCs come upon a ship run aground. The crew is all dead from what looks to be a disease.
2. The PCs happen upon the remains of a shipwreck. Goods and items are spread about the shore.
3. The PCs have heard word of a ship sunk not far off the coast. The ship is said to have been carrying a great many goods for a local merchant. The merchant is desperate to have the goods salvaged.

Reason for Wreck (2d6)

Roll	Event
1	Ran Aground
2	Sank
3	Battle
4	Monster
5	Adrift
6	Other

Age of Wreck (2d6)

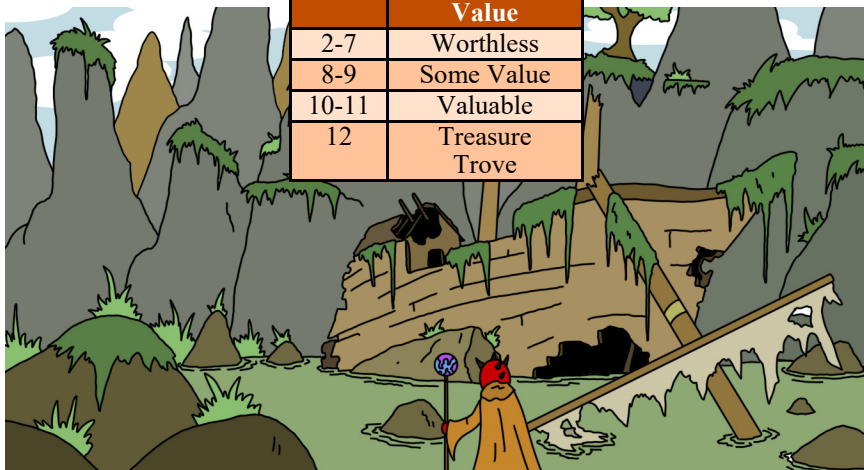
Roll	Event
1	Ancient
2-3	Old
4-6	Recent

Vessel Type (2d6)

Roll	Ship Type
2-5	Cargo
6	Exploratory
7	Passenger
8-10	Raider
11	Warship
12	Submarine

Value of Contents (2d6)

Roll	Content Value
2-7	Worthless
8-9	Some Value
10-11	Valuable
12	Treasure Trove



EXPLORATION

Structures

The world of Far Away Land is ancient. Many once great structures have fallen into history with time. Castles, towers, temples, lairs, dungeons, and other places that were once of great importance have been swept into forgotten realms over the ages. These places hold the stories, lore, myths, and secrets of the peoples who created them. For the adventurer, these places provide great opportunities for exploration.

Random Structure

Roll	Structure
1	Castle/Fortress/Stronghold
2	Labyrinth/Maze
3	Cave/Subterranean Lair
4	Ancient Spaceship
5	Portal to Another Sphere
6	Derelict Ship

Structure Adventure Ideas

1. The PCs come upon an ancient fortress swallowed by the sea. The fortress is accessible by a small hole in the top which is not yet submerged.
2. The PCs find an old castle perched on the rocky outcrop of a tiny island. Both the island and the castle hold many mysteries and treasures.
3. A tower that has been partially eaten away by the elements seems to rise from the sea.

Underwater Structures

There are ancient kingdoms, cities, castles, and other structures long forgotten and covered by the waves. Explorers and adventures hear tales of these places as they exist in both myth and local legend. There may be maps and other guides to find these submerged worlds or the PCs may stumble upon them by accident. These places may hold artifacts and treasures that have been lost to time. These places may also be the homes of creatures who have taken up residence in the abandoned realms.

Underwater Structure (2d6)

Roll	Structure
2-4	City
5	Temple/Pyramid
6	Castle
7	Tower
8-10	Tomb
11	Ruins
12	Spacecraft

Underwater Structures Adventure Ideas

1. The PCs are aboard a vessel with an archaeologist who has long sought an ancient city beneath the waves of the world. He tells the PCs that great riches and wealth are within the city. What the PCs don't know is that the archaeologist is attempting to lure them to a guardian creature that demands a sacrifice in exchange for the city's secrets.
2. An evil wizard has been trapped for ages in an underwater castle. Unlocking the castle and freeing the wizard will loose him/her into the world once again.
3. The PCs discover a small island with an old lighthouse. Upon inspecting the lighthouse they find that it is merely part of a much larger structure that descends all the way to the sea floor.

ANIMALS of the SEAS

Other Sea Creatures

The following section presents some basic guidelines and examples of sea creatures and their stats. These entries are designed to give GMs a base from which they can design their own custom sea creatures if they so choose.

Common Sea Animals

Most common sea creatures have the following stats.

Small Animal (like a trout or snake)

HP: 1, AC: 0, ACT: 4
BRT: 0, DEX: 1, WIT: 0
Average Damage: 0-1

Medium Animal (like an oobara-cooda)

HP: 5, AC: 0, ACT: 4
BRT: 1, DEX: 2, WIT: 1
Average Damage: 1d2

Large Animal (like a duodecapus)

HP: 15, AC: 0, ACT: 4
BRT: 3, DEX: 3, WIT: 1
Average Damage: 1d6

Huge Animal (like a belana)

HP: 25, AC: 1, ACT: 4
BRT: 3, DEX: 3, WIT: 1
Average Damage: 2d6+

Far Away Land Sea Creatures

The following is a brief list of some animals commonly found in the waters of Far Away Land.

Belana

Size: Enormous
HP: 50, AC: 2, ACT: 5
BRT: 3, DEX: 2, WIT: 1
Belanas are giant whale-like creatures who eat krill and other small aquatic animals. These mammoth beasts are ancient and live only in seas and oceans. They use their songs to communicate with one another.

Cloudfish

Size: Small
HP: 1, AC: 0, ACT: 4
BRT: 0, DEX: 1, WIT: 0
Cloudfish are jellyfish like creatures who float haplessly along pulled by the currents of the seas. These creatures can vary in size. Some possess stinging tentacles that are used to poison or stun their prey (1 damage).

Crab

Size: Tiny
HP: 1, AC: 0, ACT: 4
BRT: 0, DEX: 1, WIT: 0
Crabs crawl along the sea floor. Sometimes they come to the shore and lay their eggs. Some folks hunt them as they have tasty meat inside their hard shells.

Duodecapus

Size: Giant
HP: 22, AC: 1, ACT: 5
BRT: 1, DEX: 1, WIT: 2
Duodecapus are large, squid-like creatures with 12 arms. These creatures are native to Far Away Land and live deep in seas and oceans. Duodecapus are highly intelligent and have been known to solve complex problems (such as unscrewing lids on food barrels and using rocks to open hard shells). Some species can change the pigment and texture of their skin.
Bite: 1d6 damage.

Falcon

Size: Tiny
HP: 2, AC: 0, ACT: 5
BRT: 0, DEX: 2, WIT: 0
Falcons are birds which have been used by sailing folk for centuries. These birds can fly hundreds of miles to deliver notes. They have incredible speed, hunting instincts, and sense of direction. **Peck (1):** 1 damage.

ANIMALS of the SEAS

Lobsters

Size: Tiny

HP: 1, AC: 1, ACT: 4

BRT: 0, DEX: 0, WIT: 0

Lobsters are like normal lobsters but bigger. These creatures are often caught in the nets of fishermen. They have large pincers that can take a hand off. The meat inside is considered a delicacy by many. The organs of these creatures can be dried and ground up and used as reagents in water related spells. Their pincers can do 1d3 damage.

Oobaracooda

Size: Small

HP: 5, AC: 3, ACT: 4

BRT: 0, DEX: 1, WIT: 0

Oobaracoodas are armored fish who swim the seas of Far Away Land. They are known for their sharp teeth and scaly hide. Oobaracooda feed on smaller fish and sea creatures. This creature is prized and fished for its tough hide (AC 3). **Bite (1):** 1d6 damage.

Scimitar Fish

Size: Small

HP: 5, AC: 1, ACT: 4

BRT: 0, DEX: 1, WIT: 0

The scimitar fish is a small fish with a scimitar like protrusion growing from the top of its head. This protrusion is made of bone and is used to help the fish sense its surroundings as its eyesight is poor. Many sea folk enjoy eating these fish.

Sea Rat

Size: Tiny

HP: 1, AC: 0, ACT: 4

BRT: 0, DEX: 0, WIT: 0

Sea rats are aquatic rats. They generally live on rocky outcrops where they eat the remains of fish and other small

sea creatures that are washed ashore.

Sea rats are especially annoying for sailors as they will stowaway aboard a vessel and slowly eat the crew's supplies. They have been known to swim for many miles in order to find land.

Sea Worm

Size: Average

HP: 8, AC: 0, ACT: 3

BRT: 0, DEX: 0, WIT: 0

Sea worms are long, creepy worms that float near the surface of seas and oceans (there is a lake worm as well). These worms are moved by the currents in the water. Their bodies have thousands of tiny mouths that devour small sea creatures. Wizards prize the sea worm's skin as it is a reagent used in energy draining spells.

Shark

Size: Giant

HP: 22, AC: 2, ACT: 5

BRT: 2, DEX: 2, WIT: 0

Sharks are hunters of the sea. They are streamlined fish who feed on smaller (and sometimes larger) creatures. They come in various sizes and shapes. They often hunt in packs.

Bite (1): 2d6 damage.

Throggin

Size: Tiny

HP: 2, AC: 0, ACT: 4

BRT: 0, DEX: 0, WIT: 0

Throggin are bearded, fat fish that live in lakes and rivers. These fish are incredibly poisonous (LVL 6 poison) if consumed. Some folks make a poisonous powder from the dried remains of the throggin. Throggin hum smooth, yacht rock songs that they hear in another dimension. Locals familiar with the throggin use these smooth tunes to identify the fish.

ANIMALS of the SEAS

Tomps Shines Fish

Size: Tiny

HP: 1, AC: 0, ACT: 4

BRT: 0, DEX: 0, WIT: 0

This three-eyed fish is the result of the Boom War. The tomps shines fish is actually two fish (the tomps and the shines) which were fused together during the Boom War. No one cares much for this fish as it's so hideous.

Two-Headed Toona

Size: Average

HP: 8, AC: 1, ACT: 5

BRT: 1, DEX: 1, WIT: 3

The two-headed toona is a large fish that is fished in warmer waters of the world. It is notorious for its two heads and terrible meat. Many more primitive folk use the bones of these fish for everything from hooks to sewing needles to jewelry.

Water Snake

Size: Tiny

HP: 5, AC: 0, ACT: 4

BRT: 0, DEX: 0, WIT: 0

There are all kinds of snakes that live in the waters of Far Away Land. Some of these are poisonous.



SEA PLANTS



Sea Plants

The following is a list of aquatic plants that are specific in Far Away Land.

Algae

Algae are organisms which grow in a variety of water biomes including lakes, rivers, and seas. There are many types of algae which are native to specific habitats and climates. Some algae is used by healers to create healing capsules (restoring 1d6 damage). Some types of algae are used by wizards as reagents for various spells.

Beach Flower

Beach flowers are huge, sunflower-like flowers that grow in shallow waters. These flowers are generally yellow or orange in color with long, viney stalks that stretch up to five stories in height. The large seeds of the beach flower are collected, dried, and used as flour by coastal folk.

Coral

Coral are tiny marine creatures who live in large colonies. Coral excrete an exoskeleton that forms hardened tubes which offer the tiny creatures protection. Coral is often harvested and fashioned into armor (AC 2-3) by some seafaring folk. Those who delve in the arcane arts often use various types of coral as reagents in spells.

Fungal Towers

Also known as water shrooms, fungal towers are huge, tubular growths that extend hundreds of feet into the air. These massive structures are anchored in shallow waters and grow in humid regions. Various creatures live and hunt in these strange biomes. Various species of merls, sea goons, and other creatures often make their homes inside these incredibly large fungi.

SEA PLANTS

Gas Bladders

Gas bladders are huge, gas-filled plants that look like massive balloons. These plants store various gases in their huge bladder-like balloons. These gas-filled pockets float on the surface of calm waters. The bladders themselves are thick and hard to pierce. Once they are filled to capacity, they begin to glow orange and float up from the surface of the water where they hang in the air tethered to underwater trunks below. Some folks bleed the gas from these plants and use it to heat homes or create weapons.

Glow Bulbs

Glow bulbs are fist-sized luminescent flowers that sit on the surface of calm waters. Glow bulbs soak up sunlight during the day which causes them to glow various colors at night. These strange yet beautiful flowers grow near shorelines, in swamps, mangroves, and riverbanks. Some folk use them as a light source.



SEA PLANTS

Jandy Trees

Jandy trees are giant trees whose trunks have a huge radius. These trees are fairly squat for their girth and only grow up to about 15 stories in height. They have massive root structures and grow primarily in swamps and mangrove regions near large bodies of water. The canopy of a single jandy tree can have a radius of almost a half mile. Some races such as elves build their homes high up in jandy trees.

Lily Pads, Giant

Giant lily pads are just like regular lily pads except they are much bigger in size (some having a radius of large). These massive plants are thick enough to walk on. The waters beneath are generally dark and home to various aquatic creatures.

Skystalks

Skystalks are large, green, beanstalk looking plants that grow up from the seabed and stretch into the clouds. They are so vast in size that the waters around them have their own biomes. Skystalks are composed of multiple large, leafy vines growing and twisting around a central trunk. These plants are thousands of years old and home to various creatures both near the water and in the sky. Ancient staircases and buildings are often carved into these megaplants, the footprints of now gone cultures who called them home.

Underwater Forests

The seas and oceans of Far Away Land are often filled with underwater forests made of kelp, sea vines, and other aquatic plant life. Just like forests on land, these underwater forests are home to various creatures who live and hunt within the dark waters of these submerged biomes.



PEOPLE, PLACES, and LORE



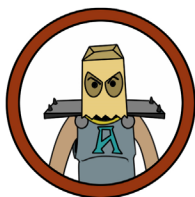
Seas of FAL Lore

The seas of Far Away Land are some of the most mysterious places in the world. Their unexplored depths harbor monstrous beasts, shipwrecks long forgotten, and ancient civilizations whose remains have long been covered by the ever-rolling waves. This sections explores particular individuals and places directly related to the seas and oceans of the world.

PEOPLE of the SEAS

Adventurers of the Seas

The following section takes a look at some famous adventurers from the seas of FAL. These entries can be used in your sea adventure as is or modified.



Arkadian (9)

Archetype: Humanoid

Size: Average (0)

HP: 22, AC: 2, ACT: 6

BRT: 3, DEX: 2, WIT: 2

Arkadian is a well-known demented avenger pirate captain who, along with his band of demented avenger crew known as the Oceanauts, sail the world of Far Away Land looking for a portal that will lead them back to their world and their queen mother. Arkadian and the Oceanauts are known for their relentless ferocity in battle.

Battle Rage. Once a day, Arkadian can use battle rage. Battle rage has a duration of 2d6 rounds and increases his BRT and DEX scores +1. **Fearless.** Arkadian will never back down from a fight. **Inexhaustible.** Exhaustion modifiers never apply to Arkadian. **Light/Heavy Weapon (2).** **Staff of the Ancient Mariner (1).** The Staff of the Ancient Mariner allows the wielder to cast each of the following spells twice a day: Acid Rain, Calm Weather, Snake Rain, and Lightning.



Ashoth Tothik (7)

Archetype: Humanoid

Size: Average (0)

HP: 20, AC: 1, ACT: 6

BRT: 2, DEX: 2, WIT: 2

Ashoth Tothik is a famed poomkin adventurer who is known for their discovery of the Lost City of Weesoo near the Murdertime Islands. Tothik discovered the ancient city and with it the treasure that remained submerged and forgotten for so long. This treasure made Tothik both rich and famous. Tothik used the money from the discovery to fund a treasure hunting company called the Sea Jack Discovery Company.

Healing Factor. Ashoth Tohtik heals at twice the normal rate. **Light/Heavy Weapon (2).** **Resistance to Poison/Toxin.** **Weapon Specialty:** Scythe (+1). **Weakness to Extreme Heat/Cold.** **Resistance to Electricity.**



PEOPLE of the SEAS



The Bearded Nightmare (10)

Archetype: Humanoid

Size: Giant (+2)

HP: 27, AC: 1, ACT: 6

BRT: 3, DEX: 2, WIT: 1

The Bearded Nightmare is a mutated headman of giant size. He is known for his anger, ruthlessness, and disdain for bodies. The Bearded Nightmare, known intimately as Hans, is the captain of a headman operated ship called The Decapitator. He is fond of nice beards, jewels, gold, and violence. He rarely engages in battle but when he does he uses a giant battle ax to cleave off the heads of his enemies.

War Axe (2): 2d6 damage. **Inspirational Beard.** The Bearded Nightmare's beard is so awesome that all headmen within a small radius gain +1 die on all rolls due to being in the beard's presence.



Burning Beard (12)

Archetype: Humanoid

Size: Small (0)

HP: 22, AC: 3, ACT: 6

BRT: 2, DEX: 2, WIT: 3

Captain Burning Beard is a dwarven pirate known for his bright orange beard, his fiery attitude, and his complete and utter hatred of elves. His pirating warship is called the Iron Might and it is both feared and renowned upon the seas of Far Away Land.

Night Sight. Nose for Ore. Huge radius. **Ale Strength:** +1 BRT/-1 WIT while intoxicated. **Cramaxus the Hammer (2):** 2d6 damage. Burning Beard carries a powerful hammer known as Cramaxus. If Burning Beard takes more than 50% damage he will infuse the hammer with his anger doing an additional d6 damage (for a total of 3d6).



Dragmor the Triksel Warlock (9)

Archetype: Humanoid

Size: Average (0)

HP: 22, AC: 1, ACT: 6

BRT: 2, DEX: 2, WIT: 3

Dragmor is a triksel warlock who lives in a ruined tower on the Isle of Gulls in the Southern Seas. He is known for his wickedness, his hatred of trespassers, and his great magical powers. Dragmor will occasionally kidnap folks in order to use them in his arcane rituals. Among his past victims have been princesses and well-known adventurers.

Light Weapon (1). Magic (3): LVL 9. As a warlock, Dragmor relies mostly on direct damage spells and spells that harm. **Sixth Sense (2).** Short range. Dragmor can sense surprise attacks, creatures moving in silence, hidden objects/doors/traps, and lies.

PEOPLE of the SEAS



Ela Skyblade (8)

Archetype: Humanoid

Size: Average (0)

HP: 21, AC: 2, ACT: 6

BRT: 2, DEX: 3, WIT: 2

Ela Skyblade is the elf captain of the elven sailing ship Waveslicer. Captain Skyblade is an elven outcast from the city of Ellyria. Her family name was ruined when her father was labelled a traitor during the Machine Wars. In exile, she and her family moved to the coast. Now, Skyblade looks for vengeance and retribution on the high seas of the world.

Better Hearing. Better Sight. Night Sight. Songshal (elven bow) (2). 2d6 damage. Ela carries an enchanted bow known as Songshal. The bow has a strong desire to kill and thus gives the archer +1 die on all attack rolls. In the hands of a non-elf, Songshal causes 1d3 points of damage to any non-elf wielder each time it damages a target.



Erowex the Minotaur (13)

Archetype: Humanoid

Size: Giant (+2)

HP: 30, AC: 3, ACT: 7

BRT: 3, DEX: 2, WIT: 1

The mighty minotaur Erowex is first mate on the dwarven sailing vessel Iron Might. Erowex is a world-renowned warrior, hero, and monster slayer. He carries a mighty battle ax into battle and knows no fear. He gained fame when he slayed the worm lich Gazlemeer at the Battle of the Great Head. His hand was severed in that battle and replaced with a mechanical prosthetic created by the picmic tinkerer Lubdub.

Follow Trail (3). Erowex can easily follow trails and track prey.

Ram (2): 1d6 damage. **Resistance to Magic.** **War Axe of Erowex (2):** 1d6+2 damage. **Mechanical Hand.** Erowex's mechanical hand can be outfitted with various attachments such as hooks, swords, knives, claws, etc. He generally uses a hand replacement that allows for gripping and articulation.

...Gazlemeer cackled, his hideous undead voice echoing through the empty cavity of the Great Head. Erowex stood in silence, his back to a metal support column within the head. The lich was more powerful than he thought.

"Your time ends now, minotaur. Soon you will be with your hybrid family in the Gray Planes." The lich cackled.

Erowex breathed deep. He clutched the lich's crown, the thing that gave the undead wizard life. Erowex spun from his hiding place and tossed the crown to the metal floor of the chamber.

The lich hissed and rose up flying enraged toward the minotaur.

"Here ends your reign unholy freak!"

Erowex brought his war axe down upon the crown shattering it into a thousand pieces. The lich fell from mid-flight and began to crumple into itself, cursing the minotaur for a moment before exploding into confetti.

PEOPLE of the SEAS



Fritz Caze (7)

Archetype: Humanoid

Size: Average (0)

HP: 20, AC: 1, ACT: 6

BRT: 2, DEX: 3, WIT: 2

Fritz Caze is a myscus smuggler and one of the coolest dudes this side of Radroz. He is well-known for his ability to move goods and resources without attracting attention. He is quick with the wit and a smooth talker. However, due to past mistakes, Fritz has several large bounties on his head, one of which is from the balbergulb Duf Tak who wants the smuggler dead.

Better Smell. Cat Sensitivity. Fritz can detect any cat-like creature within a huge radius. **Cheese Addiction.** Fritz has a cheese addiction that has gotten him into a great deal of trouble in the past. **Light/Heavy Weapon (1).**



Gorwold the Gallant Galeon (11)

Archetype: Humanoid

Size: Average (0)

HP: 24, AC: 3, ACT: 6

BRT: 2, DEX: 2, WIT: 2

Captain Gorwold the Gallant is a galeon sailor from the Galeosphere. He and his crew came to Far Away Land by means of a rogue fissure that opened during a storm within the Galeosphere. After arriving in Far Away Land they found it to be to their liking and made it their home. They sail upon the clockwork ship Intimidax.

Augmentations. Both legs have been replaced with clockwork legs as has one arm from the elbow down. Gorwold usually has a hook (1d6 damage) attached to his mechanical arm although in battle he will switch the hook out with a sword (1d6+1 damage). **Commanding Presence.** Gorwold gives those loyal to him +1 die on all rolls when in his presence (close range).

Light/Heavy Weapon (2).



Keezeek Ka (10)

Archetype: Humanoid

Size: Average (0)

HP: 23, AC: 2, ACT: 6

BRT: 3, DEX: 2, WIT: 2

Keezeek Ka is a crotallian warlord who controls the Island of Madulak in the Green Sea. His followers believe he is immortal. Due to this deity status, Keezeek Ka has complete control over his subjects. Trespassers to the island will meet a terrible fate at his hands.

Bite (1): 1d2 damage. **Cazzz Blade Proficiency.** Keezeek Ka is a master of the Cazzz blade and receives +2 dice on all rolls using the weapon. **Commanding Presence.** Keezeek Ka gives those loyal to him +1 die on all rolls when in his presence (close range). **Light/Heavy Weapon (2).**

PEOPLE of the SEAS



K Wizzle (14)

Archetype: Humanoid

Size: Average (0)

HP: 27, AC: 1, ACT: 7

BRT: 1, DEX: 2, WIT: 4

K Wizzle was a powerful porkus wizard who summoned the Kraken known as Calotor which was responsible for the destruction of the island city of Korral. Soon after the destruction of Korral, K Wizzle was trapped within a suspension egg by the wizard Yeeza Skeeza as punishment for destroying Korral where Weeza Skeeza's love lived. The suspension egg that held K Wizzle was then placed in the ruins of the underwater city known as Uzz. Today K Wizzle remains trapped within the suspension egg inside an ancient underwater temple.

Appetite for Anything. K Wizzle can eat just about anything organic to survive. **Better Smell. Magic (3):** LVL 10. **Light Weapon (1).**

Manipulation (2). K Wizzle is incredibly manipulative and gains +2 dice whenever a manipulation is attempted.



Meredith Slayer (12)

Archetype: Humanoid

Size: Average (0)

HP: 25, AC: 2, ACT: 7

BRT: 2, DEX: 2, WIT: 3

Captain Meredith Slayer is a human female captain who commands the warship known as The Ripley. She is a fierce warrior, a knowledgeable sailor, and a mercenary for hire. Captain Slayer's crew consists of criminals, outcasts, and other marginalized persons from various races. She has forged a crew of loyal sailors.

Light/Heavy Weapon (2). Survivor's Luck. Meredith is incredibly lucky and gains +2 dice on all rolls that allow her to avoid certain death.



Lee Nightwind (11)

Archetype: Humanoid

Size: Average (0)

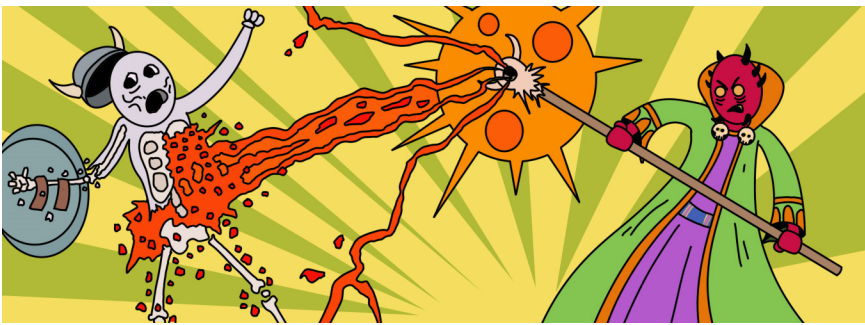
HP: 24, AC: 3, ACT: 7

BRT: 2, DEX: 3, WIT: 2

Lee Nightwind is a human from the city of Londol. She is a world famous monster hunter known for killing the firebowel dragon known as Ataxalzaxal who had imprisoned prince Raymond of the Dell and held the lands hostage for nearly twenty years. Lee Nightwind is as strong as she is smart and her skills with the blade are known worldwide.

Black Serpent Blade (2): 2d6 damage. Nightwind carries the Black Serpent Blade, a solid black sword with a grip resembling a two-headed dragon coiled around itself. The blade does an incredible 5d6 damage against dragons. **Light/Heavy Weapon (2).**

PEOPLE of the SEAS



Maliton the Vengean Necromancer (13)

Archetype: Humanoid

Size: Average (0)

HP: 26, AC: 2, ACT: 7

BRT: 2, DEX: 2, WIT: 4

Maliton the necromancer is a fearsome foe who is captain of an undead army. Maliton sails the black vessel known as Shadowblade with his undead horde in tow. He is ruthless and evil and takes great joy in death. However, death is not the end for the victims of Maliton as they are brought back to life to become members of his crew, forever doomed to sail the seas as his undead minions.

Dim Form (2). Maliton has the ability to make it difficult for others to see him, especially at night or when he is in shadows. **Light Weapon (1).**

Magic (3): LVL 10. Maliton uses only destructive, harming spells, and undead focused spells. **Various Wands.** Maliton often carries an assortment of wands that use direct damage magic.



Ms. Hand (8)

Archetype: Humanoid

Size: Average (0)

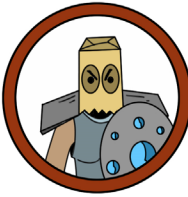
HP: 21, AC: 1, ACT: 6

BRT: 2, DEX: 3, WIT: 3

Ms. Hand is a psionic numan who lives on Phoenix Isle within the Phoenix Island archipelago. While enigmatic and reclusive, she is thought to be an expert on intersphere travel and is known to spend large amounts of time in the Bolgosphere. Her home is the Tower of Sarkon, a strange obelisk forged from red bolgostone which is thought to have been pulled into Far Away Land during the Boom War. She employs kill dolls and fylons in her service.

Better Senses (sight, hearing, smell). **Healing Aspect.** Ms. Hand heals at twice the normal rate. **Light/Heavy Weapon (2).** **Pyrokinesis (2).** Ms. Hand can control fire. **Wyrd Portal.** Ms. Hand can open a portal (tiny radius) to a sphere of her choice once per day.

PEOPLE of the SEAS



Oceanauts (5)

Archetype: Humanoid

Size: Average (0)

HP: 18, AC: 2, ACT: 6

BRT: 2, DEX: 2, WIT: 2

The Oceanauts are a group of demented avengers under the leadership of Captain Arkadian. The Oceanauts are highly trained sailors and fighters and have unbreakable loyalty to their captain. They roam the seas of Far Away Land in search of a way back to their beloved planet which is known as Dreamworld.

Battle Rage. Once a day, demented avengers can use battle rage. Battle rage has a duration of 2d6 rounds and increases BRT and DEX scores +1. **Fearless.** Demented avengers will never back down from a fight.

Inexhaustible. Exhaustion modifiers never apply to demented avengers.

Light/Heavy Weapon (1).



Silve Pompadour (8)

Archetype: Humanoid

Size: Average (0)

HP: 21, AC: 1, ACT: 6

BRT: 2, DEX: 2, WIT: 2

Silve Pompadour is a charismatic sea captain who commands a crew of ozotum on the sailing ship Memphis. Silve and the gang are known for their raids on small coastal towns and villages. They are a troublesome lot who shy away from combat with other vessels. The crew of the Memphis prefer to use stealth and cunning to rob and pillage the innocent and weak.

Karate Man. Silve has extensive training in karate and gains +1 die to all unarmed melee attack against foes who lack karate training. **Light/Heavy Weapon (2).** **Manipulation (2).** Silve is incredibly charismatic and gains +2 dice whenever charismatic actions are used. **Quiliquim Bond.** Silve holds the memories and experiences of his quiliquim's previous hosts. This accounts for his incredible knowledge of pop music and karate skills.

"Ya'll ozotum whatnots ain't welcome in here," said the brawny man. The stink of ale and a lack of hygiene hung about the hairy beast.

Silve Pompadour stood up from his chair, took a swig of ale, cracked his neck muscles and jumped into a karate stance.

"You sir, are about to be karaticized," said the ozotum. He waved the unkempt man toward him.

The bar erupted with laughter and three men immediately converged on Silve. With a chop to one neck, a kick to the groin, a spinning backfist, and jumping punch, all three men went down in less than a second.

"Try that funny business on me," said the big man as he lunged forward with a lethargic punch.

Silve dodged the blow and hit the big man in the neck dropping him to the floor instantly.

PEOPLE of the SEAS



Yeeza Skeeza (13)

Archetype: Humanoid

Size: Average (0)

HP: 26, AC: 1, ACT: 7

BRT: 1, DEX: 2, WIT: 4

Yeeza Skeeza is a somn wizard whose childhood love was killed during the destruction of the city of Korral. Yeeza Skeeza soon learned that K Wizzle, a malevolent wizard, was responsible for the release of the kraken that destroyed Korral. Yeeza became obsessed with vengeance and retribution for his lost love. He spent the next few years hunting K Wizzle and eventually imprisoned the wizard in a suspension egg. These days, Yeeza Skeeza lives among nature on Atoxis Island in the Green Sea.

Aura of Sleep (2). Yeeza Skeeza can activate his paralytic sleep toxin at will. This toxin makes anyone within a tiny radius fall asleep (BRT check) for 1d6 minutes. **Light Weapon (1).** **Magic (2).** LVL 8. Yeeza Skeeza uses all sorts of spells in combat. **Staff of the Ephemeral Cow Steed (2).** The Staff of the Ephemeral Cow Steed summons a magical cow steed made of blue energy that flies about dealing 4d6 damage for 1d3 rounds. The cow steed can be summoned once per day. The cow steed obeys the commands of whoever holds the staff. The cow steed cannot be harmed; however, should the staff be dropped, the cow steed will vanish.



ISLANDS and OTHER LANDS

Lands and Locations

The following is a list of strange or interesting locations found in and around the seas of Far Away Land.

Atoxis Island

Atoxis Island is a fairly large island in the Green Sea that is covered in bogs, swamps, and ancient forests. It is a notorious escape for witches, wizards, necromancers, and warlocks who inhabit the island among the plethora of terrible creatures who also call the place home. Among notable exiles are the insane wizard Yeeza Skeeza, Jakrodaxi the vengean warlock, the blonin death mage Ok Tol Dow, and Shamus Ramus the exion sorcerer.

Bitter Cold Isles

The Bitter Cold Isles are a chain of islands in the Southern Seas between Karkoz and the Ice Realm. The chain is composed of three major islands and many smaller ones. The largest islands are the Isle of Gulls, Cryonica Island, and No Man's Island.

City of Frogs

This strange and beautiful city was built centuries ago in honor of the frog god Brascuti. The city has remained a sacred place for many years and is home to crotallians, culbras, frog kin, and other slinky and slimy folk. The center of the city is a temple surrounded by a stone labyrinth. The labyrinth is said to be the home of an ancient beast called the Sleezeel (actually a bolgoserpent who is trapped between the Materiosphere and the Bologsphere) who devours any who enter. Those who break the laws of the city are forced into the labyrinth never to be seen again.

Cosam Caves of Angat

On the southernmost portion of the Isle of Wind there is a place known as the Cosam Caves of Angat. Many years ago, lazula sailors built a fortress on the Isle of Wind. When the sea titan Vosiedox destroyed their fortress (because the lazula killed his water hares) the lazula moved to the southern edge of the island where they made their home in the Cosam Caves. These caves are vast tunnels and chambers which hold strange, stone-like growths. The lazula have long since abandoned these caves but other denizens have since moved in.



ISLANDS and OTHER LANDS

Flames of the Mid-World Sea

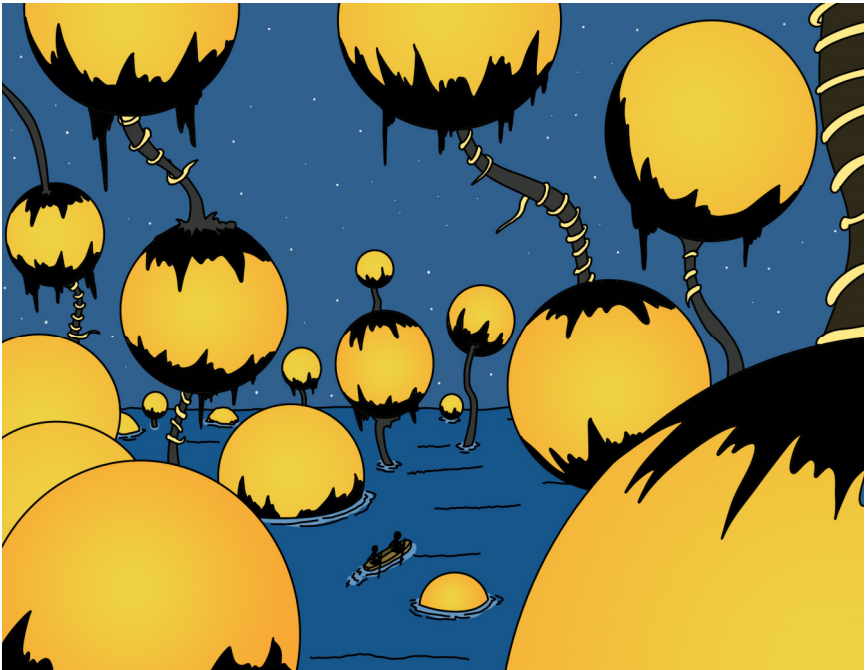
There is a region in the Mid-World Sea where strange green and blue fires burn atop the water. Many believe that this is a haunted place. Alchemists and scholars believe that gas from beneath the surface of the sea rises to the top perpetuating a continuous fire. Pirates and mercenaries are known to travel these waters as there are many small islands that make perfect hiding spots.

Fungal Forest of the Calling Sea

While there are several fungal forests around Far Away Land, the largest is that of the one found in the Calling Sea. This massive forest grows in the shallow waters of the Calling Sea near the coast of the Simian Jungle. The forest is made of fungal towers, giant tubular mushrooms that rise up to 30 stories tall. The waters in these parts are dark, still, and musty. Various peoples including seamerls and sea goons call the forest home. In the deeper parts of the forest live terrible aquatic creatures such as the uvulax known as Ooklootoo, sea dragons, and slurgoths.

Gas Bladder Jungle

North of The Cleave is a bay. Near the bay, there sits Far Away Land's largest gas bladder jungle. This place is filled with huge, bulbous gas bladder plants, some of which rest gently on the water while others float about tethered by umbilical cord like roots below. The waters in this region are frequented by pirates as the jungle makes hiding easy. Peoples such as seamerls, sea goons, krabbix, and frog kin also make their homes in the gas bladder jungle.



ISLANDS and OTHER LANDS

Ghost Coast

The Ghost Coast is located on the southeastern shore of the Kor Desert. This region takes its name from the many shipwrecks found along the rough coastline. The Ghost Coast was the site of a battle between ten times ten men and the The Alliance of Light during the Machine Wars. Many were killed in this battle and it is said that the spirits of the dead remain in this place.

Grasmos

The Island of Grasmos is a massive island northwest of Karkoz that is home to not only the bleached-white Bone Mountains but also to hordes of undead creatures. Grasmos is a terrible place with reoccurring fissures that lead to various spheres, the Gray Planes being the most common. Grasmos is covered in dense jungle. Hordes of skeletons, phantoms, zombies, and vampires call these jungles home. Liches and vampires command their undead minions and rule territories as they war with one another. Ancient temples, ruined cities, dungeons, and other places that hold vast wealth and adventure opportunities lay hidden among the danger that is Grasmos!

The Murdertime Islands

The Murdertime Islands are an archipelago located near the Calling Sea. The islands are notorious for pirates, cutthroats, brigands, and all kinds of tiny feudal kingdoms, all of whom seem to be at war with one another. Most villages and towns in the Murdertime Islands are walled and guarded. In the vast wilderness on both the inhabited and uninhabited islands lurk monsters and foul denizens. Insects are everywhere too. It's a terrible place.

Ruins of Korral

The City of Korral once stood bright and gleaming on the Island of Orux in the Spar Sea. The kraken Calotor, which was released by the vile and nefarious wizard K Wizzle, sought out Korral and brought doom to its inhabitants in a most awful apocalypse. After razing the city, Calotor returned to his murky home in the deep sea. Today, the Ruins of Korral are a bleak reminder to the destructive power of an angry kraken. The ruins are occupied only by goabs, noog noogs, and other filthy creatures who live among the ancient rubble.

The Old Spire

The Old Spire is a rocky monolith that sits in the southern waters of the Mid-World Sea. The Old Spire is constantly surrounded by clouds and storms. Strong waves and currents surround the spire making landfall difficult. In ages past, a clave of picmics mined vast tunnels and chambers within the spire. During the Boom War, fissures to the Abyssmalsphere were opened within the spire and the picmics were killed off by the demons who came into the world. Today the Old Spire is a mystery to most, although adventurers who claim to have explored it tell tales of demons and strange goings on within the ancient halls of the monolith.

ISLANDS and OTHER LANDS

Phoenix Islands

The Phoenix Islands are a small archipelago of islands north of Atril Bay on the continent of Karkoz. The islands are rocky, sandy wastes with very little vegetation. The creatures and people who inhabit these islands are tough and resilient. Several small feudal kingdoms exist on these islands. Several lost temples and ruins are found in the interiors of the islands.

The Puzzle Islands

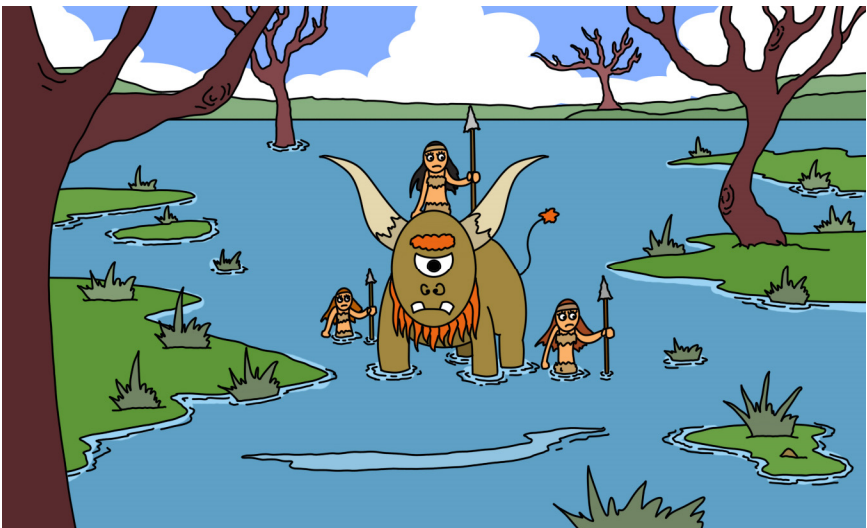
The Puzzle Islands are an archipelago south of the Abyssmal Mountains. The archipelago consists of more than 100 islands, the largest of which are Morgrave Island which is home to the city of Morgrave, the Isle of Storms which is home to the fortress of Dranholt and the tyrannical Gorgoth, Bird Island, and the Isle of Dreams. A great many pirates sail these cold waters.

The Shattered Tower

The Shattered Tower was a boom cosmic apparati that was placed into a state of spherical shifting (meaning the tower moves from sphere to sphere but always appears in the same place in each sphere) during the Boom War. Every day the tower phases from one sphere to the next. Each sphere is random. A powerful ekedion necromancer by the name of Niris has taken up residence in the tower and commands powerful minions. The lands around the tower in the various spheres have been made barren by a strange aura created by the tower.

Soggy Lands

Southeast of Atril Bay on the continent of Karkoz are the Soggy Lands, insect infested, swampy bogs. The Soggy Lands are an awful place filled with awful creatures. Many say that the Soggy Lands are haunted and that the eerie fog that rolls across the bogs are filled with the screams and whispers of ghosts.



ISLANDS and OTHER LANDS



Storm Islands

The Storm Islands are located to the east of Karkoz and are home to Castle Storm Horn on the Isle of Rean. The Storm Islands take their name from the fierce weather that plagues them year round. Many a ship has been smashed on the rocky shores of these islands. Various beasts and peoples call these islands home. Civilized folk who make their home on the Storm Islands rely heavily on the sea to survive.

The Temple of Fish

The Temple of Fish is a half-submerged water temple located northeast of Grasmos. The temple was built long ago when that area of the sea was land. For years the temple remained abandoned for unknown reasons. Today, the temple is home to a cult of sea goons, various merls, and other aquatic humanoid who worship the Sea Dragon Aquamentax. The cult will sometimes visit the mainland in search of sacrifices for the sea god.

Vault Island

Vault Island is a mysterious island that is quite small. In the center of the island sits an impenetrable cube. The blonins have only recently become aware of the cube and have taken up residence on the island as their seers and alchemists attempt to ascertain its secrets.

SEAS and OCEANS

Seas and Oceans

The following is a list of seas, bays, and oceans which hold some importance.

Atril Bay

Atril Bay lies to the north of Karkoz. Its waters are calm and storms are rare. The pleasant climate and relative calmness of the waters make Atril Bay a haven for pirates and merchants.

Calling Sea

The Calling Sea is located to the east of Radroz. It borders the Murdertime Islands. The Calling Sea stretches east until it meets with The Way. The Calling Sea is so named because of old sailor stories that speak of the Aquilicor, a tentacled leviathan that lured sailors to their doom. The beast was said to sing beautiful music that could be heard for hundreds of miles.

Fish Sea

The Fish Sea is a small inland sea in central Radroz. It has a small chain of islands which are home to troglodytes, ettins, and cyclops.

Green Sea

The Green Sea is located to the west of Karkoz. The sea takes its name from the green tint to its waters. The Green Sea is notorious for fierce and terrible storms that suddenly appear. It is also known for sea serpents and other aquatic abominations.

Mid-World Sea

The Mid-World Sea separates the continents of Radroz and Karkoz by a vast water. The sea lies toward the south of Radroz and the north of Karkoz. It is a long journey across its waters which are filled with pirates, monsters, and storms.



SEAS and OCEANS

Spar Sea

The Spar Sea is located to the west of Radroz. The sea is known for its shallow areas, exposed rocks, and coral reefs, all of which make ship travel dangerous. Over the centuries, numerous ships have run aground and been lost to the sea. The hulking remains of these ships still sit in the graveyards of the Spar Sea.

Still Sea

The Still Sea is located to the southwest of Radroz. The sea takes its name from its still, glass-like waters. Ships entering into the sea risk becoming stuck as winds and tides are nearly non-existent. Many a crew has succumbed to starvation on the unmoving waters of the sea.

Southern Seas

The Southern Seas separate Karkoz from the Ice Realm. The Southern Seas are known for their freezing cold temperatures and violent storms. Few travel these cold waters and live to tell of their adventures.



LAKES and RIVERS

Lakes and Rivers

The following is an overview of important rivers and lakes on the continents of Radroz and Karkoz.

Dead Lake

Dead Lake is a large lake located toward the south of Karkoz. The lake is a result of the boom fissures which turned the lake to poison. The lake is acidic and will dissolve most anything that enters. The acid of the lake does 1d6 damage per round to those who touch it. It also produces poisonous gas that makes going near the lake dangerous (1d3 damage per round). In the center of the lake is the Tower of Bodoom.

Garn River

The Garn River is a relatively small river that originates as snowmelt in the Umbercrag Mountains. It runs south through hilly country and empties into the Fish Sea. It passes by many villages and small towns on its short journey. Among these places are Avon, Neris, Stoke, Abb, and Grindlewood.

Graystone River

The Graystone River is located in southern Karkoz. It flows from the Graystone Peaks to the north and eventually winds its way into the Southern Seas. The Graystone takes its name from the gray stone of the mountains from which it is born. It is a rough and rocky river which makes navigation difficult. By the time the river reaches the Southern Seas, its waters are cold as ice.

Lake Oxo

Lake Oxo lies southeast of the Dead Lands on the continent of Karkoz. Lake Oxo is an incredibly deep lake and home to many lake monsters. The agnun city of Oxollo sits on the eastern edge of the lake. Remnants of the old agnun city rise like sentinels from the surface of the waters. Few dare to venture into the middle and deepest part of the lake for fear of being devoured by the creatures who dwell within.

Lake Uro

Nestled in the valley between the Ring and Dagger Mountains on the continent of Karkoz is Lake Uro. The waters of Lake Uro are green and calm. Far beneath the surface is an active boom fissure that leads into the Plane of Water in the Elementalsphere. Thanks to this fissure, the lake is full of strange beasts from that realm.

The Manuk River

The Manuk River flows from the Manuk Mountains in Northern Karkoz. It eventually spills into the Veil Sea. The Manuk is a prized and sacred waterway for many of the peoples who live on its desert shores. The river provides its inhabitants with an oasis in the northern regions as it passes through the Manuk Desert. In the south it moves through forest and hill country.

LAKES and RIVERS



Maw River

The River Maw begins in the rugged Banghorn Mountains of Radroz and flows past Lakeland and into Lake Maw. It continues from Lake Maw, flowing past the City of Droon until it empties into the Calling Sea. This river is rough and wild as it flows through the Banghorn Lowlands. However, by the time it reaches the Fields of Agorn it has slowed to become a calm and easily navigated river.

Raven River

The Raven River begins in the beautiful Ellyrian Mountains in the north of Karkoz. The Raven is a long river that meanders and winds all the way to the Southern Sea far to the south. While parts of the river are fraught with waterfalls and rapids, there are also long stretches of calm water that provide the many people who live along the river's edge a means of both food and travel.

Times River

The Times River originates at the Falls of Londol and flows southeast through the Strent Forest and past the Umbercrag Mountains. It is at the Plains of Strent between the eastern and western walls of the Umbercrag Mountains that the Times River meets the Strent River and flows south. Eventually these two rivers run into the Terezot River and flow all the way to the Akori Woods.

Terezot River

The Terezot River is one of the longest on the continent of Radroz. The Terezot takes its name from the Orka word for Victory for which the orka capital is also named. The Terezot is formed by the Times and Strent Rivers. Along its long journey, the Terezot winds through hills, plains, forests, and wastelands. It is the lifeblood for a great many people living in Radroz. Trade and commerce is common on the river as is piracy.

Umber River

The Umber River flows east from the Umbercrag Mountains in Northern Radroz. The Umber is the longest river in Radroz, its waters flowing all the way to the Kor Desert and the Mid-World Sea.

The Wild River

The Wild River begins its treacherous journey in the Ring Mountains of Karkoz. It flows south past Mt. Oclon, through muddy wastes, forests, plains, and eventually into the southern part of the Green Sea. This is an especially dangerous part of the world with a great many boom fissures allowing various beings from different spheres into the world.

MYSTERIES and LORE

Mysteries of the Seas

The following section details mysterious locations and events associated with the seas and oceans of the world.

The Bazzoon Anomaly

The Bazzoon Anomaly is a strange pinging noise that rises up from the depths of the Mid-World Sea. Sailors have reported hearing the strange sound for centuries and most believe the place to be haunted. In actuality, a boom ship crashed during the Boom War and sank to the bottom of the sea. The pinging sound is a homing beacon activated in order that the boom might phone home. However, the call was never answered... at least not yet.

Boiling Waters of Zale

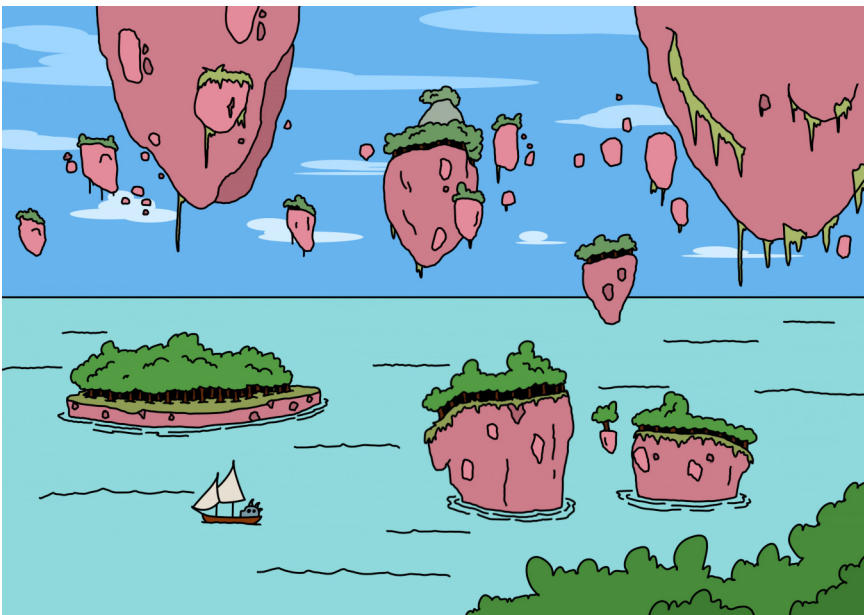
The Boiling Waters of Zale are a strange area of the Mid-World Sea where the waters are boiling hot (1d6 damage per round). The region is named for the explorer Damond Zale whose entire crew was boiled alive. The hot water is created by thermal vents on the sea floor. Most ships avoid this part of the sea as it is believed to be cursed (and dangerous).

The Disappearance of Sir Reginald Paws

Sir Reginald Paws was a curious catling explorer who sailed the seas of Far Away Land in search of adventure and fortune. He was famous for his discovery of various ancient relics such as the Head of Ormar and the Venzaggian's Coat of True Colors. For years, Reginald and his martial arts team of sailors and swashbucklers researched and prepared for their greatest journey yet, to enter into the Dead Lands and retrieve the mythical Lance of Undeath Slaying Awesomeness. However, Sir Reginald and his valiant crew disappeared en route to Karkoz never to be heard from again. Some say Sir Reginald and his crew were swallowed by an ancient ichthios.



MYSTERIES and LORE



Floating Islands

There are islands that float above the seas. These land motes hang motionless, suspended by energies not native to the world of Far Away Land. Many sailors have reported seeing these strange, floating islands. Some have even reported that castles and fortresses have been built upon these mysterious islands. Those who are versed in arcane lore believe the motes to be from other spheres of existence, pieces of fractured or destroyed worlds leftover from the Boom War.

The Hexan Necropolis

The Hexan Necropolis is an ancient burial ground composed of black pyramids built as tombs for the now extinct race of humanoids known as the hexan. The hexan erected their tombs and slumbered for centuries. When the Boom War came to Far Away Land, the hexan were awakened. They had become undead creatures full of anger and hatred. These undead creatures are unable to leave the island due to strange magic which makes them fall apart should they venture too far from their tombs. Lore holds that the hexan had powerful technology and magic and that remnants of their once great empire still remain within the tombs. However, those who have sought out the relics of the hexan past are rarely heard from again.

The Vatian Sentinel

The Vatian Sentinel is an ancient iron colossus that was destroyed and left in the waters of the Port of Vatia just north of the Simian Jungle. Sea goons have made their home in this iron tomb. These goons are led by a mighty warrior named Hoosto. Only the hand of the colossus extends above the surface. The rest of the ancient juggernaut lays covered in water.

PC BACKGROUND BUILDER



Seafaring PC Background Generator

The following section contains rules for generating a new PC's background. This is an optional mini-game that can be used alongside traditional PC creation (especially for creating random higher-level PCs). GMs and players should use the random generators to create interesting histories and backstories for a PC. The prompts generated can be linked together to create stories and histories for a particular PC. GMs should use these histories to not only add weight to a PC's role-playing experience, but to help shape future encounters and adventures as well. GMs may adjust PC levels to fit their experience at sea.

Time at Sea

A PC's time at sea sets the direction for experience, wealth, and other factors that influence the PC in their current state of adventuring. The following chart allows the player to randomly generate a PC's time at sea and their approximate level. The Roll Modifier can be used on subsequent charts to determine random elements of the PC's background.

Roll	Time at Sea	~LVL	Roll Modifier
2-6	Less than 1 year	1	0
7-8	1-2 years	2	0
9	2-3 years	3	+1
10	3-4 years	4	+2
11-12	5+ years	5+	+3

PC BACKGROUND BUILDER

The following charts provide direction and ideas for PCs who have experience at sea. Players and GMs can use whichever charts they feel are necessary to help flesh out the PC's background and history. Additional charts can be developed as well.

Allies

Players should think about how their PCs have forged relationships. What events led to the friendships they have formed during their time at sea? What specific things happened during their travels that brought them closer to someone else? To determine allies, roll 2d6 and apply modifiers based on time at sea.

2-5 The PC has yet to forge any lasting and meaningful friendships. They may have some acquaintances but lasting friendships take time.

6-8 The PC has formed a single friendship that is fairly strong. It is to be determined if that friendship has been tested or not.

9 The PC has formed multiple alliances and some friendships. One of these relationships is closer than the others.

10 The PC has formed several meaningful relationships during their time at sea. They have one close friend.

11-12+ The PC has formed several meaningful relationships during their time at sea. They have one close friend. There is a 1 in 6 chance that that friend is loyal until death.

Enemies

Players should think about how they have come to dislike others and how others may dislike them. What events and actions have led to creating enemies? Is the PC aware of the enemy? Is the enemy an individual, group, monster, etc.? What triggered the disdain? To determine enemies, roll 2d6 and apply modifiers based on time at sea.

2-5 The PC has yet to forge any real enemies. They may have some who dislike them but not on any serious level.

6-8 The PC is in strong disfavor with someone.

9 The PC has gained an enemy of some strength. There is great dislike between the two.

10 The PC has gained a terrible enemy. This enemy has real hatred for the PC.

11-12+ The PC has gained a mortal enemy. This enemy wants nothing more than to do away with the PC.



PC BACKGROUND BUILDER

Item of Importance

As the PCs adventure throughout the world they may encounter items, weapons, armor, or other objects of importance. If it is determined that a PC has gained an item of importance, there should exist a story as to how this item was obtained. Was the item found, gained by defeating a beast or villain (or hero), stolen, etc.? Once it is determined that an item was indeed obtained, players and GMs should decide on the type of item. Roll 2d6 and apply modifiers based on time at sea to determine items of importance.

2-5 The PC has not obtained an item of any real importance. It is possible that an item was obtained but was subsequently lost or stolen.

6-8 The PC has obtained a mundane item of no notoriety. However, the PC has come to view this item with a fondness.

9 The PC has obtained an item of some value. This item may be important to the PC and may have aided them in the past.

10 The PC has obtained an item of value. This item is most likely very important to the PC and may have aided them in the past.

11-12+ The PC has gained an item of great value. This item is very important to the PC.

Knowledge

As PCs adventure and experience the world, they gain things like skills, wealth, fame, and knowledge. Sometimes the knowledge gained is of a specific variety (like the location of a treasure). GMs and players should determine what type of specific knowledge the PC has gained during their travels. This knowledge may be used in future adventures to generate ideas or direction. Roll 2d6 and apply modifiers based on time at sea in order to determine any nuggets of knowledge the PC may have attained.

2-5 The PC has gained no important knowledge to speak of.

6-8 The PC has gained some commonly-known knowledge that is of little importance.

9 The PC has gained an important piece of knowledge that may be of use.

10 The PC has been made aware of a secret or a piece of knowledge that few are aware of.

11-12+ The PC has gained some sort of incredibly important or esoteric piece of knowledge. This knowledge was most likely obtained through great difficulty. Few are aware of this knowledge.

Magical Item

While magical items are rare in the world, those who travel and adventure may sometimes have the fortune (or misfortune) of encountering such an item. If it is determined that the PC has come into possession of a magical item, there should exist a tale as to how this occurred. Magical items should hold some importance and GMs and player should work together to determine a balanced item for the PC and the campaign being played. How was the item discovered? Is the item blessed, cursed, or neutral? What power does the item hold? Who created the item? Is the item known in lore? These questions and others can

PC BACKGROUND BUILDER

help define a magical item. Roll 2d6 and apply modifiers based on time at sea to determine if a magical item has indeed been found and how powerful/rare it is.

2-5 The PC has no magical item.

6-8 The PC has gained a disposable magic item of weak power (like a potion or wand of few charges).

9 The PC has come into possession of a magical item of moderate power. This item was most likely obtained with some difficulty.

10 The PC has a fairly powerful magic item. This item was most likely obtained with great difficulty. There are those who seek the item.

11-12+ The PC has obtained a powerful magic item. This item was most likely found with great difficulty. There are those who seek the item.

Conflict

Life at sea is difficult and filled with danger. Pirates, monsters, storms, and other malevolence are always on the horizon. The following chart helps determine conflicts, battles, and journeys the PC may have been involved in. The GM and player should work together to determine the type of conflict/battle/journey, where it took place, who was involved, what lasting importance it has, who was affected, etc. Roll 2d6 and apply modifiers based on time at sea to determine the level of a battle/conflict/or journey. Roll as many times as deemed necessary (especially for higher level PCs).

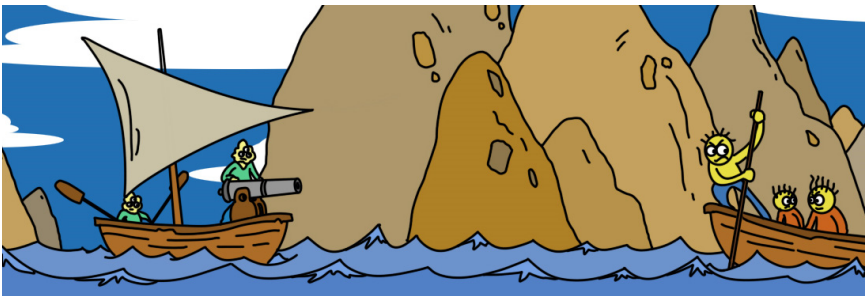
2-5 The PC has yet to be involved in a conflict of note. However, the PC may have experienced minor conflicts during their time at sea.

6-8 The PC has seen some action that is worthy of note. However, scribes probably have more interesting tales to record.

9 The PC has been involved in a conflict of some note. Word may have spread of this conflict and those involved.

10 The PC has been involved in a major conflict. This could be a battle of some significance, the defeat of a monster or villain who held some level of fame, etc. Word has most likely spread of this event and those involved.

11-12+ The PC has been involved in a major conflict. This could be a great battle, the defeat of a powerful monster or villain who held some level of fame, etc. Word has definitely spread as to the nature of this event and those involved.



PC BACKGROUND BUILDER



Fame

As PCs adventure and sail about the world, word of their deeds spread and they gain fame. The deeds of a PC may be heroic, cowardly, dastardly, etc. Determine how others see the PC's fame. What events/actions led to the PC becoming famous? Some of the following charts will help generate ideas as to why the PC has gained fame. Roll 2d6 and apply modifiers based on the PC's time at sea. If other experiences apply (such as participation in conflicts, journeys, discovery of important items or knowledge, etc.) modify the roll accordingly.

2-5 The PC is not famous. Few are aware that they exist.

6-8 The PC is known in local circles.

9 The PC is well-known in local circles and has some degree of localized fame.

10 The PC has gained a good deal of fame and their name may be recognized by those they have never met (even in distant places).

11-12+ The PC is somewhat famous and word of their deeds and adventures have spread.

Wealth

Those who go on adventures often obtain wealth. PCs who have made a living at sea may have found great fortune in their travels. GMs and players should determine the nature of a PC's wealth (whether it be in gold, jewels, land, etc.) and how it came to be. Are there those who are envious of this wealth? Where is the wealth kept (in a bank, castle, treasure chest buried on an island, etc.)? Who knows of the PC's wealth? Perhaps money or land is owed to the PC? Did the PC come into the wealth through honest means? Keep in mind that wealth comes in various forms. Roll 2d6 and apply time at sea modifiers to randomly determine a PC's wealth. The GM should consider things such as fame, conflict, friends, etc. when determining a PC's wealth.

2-5 The PC is not wealthy.

6-8 The PC has obtained some wealth but still must work in order to survive.

9 The PC has obtained a good deal of wealth and can survive for some time without needing to work.

10 The PC is wealthy. Fortune has smiled upon them and their short time at sea has been lucrative.

11-12+ The PC is incredibly wealthy. They can make it rain whenever and wherever they want.

PC BACKGROUND BUILDER

Battle Scar

While fame and fortune are the rewards for some who set out on adventure, others suffer crueler fates. Battle scars may apply to PCs who have set sail on the high seas to find glory but have instead come up with physical, mental, or emotional scars that they will carry for the rest of their lives. Battle scars are life changing wounds that a PC suffers during some sort of conflict. GMs and players should determine the type of scar and where it came from. How long has the PC had the scar? Where did they get it? What are the repercussions of the wound?

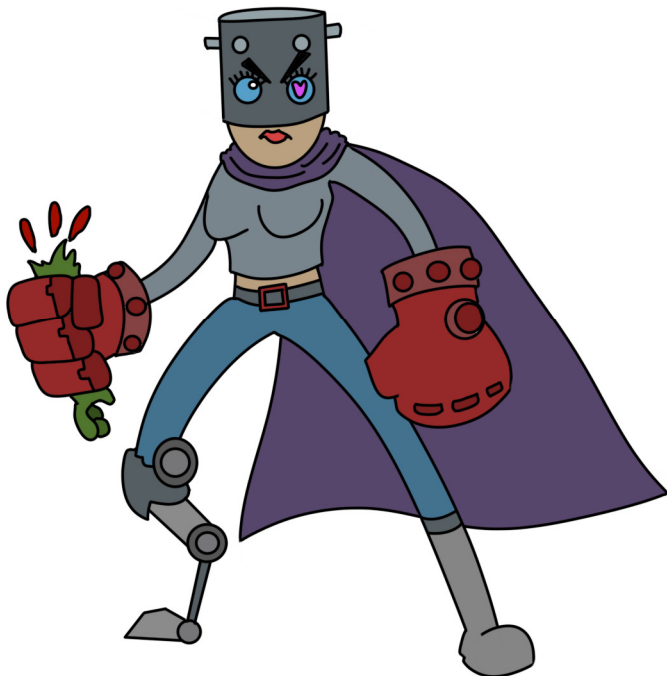
2-5 The PC has not suffered a battle scar.

6-8 The PC has only suffered minor or moderate injuries in battle and has managed to overcome them.

9 The PC has obtained a battle scar as a direct result from a conflict of some sort. While not life changing, the results of the wound are evident.

10 The PC has suffered a major battle scar. This wound has had a major impact on their life. They continue to carry the memories of the evident. The results of the battle scar are obvious.

11-12+ The PC has suffered a major battle scar. This wound has reshaped the PC's life and because of it they may think or even act differently. The memories of the wound are fresh.



Mid-World Sea

Temple of Fish

The Old Spire

The Dry Peaks

City of Frogs

Holgoth

Bone Mountains

White River

Bone River

River Kar

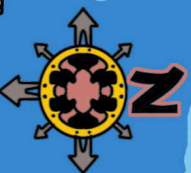
The Crushers

Solyria

Bryarwoods

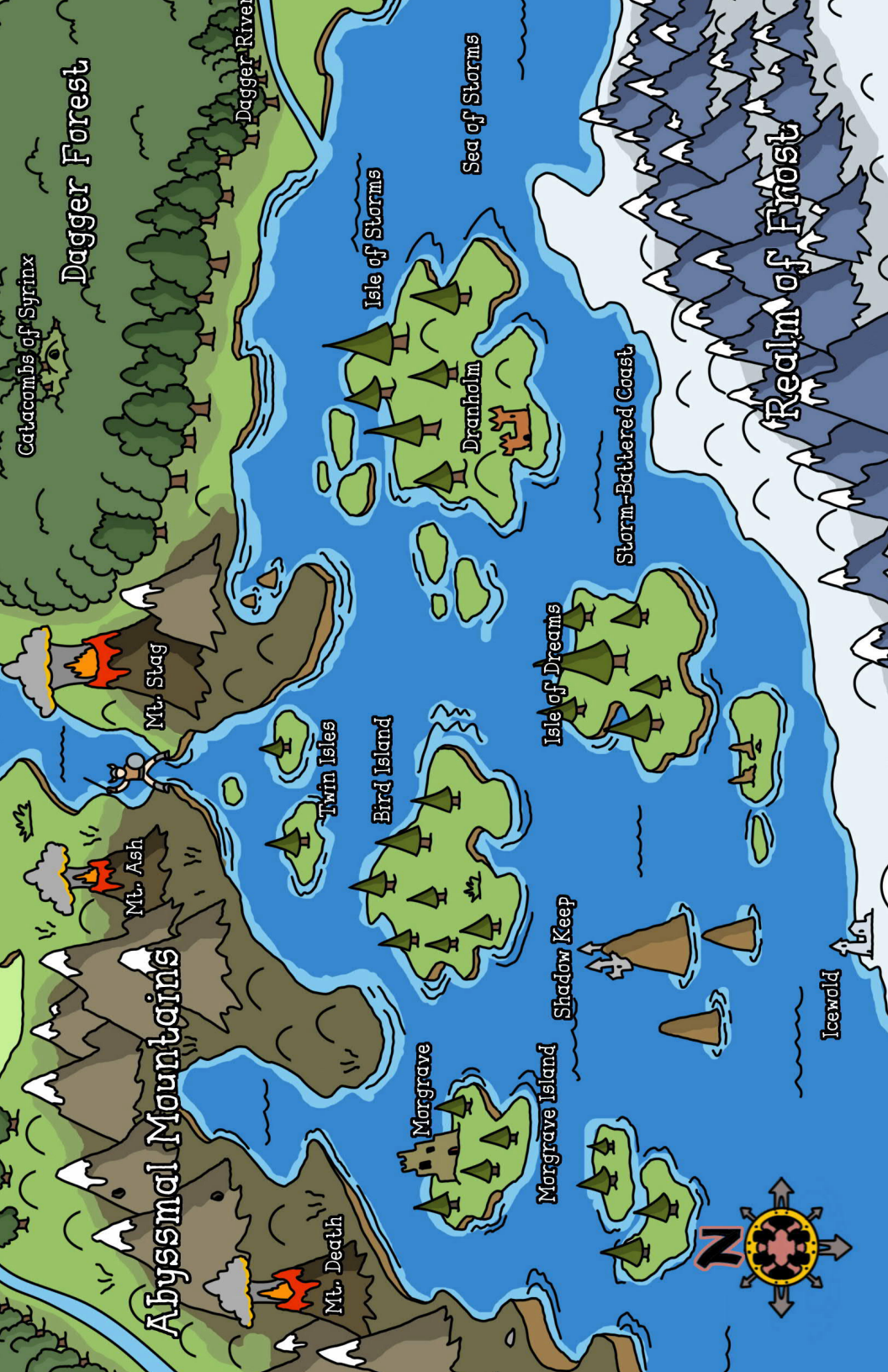
Ring Mountains

Green Sea



Madulak

Wild River



Catacombs of Syrinx

Dagger Forest

Dagger River

Mt. Stag

Mt. Ash

Abyssmal Mountains

Twin Isles

Bird Island

Isle of Storms

Sea of Storms

Dranhelm

Storm-Battered Coast

Isle of Dreams

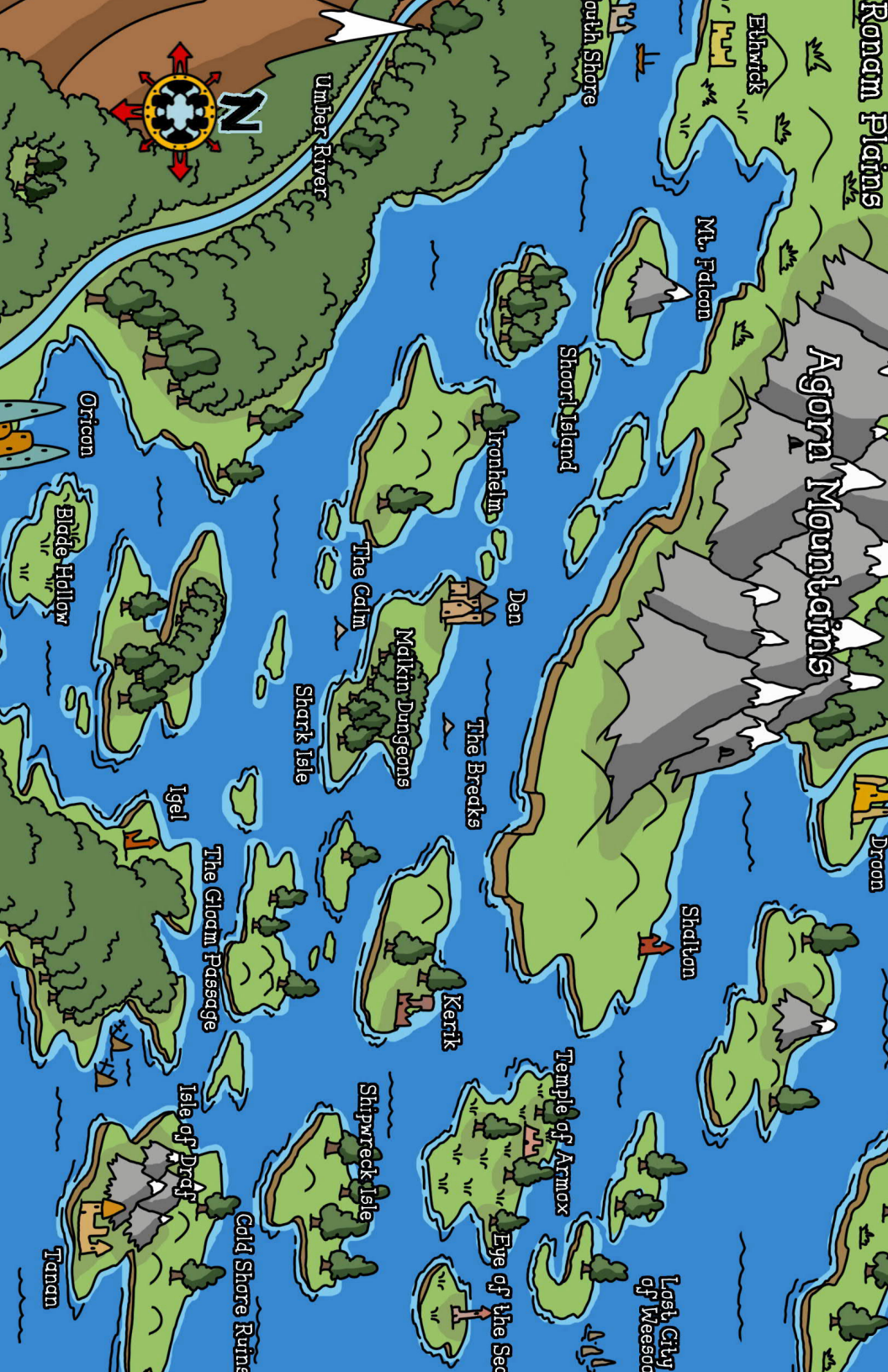
Shadow Keep

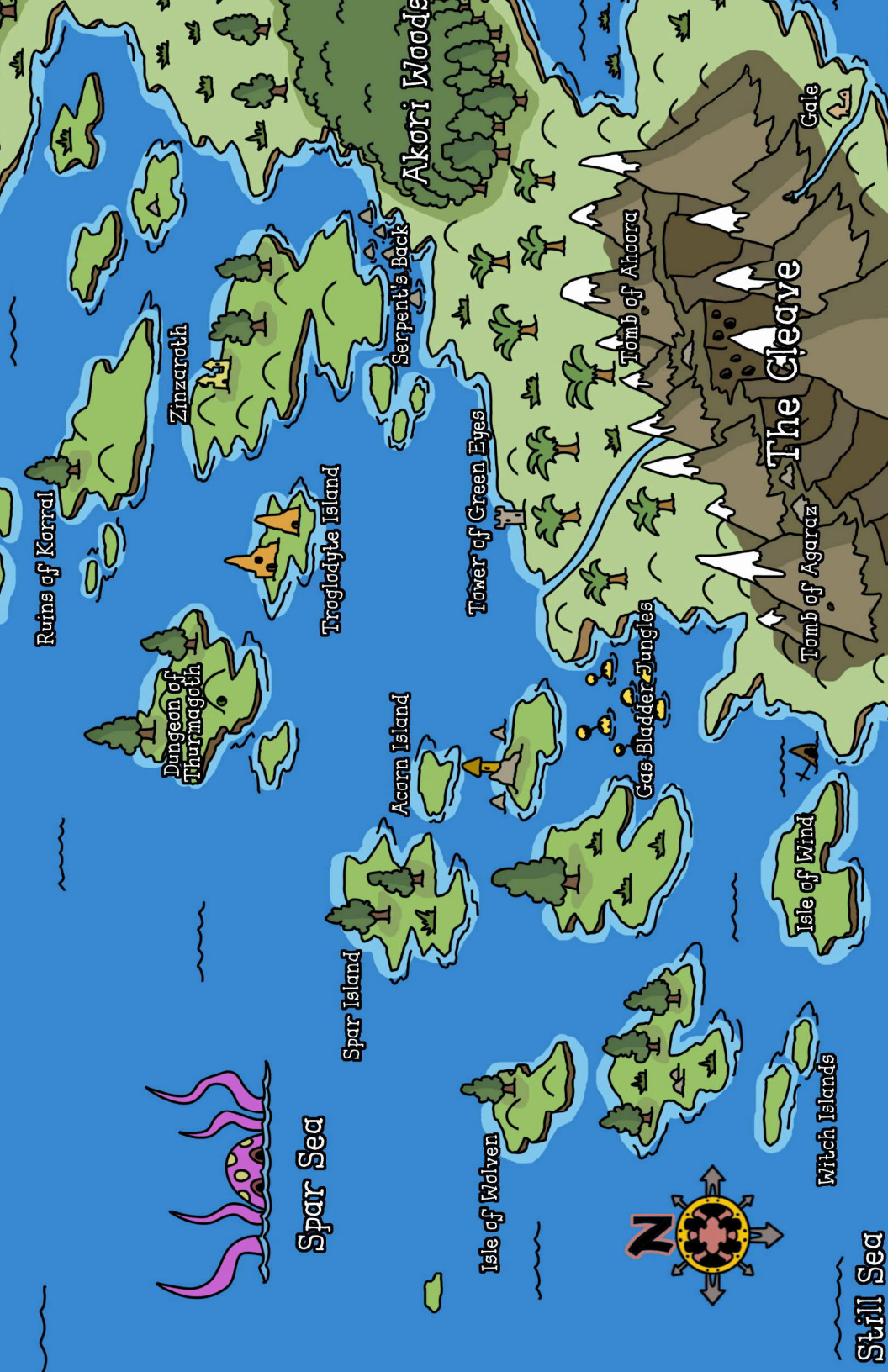
Margrave

Margrave Island

Iceland

Realm of Frost





Ruins of Korral

Zinzanoth

Dungeon of
Thurmagoth

Troglodyte Island

Acorn Island

Spar Island

Isle of Wulven

Tower of Green Eyes

Akari Woods

Serpent's Back

Gas Bladder Jungles

Tomb of Ahoora

Isle of Wind

Tomb of Agaraz

The Cleave

Gale

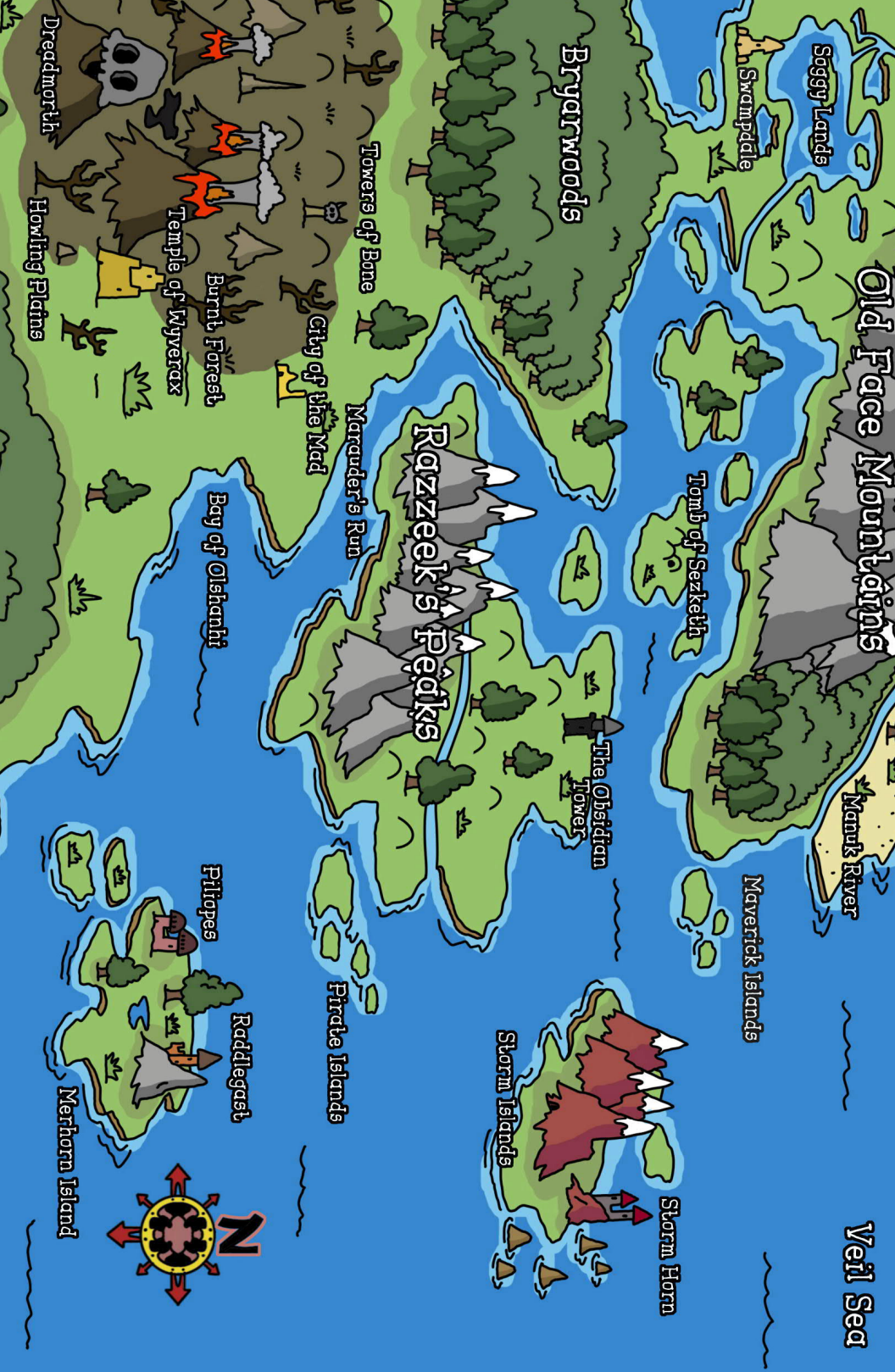
Witch Islands

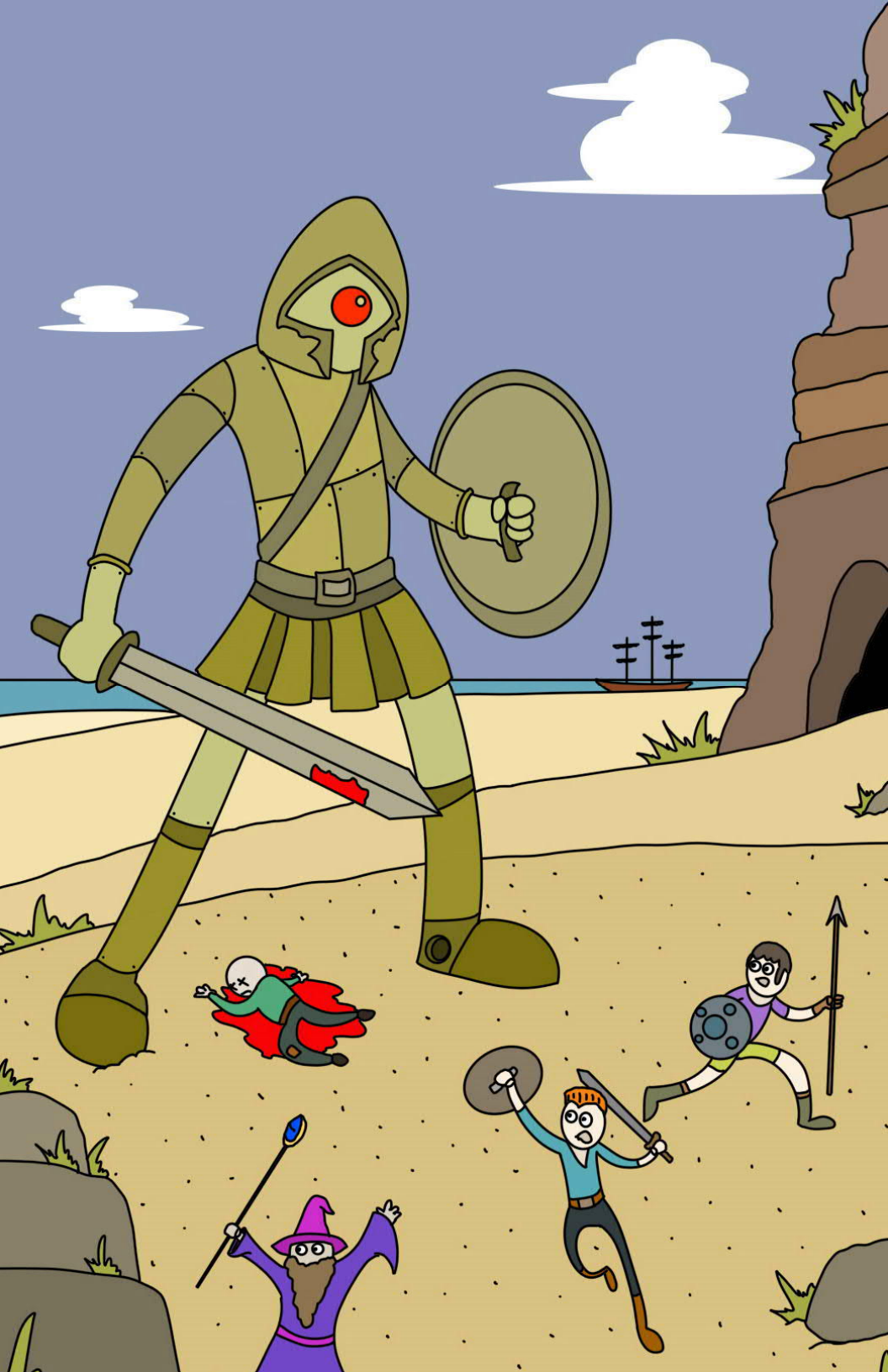
Still Sea

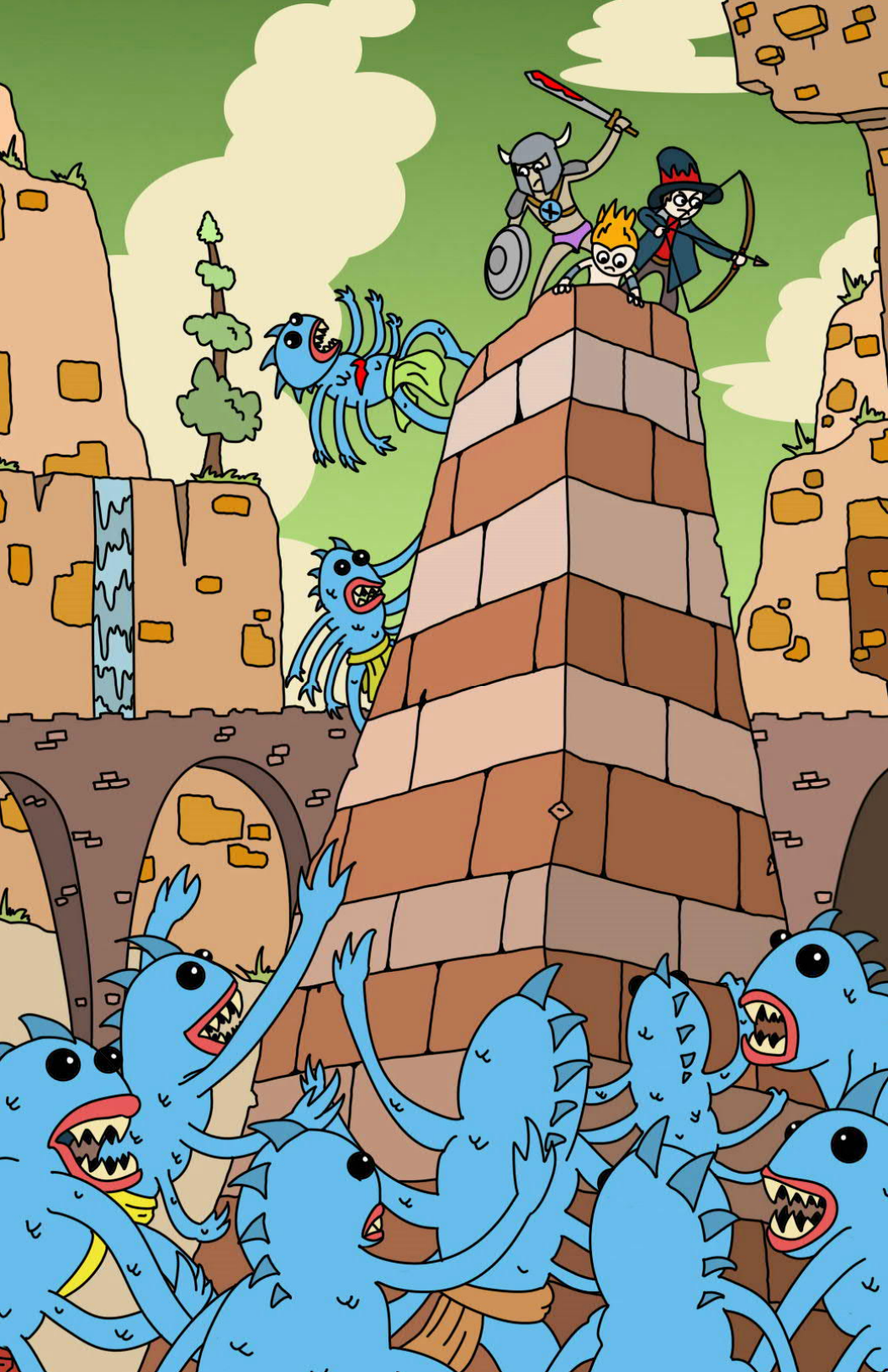
Spar Sea

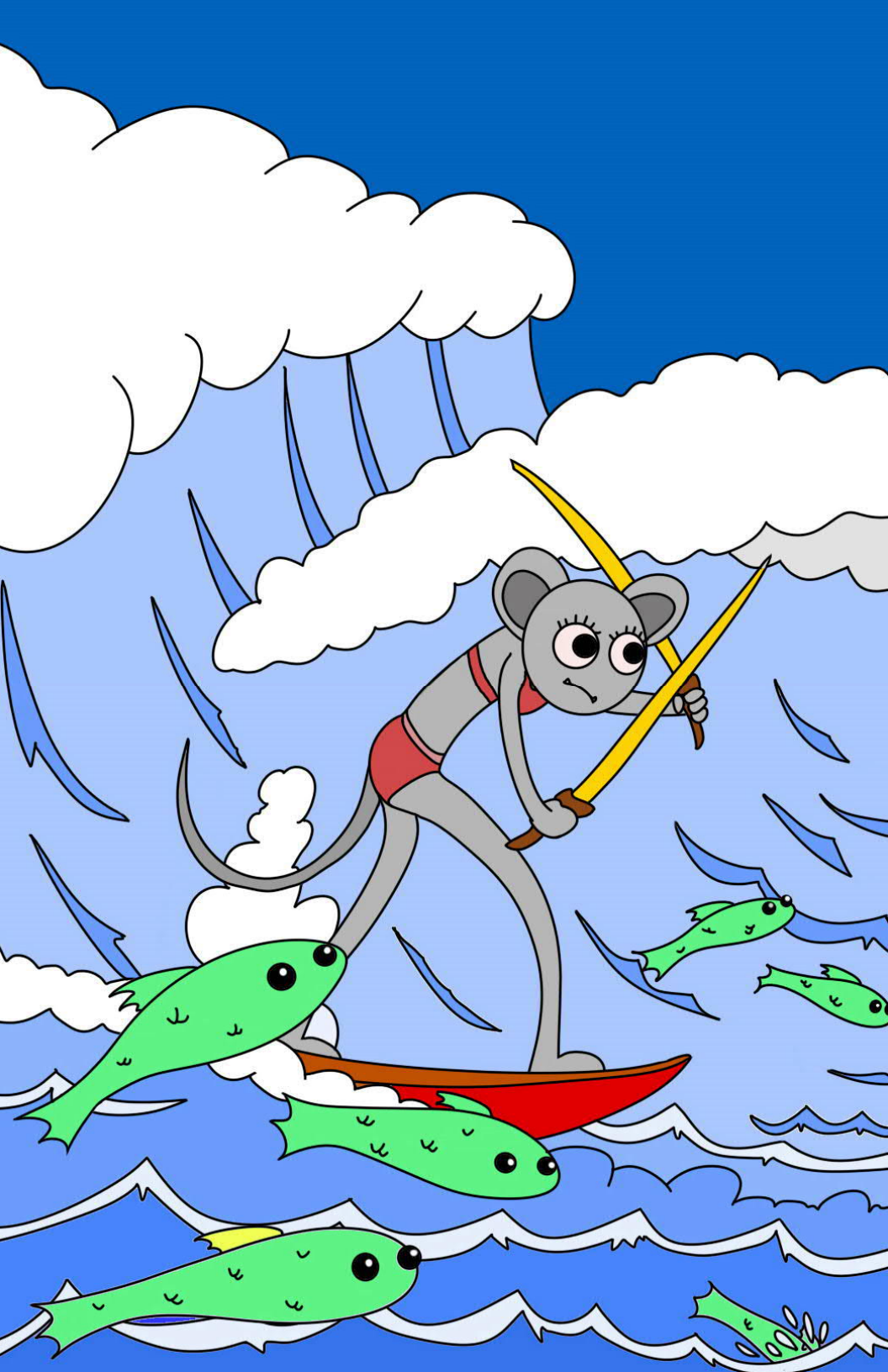
Old Face Mountains

Veil Sea











FAR AWAY LAND

SHIP SHEET



SHIP NAME

ARCHETYPE

SIZE



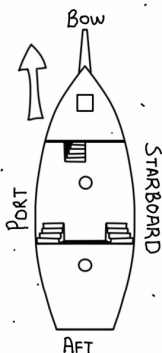
HP

AC

SPD

MAN

ARMAMENT/UPGRADE/LOCATION



RESOURCES

FULLY STOCKED

PARTIALLY STOCKED

MOD. STOCKED

RUNNING LOW

SCRAPS

OVERALL

CRITICAL HITS



ROLL	LOCATION
1	PROPULSION
2	HULL
3	STEERING
4	CABIN
5	WEAPON
6	CREW

MEASUREMENTS



MEASUREMENT	DISTANCE
CLOSE	25'
SHORT	50'
LONG	100'
FAR	300'
DISTANT	1,000'

TARGET NUMBERS

SIMPLE	2-3
EASY	4
TRICKY	5
HARD	6+

CREW



of CREW



MORALE



WEALTH



CREW ACTIONS

- CAST SPELL
- SPOT WEAKNESS
- EXTINGUISH FIRE
- FIRE/RELOAD WEAPON
- MEDICAL DUTY
- PILOT SHIP
- RALLY THE CREW
- RANGED ATTACK
- REPAIR SHIP/WEAPON
- SECURE GOODS
- SHOUT ORDERS
- SUPERVISE DUTIES

NOTES



FAR AWAY LAND

CHARACTER SHEET

NAME _____



XP _____ LVL _____

HP _____ AC _____ ACT _____ LUCK _____

BRT ☐ BOONS _____

DEX ☐ BOONS _____

WIT ☐ BOONS _____

FLAWS _____

ABILITIES (ARCHETYPE ABILITIES, POWERS, ETC.)

EQUIPMENT (WEAPONS, ARMOR, GEAR, ETC.)

DESCRIPTION (ARCHETYPE, RACE, SIZE, Demeanor, ETC.)

SPELLS (SPELL NAMES, RANGE, EFFECTS, DESCRIPTIONS, ETC.)

ACTIONS

ABILITY (4)	DRAW/SHEATHE (1)	RANGED ATK. (3)
BLUFF (2)	GRAPPLE/HOLD (3)	READY SELF (3)
CRAWL (2)	LOAD WEAPON (2)	SHOVE (3)
DELAY TURN (2)	MELEE ATK. (3)	SPELL (4)
DISARM (3)	MOVE (2)	USE SKILL (3)

FAR AWAY LAND

NPC RECORD SHEET

NAME _____

RACE _____

SIZE _____

HP: _____

BRT: _____

ARCHETYPE _____

AC: _____

DEX: _____

NOTES _____

ACT: _____

WIT: _____

NAME _____

RACE _____

SIZE _____

HP: _____

BRT: _____

ARCHETYPE _____

AC: _____

DEX: _____

NOTES _____

ACT: _____

WIT: _____

NAME _____

RACE _____

SIZE _____

HP: _____

BRT: _____

ARCHETYPE _____

AC: _____

DEX: _____

NOTES _____

ACT: _____

WIT: _____

NAME _____

RACE _____

SIZE _____

HP: _____

BRT: _____

ARCHETYPE _____

AC: _____

DEX: _____

NOTES _____

ACT: _____

WIT: _____

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