



Ships and Sea Battles™

"Broadside cannons, fire at will!"

The seas of Théah are home to dangerous men and women... almost as dangerous as the vessels they sail. Now, learn about the mighty ships that ply the waves, seeking plunder for their crews and hunting the enemies of their nations. Learn the details of Théah's most thrilling sea battles, and find out how to bring similar epic clashes to your campaign. *Ships and Sea Battles* contains all the information you need for sea-going adventures, including new mass naval rules, details on exotic ports, guidelines for campaigns set entirely onboard ships and more! On the open waves, your ship is the only thing between you and a watery grave. *Ships and Sea Battles* will keep you and your characters afloat!

- Complete details on ship types, crewmen positions, Théan ports of call, adventure hooks, new campaign ideas, and more!
- A brand new mass naval combat system, compatible with any previously existing set of mechanics and designed to thrust your characters into the heart of epic seaborne combat.
- Fully compatible with both d20 System™ rules and the classic 7th Sea™ system.

To use this companion, a Game Master also needs a copy of *Swashbuckling Adventures*, published by Alderac Entertainment Group, Inc. and the *Dungeons & Dragons® Player's Handbook™*, Third Edition and *DUNGEON MASTER'S GUIDE™* published by Wizards of the Coast.® A player needs only *Swashbuckling Adventures* and the *Player's Handbook*.™





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To use this companion, a Dungeon Master also needs the *Player's Handbook*,™ and the *DUNGEON MASTER'S Guide*.™

A player needs only the *Player's Handbook*.™

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Introduction

Captain Julia Juarez lowered the spyglass and frowned at the galleon heading toward *The Honest Guilder* as she brushed her long dark hair from her eyes and absently ran her finger down a scar that marred her cheek.

"You're right, Ferdinand. She's carrying enough sail to overtake us and she's already run out her guns. I don't recognize the colors, though. A black skull wrapped in a barbed whip on a red field."

The lanky Castillian first mate beside her paled. He spoke quietly in their native tongue rather than chance the Vendel sailors overhearing their exchange. "The flag of the Vodacce pirate Vincenzo di Lucca. Bad business. He'll sink us soon as board us."

Captain Juarez grimaced. "I should have known quick delivery of this oak was too easy. Damn, I wish we had our full complement of cannons." She paused for a moment. "His galleon's probably got twice our cannon and crew. What happens if we surrender and hand over the cargo?"

Ferdinand shook his head. "He'll kill us, most likely. You... well, he's Vodacce."

Julia shielded her eyes with her hand as she looked at the topman adjusting the billowing sails and proud flag of the Vendel League.

"Rodrigo!" Her bold and cheerful voice belied her concern. "Lower the flag and signal our surrender. Keep the sails rigged and be ready to move." The crew leaped to obey. They knew their captain had something up her sleeve. Captain Juarez then gave quiet orders to Ferdinand.

Tense minutes passed as the Vodacce galleon swelled in size. Julia watched it carefully as the sound of clanking chains and grunting men filled the air behind her. The Vodacce ship's sheer volume of sails and bizarre rigging appeared obscenely complicated but there was no arguing with her speed. Rodrigo swung down to the rigging directly above the captain and called out softly, "She accepts our surrender, wants us to drop sail. Oh, the ship is the Crystal Cutlass."

Julia nodded. "Turn us across the wind and start dropping the sails. It's too bad you're so poorly skilled. I'll bet those sails will still be at combat rigging when they're almost on top of us." The swarthy topman smiled, nodded, and scrambled back into the rigging. The Castillian captain called after him, "Keep the port side away from the Cutlass!" He waved in acknowledgment of her order.

The Guilder's young captain watched as the Vodacce ship began to load their cannons. Not the trusting sort, but what could one expect? The Cutlass was approaching head on starboard side. A cannon volley might cripple the Vodacce ship, but her captain could easily see that the Guilder's starboard cannons were not even run out. Captain Juarez continued studying her opponent until they reached extreme cannon range. She glanced around her own ship one last time and called out, "All right, men, swing us back into the wind and grab it before they drop that shot on us!"

Two sharp booms echoed across the water and smoke curled about the bow of the Cutlass. Twin plumes of water splashed high into the air fifty feet short — her chaser guns lacked the range to reach the Vendel merchant. As *The Honest Guilder* swung back into the wind, di Lucca's topmen began raising more sail and tacked to port to bring the Cutlass broadsides onto target. As her own ship continued tacking to port, Julia saw that despite having too much sail, the Vodacce ship had plenty of speed to overtake the Guilder. She swore beneath her breath noting the pirate's competence.

"Pull us across the wind, Rodrigo, then get your men out of the tops!" The words echoed across the deck and a dozen topmen dropped down from the rigging as the Vendel ship swung towards the looming Cutlass. Moments later, the Guilder's portside cannons and the Cutlass's starboard guns came to bear simultaneously. A thunderous crash marked the broadsides duel.

Smoke from the guns dissipated quickly in the strong wind and Julia saw her four guns' chainshot whirl through the air. It sliced into the Crystal Cutlass' starboard sails and shredded lines and sheets upon impact. She felt a sharp wallop as a single cannonball



slammed into the Guilder's hull while five of them screamed overhead. One of her lines cut by the shots now whipped wildly in the wind, but otherwise the ship suffered little damage. Thankfully, the Vodacce gunners had not adjusted their aim when the Guilder steered closer.

"Alright, Rodrigo. Back into the wind and get us out of here before Captain di Lucca gets those 16-pounders reloaded." Julia's sailors let out a loud whoop and moved quickly back to their posts. The fact that they had faced down a Vodacce filled them with glee.

Julia trained her spyglass on the Cutlass again and smiled coldly. Even at this distance, she could see a serious crack in their mainmast. The Cutlass began to tack slowly to starboard to bring her guns to bear while her sailors tried to cut the damaged rigging free but any chance of pursuit was gone. Only a fool would put strain on a damaged mast.

When Ferdinand rejoined her on deck, the Castillian woman clapped him on the shoulder. "Nicely done, *mi amigo*. The men got those guns to the empty firing ports in time for the volley."

"*Es sencillo, mi Capitana.* I remember a lesson you taught me." He smiled at her raised eyebrow. "Before you use violence, try throwing money at it! I promised the gunners double pay and rum rations."

Julia grinned and laughed, "Definitely a price I don't mind paying for victory!"

The sea — cradle of dreams and graveyard of hopes. It has been our savior, our destroyer, and our inspiration ever since the ancients first gazed out across it and marveled at its power and majesty. Tales of mariners who have braved the sea's wrath to bring back its treasures or find new lands beyond its borders have been told forever, and will continue to be told as long as there is an ocean and a ship to sail upon it.

There is no better background for swashbuckling adventures than the sea. The very word brings up pictures of swinging from the poop of a burning vessel and landing on the enemy's deck, cutting a swath through the foe and engaging the pirate captain in a duel on his quarterdeck. Or diving through the clear waters of a sheltered lagoon to bring up the mysterious chest from the wrecked ship lying in the sand below. Or pouring back rum in a cheap dockside inn, telling stories with your mates and hoping the city watch will come in and make trouble.

These classic scenes are part of our collective gaming mythology and make up a large part of what players expect when they sit down to play *7th Sea*. They are going to expect sailing ships with high castles and mighty cannon, buried treasure and pirates with eye patches and cutlasses. There is nothing better than being able to pepper your adventure with those special touches — facts, figures, and language — that make a sea-faring campaign real for your adventurers. Fortunately, you hold in your hands the perfect sourcebook.

Chapter One — The Ship presents an inventory of vessels from across Théah with their pertinent statistics costs, as well as details about some of the more famous ships that sail the Seven Seas. Ever wondered about the difference between a foremast and a mizzenmast? Mysteries for the average landlubber will be solved like what is stored in the Powder Room or who stands on the poop deck. You will also find an intriguing cast of characters whose stories add everything from high comedy to high drama to the players' lives.

Chapter Two — The Shore takes you from deck to shore where you will explore the forts, harbors and ports of Théah. Here too is information about the types of cargo available for your merchanting (or piratical) ventures, including the associated costs and risks. Smugglers present one the greatest hazards to life and livelihood, so here you will find the information about how to deal with them and have a chance to meet several of them up close 'n personal.

Chapter Three — The Sea returns you to the waves, offering a variety of options for sea-going campaigns. This book also includes a brand-new set of stand-alone rules for fleet-to-fleet combat with a form for your Fleet Roster, step-by-step instructions for combat, and plenty of tables for national traits, Emplacements, Weather, Magic, Cannon, Boarding, Casualties and more.

The **Appendices** include charts for cargo and reference material for familiar ships. As with other books in the *Swashbuckling Adventures™* series, statistics are given for both the d20 System™ and the original *7th Sea™* (Roll & Keep) system.

Buckle your swash and step lively there! Get ready to come aboard for the adventure of a lifetime!

I've led a good life. I hope to die a good death.

—Philip Gosse



CHAPTER ONE: *The Ship*

This chapter contains a wealth of details about the ships that sail Théah's seas — their specifications, their crew, and the people you might encounter on your voyage.

Ship Types

"Never been done before, eh? We'll have to see about that."

— Berek

Vestenmannavnjar Longboat

Swift and graceful, the Vestenmannavnjar longboat sports a surprisingly well crafted design that dates back more than a thousand years. Over the centuries the Vestenmannavnjar have traded as far south as the Crescent Empire and raided the rivers of Ussura as far as the Ozero Bodrustvovany (Lake Vigil). The sea worthiness of this vessel is reflected in the tale of Olaf Bjornson who sailed his longboat *Goedwyrrm* across the Frothing Sea to an island covered in rock, fire, and the best wine grapes known to man that he called "Naulander."

Longboats come in two basic forms: those used for trade, characterized by a wider beam, and those used for war. The Vestenmannavnjar longboat mounts one colorful square sail amidships but derives most of its power from its long banks of oars. The Vestenmannavnjar refer to their warships as "Dragons" in token of the highly decorated figureheads and tails. They classify their longboats according to the

number of "Roms" or rowing benches. A typical trading longship is ten Roms while the average Vestenmannavnjar raider is twenty Roms with twenty oars per side. The largest Dragons are thirty Roms.

With a large tiller mounted just starboard of the tail, the longboat is surprisingly maneuverable. Most longboats do not carry guns but mount a small catapult. Their preferred tactic is to wait in ambush near a covering island or estuary or approach becalmed ships from the bow or stern. They use the longboat's power and maneuverability to close rapidly and board, where the fierce Vestenmannavnjar engage their foe in hand-to-hand combat.

Vestenmannavnjar Longboat (d20™)

Base Cost: 15,000 G

Cost per Additional Level: 1,500 G

Length: 75 ft.

Width: 12 ft.

Draft: 1

Cannon: 0

Masts: 1

Oars: 40

Movement Rate: 3

Cargo: 10 tons

Rudder: 3

Crew: 60

Armor Class: 12

Hull Hardness: 5

Hit Points: 900

Starting Feat: Oars