



WEIRD ON THE WAVES

A WAVECRAWL SETTING AND TOOLKIT

BY KIEL CHENIER

FOR USE WITH D20 BASED FANTASY ROLEPLAYING GAMES

May 2nd, 1666

Off the coast of Hispaniola

It is doubtful we'll live long enough to see our precious cargo delivered. Most of the crew has been taken by this thing beneath the waves.

It can't be seen by ordinary eyes. Use mirrors, or look into the sea itself. Don't let the water around it touch you!

If you look to find us, bring more than shot and powder. Bring a miracle!





WEIRD ON THE WAVES



Wavecrawl Setting and Toolkit

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Preface

It's finally ready to play!

In December 2017 I posted a pre-order page for a new roleplaying game setting and toolkit about pirates. Foolishly I figured I could produce such a product in a matter of months. Hubris. Utter hubris.

The game's scope grew bigger and grander, exceeding my ability to make it in such a short time frame. Release dates were pushed back again and again, all while other jobs, projects, and life events came up.

In the span of this game's creation I won another EN Award, was published in an official D&D 5e hardcover book, got engaged, moved across Canada, started an independent game and merchandise studio with my fiancé, and published two more independent D&D adventure PDF's. Work on this pirate setting and toolkit continued, but the pace was slow and my focus frayed. Over time, this project became a millstone around my neck. My own expectations for it rose as time went on, and it started to be an impossible thing.

But at last, here it is. A new collection of systems, setting info, tables, and monsters to use to play pirates in your tabletop roleplaying game of choice. I hope it pleases you.

As always, thank you for your patience.

Kiel Chenier, May 2020

New Rules at a Glance

Weird on the Waves features a number of new mechanics, monsters, and kinds of rules that are unique to its world. Here's a brief overview of the differences you can expect from traditional fantasy roleplaying games:

Wave Master Dice

Wave Masters (WotW's version of a Game Master) roll from three pools of dice to impact the world of the game. Some of these dice are used to buff rolls, others are used to introduce random events or encounters into the story of the game.

There are Wave Dice, Weal Dice, and Woe dice. Their rules can be found in Chapter 9.

The Maritime Skill

A new PC skill is introduced to handle nautical knowledge, ship repairs, and sailing events. It is available to all classes of character at 1st level. Its specifics can be found in Chapter 2.

The Mermaid Race/Class

Players can now play mermaid characters, either at 1st level or as a way of resurrecting characters who die at sea. The Mermaid's features advance randomly every time the character levels up. Its rules are in Chapter 3.

New Equipment and Trade Goods System

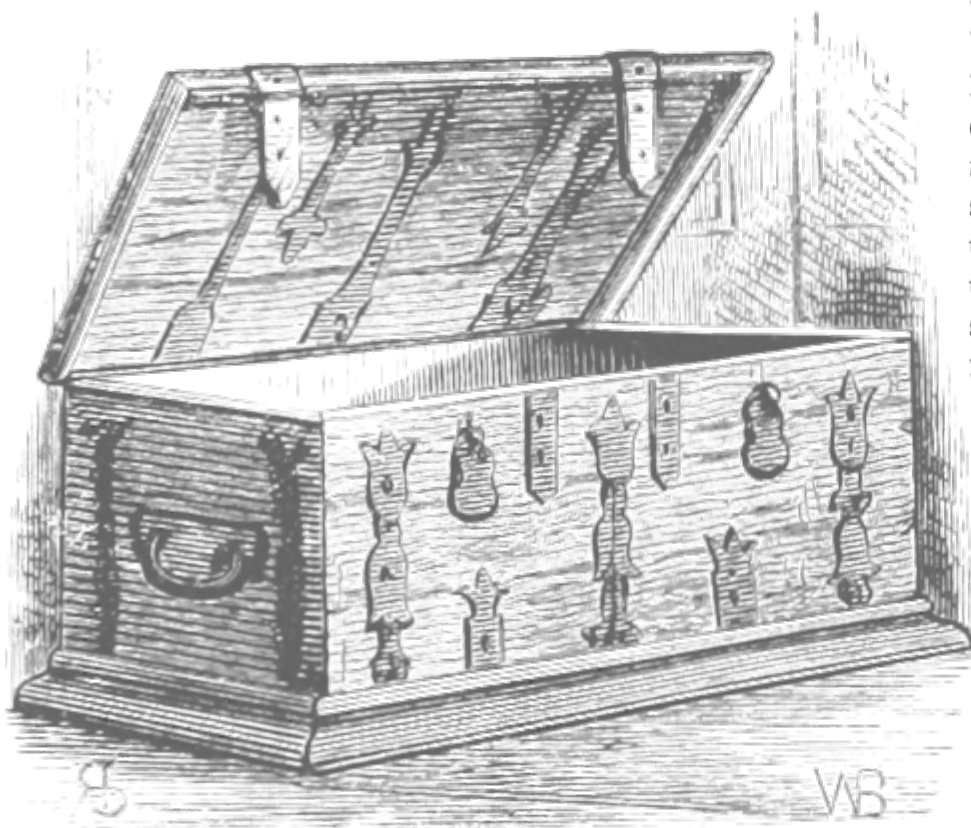
A whole new inventory of items and equipment is available to purchase in Chapter 4. This includes things like matchlock firearms, cannons, sailing attire and armour, diving bells, and a variety of other items, goods, and supplies unique to this setting.

Sailing and Ship Combat

Weird on the Waves is a game about buccaneers fighting at sea. Ships play an important role in the game, and are listed in Chapter 5. Over a dozen kinds of ship and sea vessel are available to play with. Ship combat rules can be found in Chapter 7.

New Monsters

In addition to common sea creatures and pirates, *Weird on the Waves* introduces 12 new sea monsters brought about by the strange powers that infect the Weird Caribbean. Their stats can be found in Chapter 10.



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Introduction

Imagine the world of our past: the Old World reaching out to the tropical islands of the New World, full of grand sailing ships, buccaneers and buried gold, and the shifting alliances of kings, countries, and companies.

Now imagine this world grows weirder and more twisted: the sea itself boils over with strange creatures, a border of ethereal magic falls upon the waves, and a new horizon of great and terrible places appears. The old maps are useless, and the New World is left to remake them.

Imagine a weirder world of mermaids and monsters, plunder and peril, and the new lives of buccaneers that brave this weird new world!

This is the world of *Weird on the Waves*, a setting and toolkit for d20-based fantasy roleplaying games! You take on the role of a buccaneer in the year 1666, exploring the Caribbean Sea as it is beset by horrors from the depths of the sea. Take up the life of a pirate; sailing aboard a ship and plundering your way across the sea. With every successful voyage you take part in, your legend grows. The old ways and borders of the colonial world are unmade, and the future of the Caribbean is in your hands.

The Two Roles

By using this book, players take up one of two roles: that of a Player Character (PC), a buccaneer of the West Indies who explores the world and tries to amass as much treasure as possible, or that of a Wave Master (WM), the referee and storyteller who provides the world for PC's to explore, and who plays the numerous adversaries and monsters that the PC's face.

If you are a Player Character, read through chapters 1 to 4 to familiarize yourself with the basics of the game and how to make a character.

If you are a Wave Master, it's recommended you read through the entire book to get familiar with all of the rules, but especially chapters 1, 9, 11, and 12 which provide important information about the included adventures and how to run them quickly.

What's in the Book?

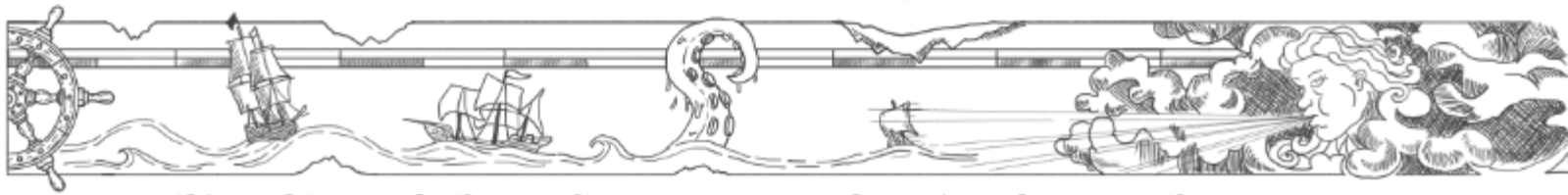
Within the pages of *Weird on the Waves* are rules and setting information to play a roleplaying game of buccaneers and pirates out to get as rich and powerful as possible. These rules are meant to supplement your fantasy roleplaying game of choice, providing you with new mechanics for handling things like sailing, island hopping, naval combat, and plundering ships for treasure and trade goods. Here's what's included:

The Weird Waves. Chapter 1 provides an overview of the setting of the Weird Caribbean, the flow of gameplay, and stats for the PC's starting ship, the Blushing Bride.

Character Creation. Chapter 2 covers character creation, backgrounds, and experience points. It details how player characters differ in *Weird on the Waves* than in other fantasy roleplaying games, and what new rules can be expected.

The Mermaid. Chapter 3 introduces a new character race/class in the Mermaid, a half-fish person reborn from characters who die at sea.

Goods and Equipment. Chapter 4 provides a new equipment list filled with unique items, goods, and arms that fit right into the 17th century. Firearms, artillery, armour, pets, medicine, and more are all covered here.



Ships and Sea Vessels. Chapter 5 lists over a dozen ships of varying sizes and shapes for players to encounter and sail upon. Statistics are provided for these ships to be used by Wave Masters as friendly or enemy vessels, as well as ship upgrades available to purchase.

Sailing the Sea. Chapter 6 includes all the rules, mechanics, and encounters for sailing a ship across the sea. Rules for handling friendly encounters and chases are also covered.

Ship Combat. Chapter 7 provides all the rules and mechanics to handle both ship to ship combat, as well as combat with sea monsters.

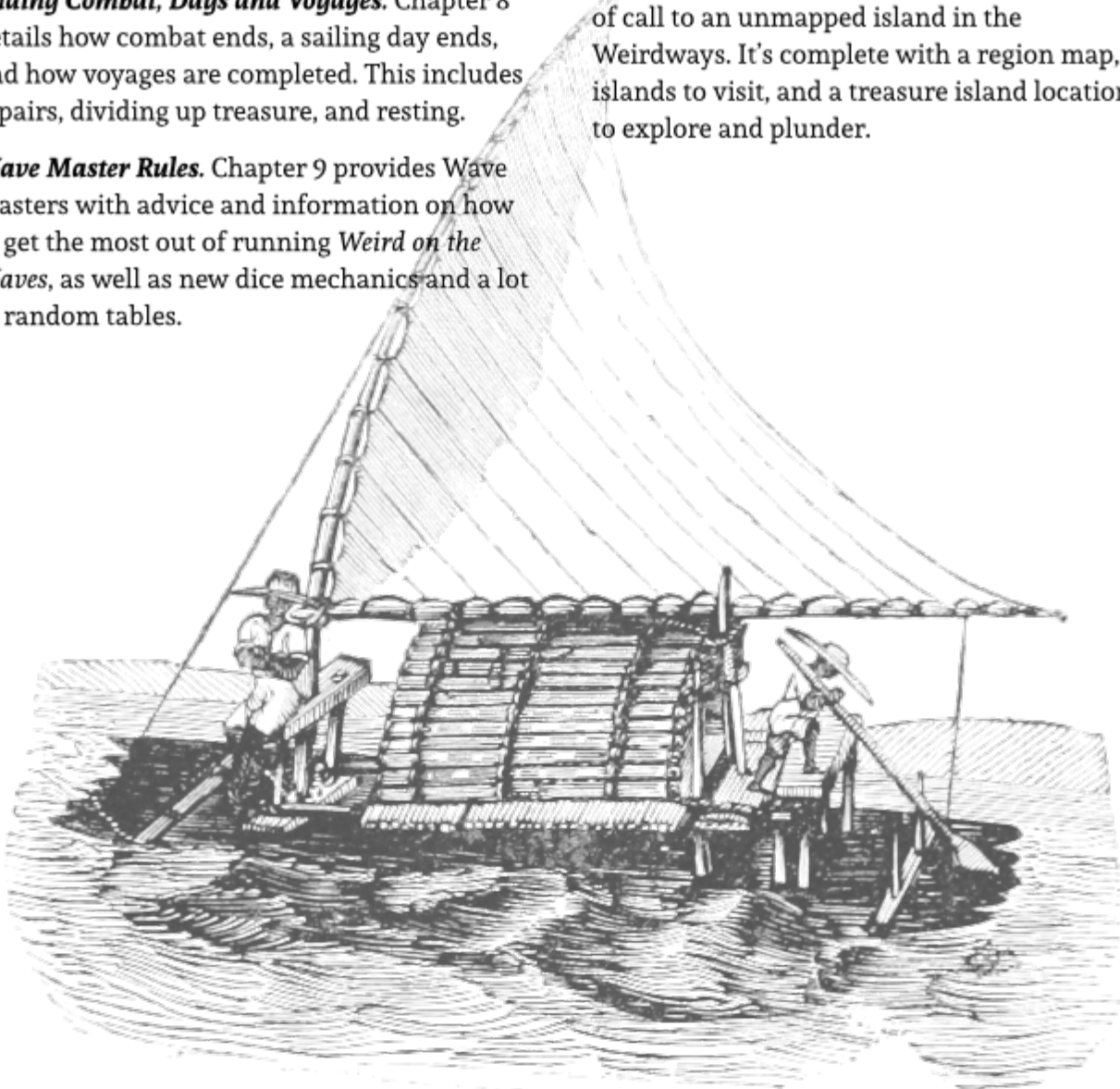
Ending Combat, Days and Voyages. Chapter 8 details how combat ends, a sailing day ends, and how voyages are completed. This includes repairs, dividing up treasure, and resting.

Wave Master Rules. Chapter 9 provides Wave Masters with advice and information on how to get the most out of running *Weird on the Waves*, as well as new dice mechanics and a lot of random tables.

Adversaries and Monsters. Chapter 10 is a collection of animals and enemies that the player characters may face on the waves, a dozen unique monsters spawned from the effects of the Weirdways, and a handful of prominent buccaneers from 1666.

The Horrors of Pig Island. Chapter 11 is a starter adventure that takes a bunch of shipwrecked characters and pits them against a terrible curse. This adventure is designed to steadily introduce players to the world of WoTW before they set sail on their own.

The Race to Mondo Island. Chapter 12 is a starter voyage that takes characters from a port of call to an unmapped island in the Weirdways. It's complete with a region map, islands to visit, and a treasure island location to explore and plunder.





System and Play (The lingua franca of D&D)

If *Weird on the Waves* is your very first exposure to a tabletop roleplaying game (ttrpg), you might be a little confused with what a lot of terms and words mean. This setting and toolkit isn't designed to be a game unto itself. Instead, *Weird on the Waves* is a (mostly) system agnostic setting and toolkit for running games of piracy in the Weird Caribbean. It's setting information and mechanics can be applied to almost any tabletop roleplaying game system, regardless of the dice or implied setting they use.

That said, *WotW* has been designed with d20-based ttrpg's in mind, specifically various editions of *Dungeons & Dragons*. If you've never played D&D before, it's best to familiarize yourself with its basics first. Consider *Weird on the Waves* to be an advanced class compared to basic D&D's beginner class.

Much of *WotW* is designed to be familiar to those who've played d20 fantasy ttrpg's before. However a number of license free terms are used throughout the rules, and these terms often mean something slightly different (or have different uses) depending on the edition of the game you are playing. Here is a simple overview of the most common gaming terms found within these rules, and how they apply to *Weird on the Waves*.

Dice Abbreviations. Numerous times in the rules dice values are abbreviated to d20, d12, d6, and so on. A listing of d20 refers to rolling a twenty-sided die. 2d20 means rolling two twenty sided dice, and so on.

Ascending Numbers and Modifiers. *Weird on the Waves* assumes a system where higher dice rolls on a d20 are considered favourable, and where modifiers are added to d20 rolls for

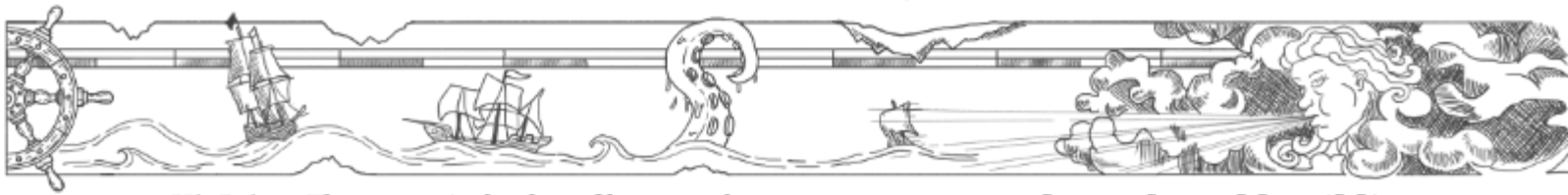
checks, saves, and attack rolls. If that isn't how your system of choice works, please adjust the rules as needed.

Ability Scores. Occasionally the rules make reference to six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma. If your game doesn't use these scores, adjust them as you see fit based on their apparent meaning. IE, Strength is about might, muscle, and lifting things, Charisma is about charm, wit, force of personality, etc.

Skills. *Weird on the Waves* assumes PC's have access to skills. For systems that don't use skills, or restrict skills to some specific classes (thieves, rogues, elves, etc), it is suggested that all characters have access to one or more skills. More on this is detailed in the character creation section in Chapter 2.

Saving Throws. A dice roll made to avoid immediate danger or harm, usually made using a d20. *Weird on the Waves* assumes saving throws are part of the game, but provides no concrete mechanics on how they are handled. Saving throws are described as being made against situational effects or hazards (poison, falling, being knocked unconscious, madness, etc). For modern games that use target numbers or difficulty classes to compare rolls against, it is up to Wave Masters to determine how difficult a saving throw is to make based on the situation at hand and the level of the PC's playing.

Armour. The numerical value of how hard it is to hit a creature in combat, raised or lowered by the kind of physical armour that creature is wearing. Armour is rated on an ascending number scale from 6 (almost impossible to miss) to 20 (very difficult to hit). For example, an unarmoured character has an Armour of 10, while a character wearing chainmail armour has an Armour of 16.



Hit Points. The numerical value of how much health and vitality a creature has. When a creature's hit points fall to 0, they fall unconscious and are dying.

Movement. How far a creature or ship can move in a given amount of time (usually rounds). Movement is measured in feet during combat and in miles during sailing or overland travel.

Magic and Spells. *Weird on the Waves* assumes a D&D style Vancian magic system that uses 'spell levels' and 'spells per day'. If your game system doesn't use these, please adjust the rules to best suit your game. No named spells are listed in *Weird on the Waves*. It is up to the Wave Master to decide the spell lists of NPC's and adversaries.

Experience Points and Levels. The numerical value of a PC's gained experience, needed to advance in Level. With each level gained, it is assumed a PC gains more hit points, spells, and additional bonuses like skills or powers.



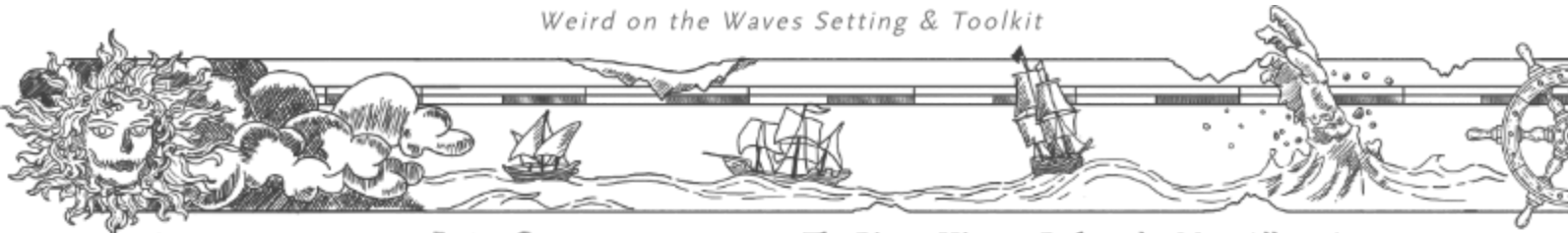
Fantasy Peoples and World Building

Fantasy roleplaying games are often filled with a variety of peoples inspired by myth and folklore: pointy eared elves, small and clever halflings, stout bearded dwarves from the mountains, tusked half-orcs, and so on. *Weird on the Waves* draws its world building inspiration from real world history, as well as alt-historical fiction and pulp horror fiction, where such fantasy peoples are a rarity. Here are two ways to handle this:

Humans Only. In the real world, humans are still the masters of the waves, and the only fantastical 'race' available to play is the mermaid. This is the best option for groups wanting a more self-serious historical tone to their game, where there is a clear line between when recorded history ends and the alternative history of the Weird Carribean begins.

Fantastical Peoples Exist. The history of the world has always featured fantasy peoples, and they are common to every country and colony. Half orcs are common amid the French and English aristocracy, elves work on plantations amongst their human brethren, halflings sail the seas as merchants with the Dutch and Spanish, and dwarves are a likely sight amongst the Carib and Taino natives of the islands.

Exactly how these fantasy people fit into your game is up to you and your group. Have each player decide for themselves how their elf, dwarf, halfling, or other fantasy character fits into the world, and work to create some world building behind that choice as you play.



Resources and References

A great deal of research was done to make this game's setting feel genuine to the mid 17th century world of the West Indies and the early buccaneers that adventured there. For players and Wave Masters looking for inspiration, I recommend the following books and media:

Non-Fiction

Under the Black Flag: The Romance and the Reality of Life Among the Pirates by David Cordingly (2006) is a light but comprehensive history of piracy in the Caribbean and other parts of the world. Of all the sources I scoured across several libraries, this book was the most useful.

Piracy: The Complete History by Angus Komstam (2008) is a book all about the golden age of piracy in the 18th century. It features a useful history of the buccaneers of Tortuga and the formation of the West India companies from the Netherlands and France.

The Buccaneers of America by Alexander Exquemelin (1678) is the original source for pirate history. Arguably the first published account of a European's perspective on buccaneers, Captain Henry Morgan, and the strange paradise of the West Indies, this text is filled with strange pirate customs and lavish descriptions of islands and sea that's sure to inspire the Wave Master in you. While many accounts from this book have since been proven to be false or exaggerated, it nonetheless provides a lot of ideas to work with. I recommend finding an illustrated edition with cutaway illustrations of ships. It goes a long way to show players what the guts of a pirate ship look like.

The Pirate History Podcast by Matt Albers is a [Patreon funded podcast](#) that details the history of piracy through the centuries, going in depth into the politics of Europe that lead to the rise of the Brethren of the Coast in Tortuga. Matt's voice is smooth and easy to listen to, and this show allowed me to do research while on the go. I recommend listening to episodes 14 to 22, which cover the history leading up to *Weird on the Waves*.

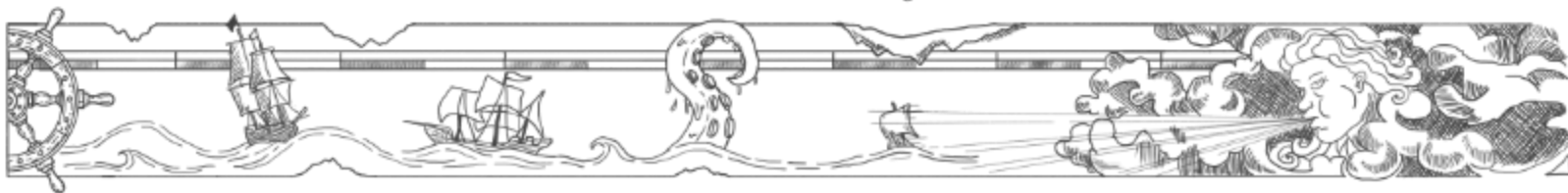
Fiction

Treasure Island by Robert Louis Stevenson (1883) remains a classic tale of pirates and treasure. The version with Louis Rhead illustrations is best.

Peter Pan, or ***Peter and Wendy*** by J.M. Barrie (1904) is a good source of inspiration for islands in the *Weirdways*, filled with dimensional strays and characters marooned from other worlds.

Pirate Latitudes by Michael Chrichton (2009) is a rousing tale of cutthroat piracy and ship battles set in 1665, the year before *Weird on the Waves* takes place. As historical fiction goes, it's a fun read with events easily cribbed for a voyage or two.

The Color Out of Space by Howard Philip Lovecraft (1927) is a solid example of the barely perceivable forces of the *Weird*, mutating and changing everything it comes in contact with. For more visual folks the 2019 film adaptation starring Nicolas Cage is also brilliant.



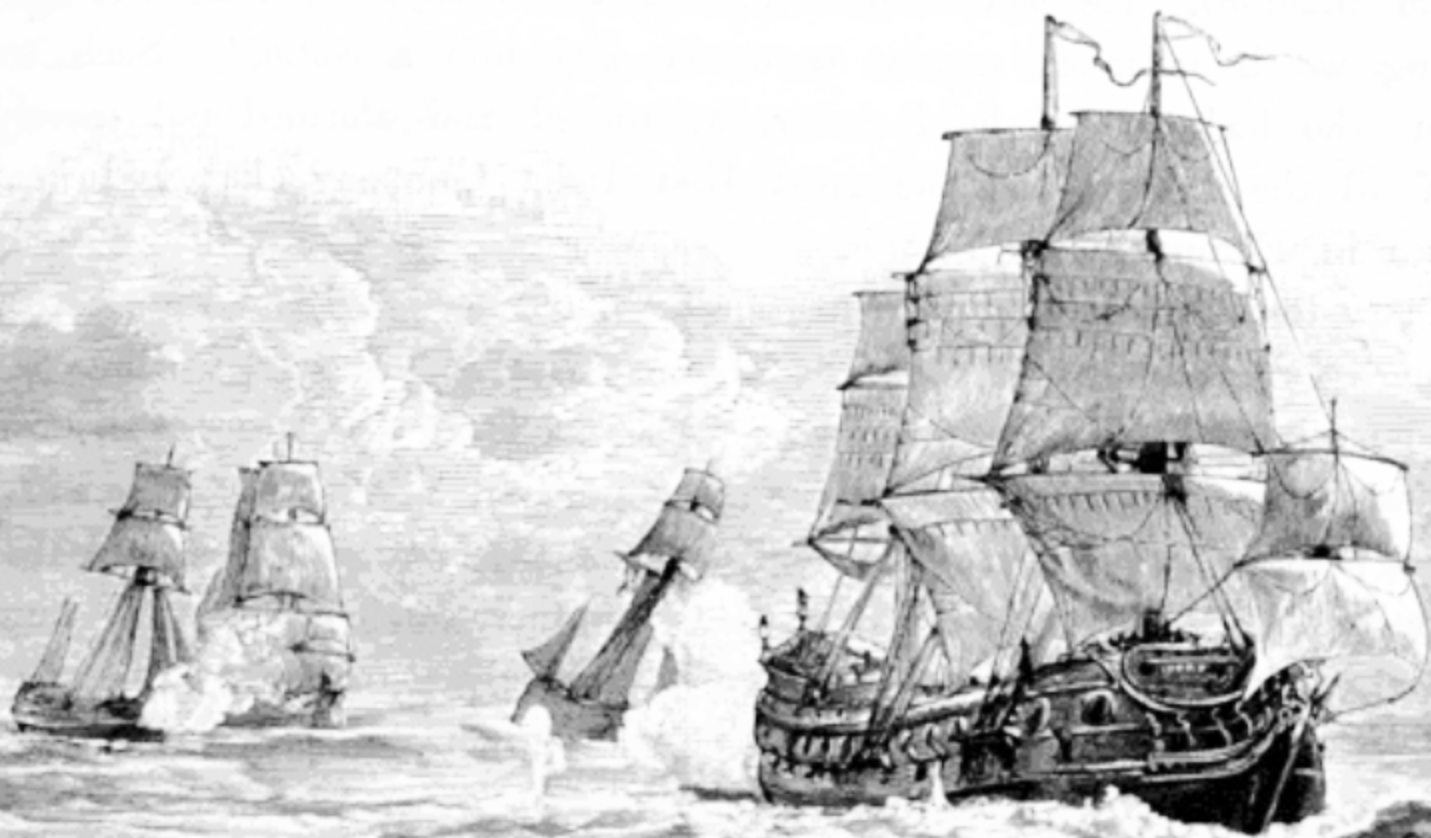
Film and Television

This book assumes that if you're looking for pirate adventure in a roleplaying game, you've likely already seen the most well known pirate and nautical movies: *Pirates of the Caribbean*, *Master and Commander*, *Captain Blood*, and *Muppet Treasure Island* are all winners. Here are some additional pieces of inspiration for the world of *Weird on the Waves*.

Black Sails by Jonathan E. Steinberg and Robert Levine for Starz (2014) is likely the best piece of pirate media around, showing the terror pirates can inspire and bit of the realities of ship to ship combat. The series is available to stream on Amazon Prime (with the Starz package), and the first few episodes are available for free on YouTube.

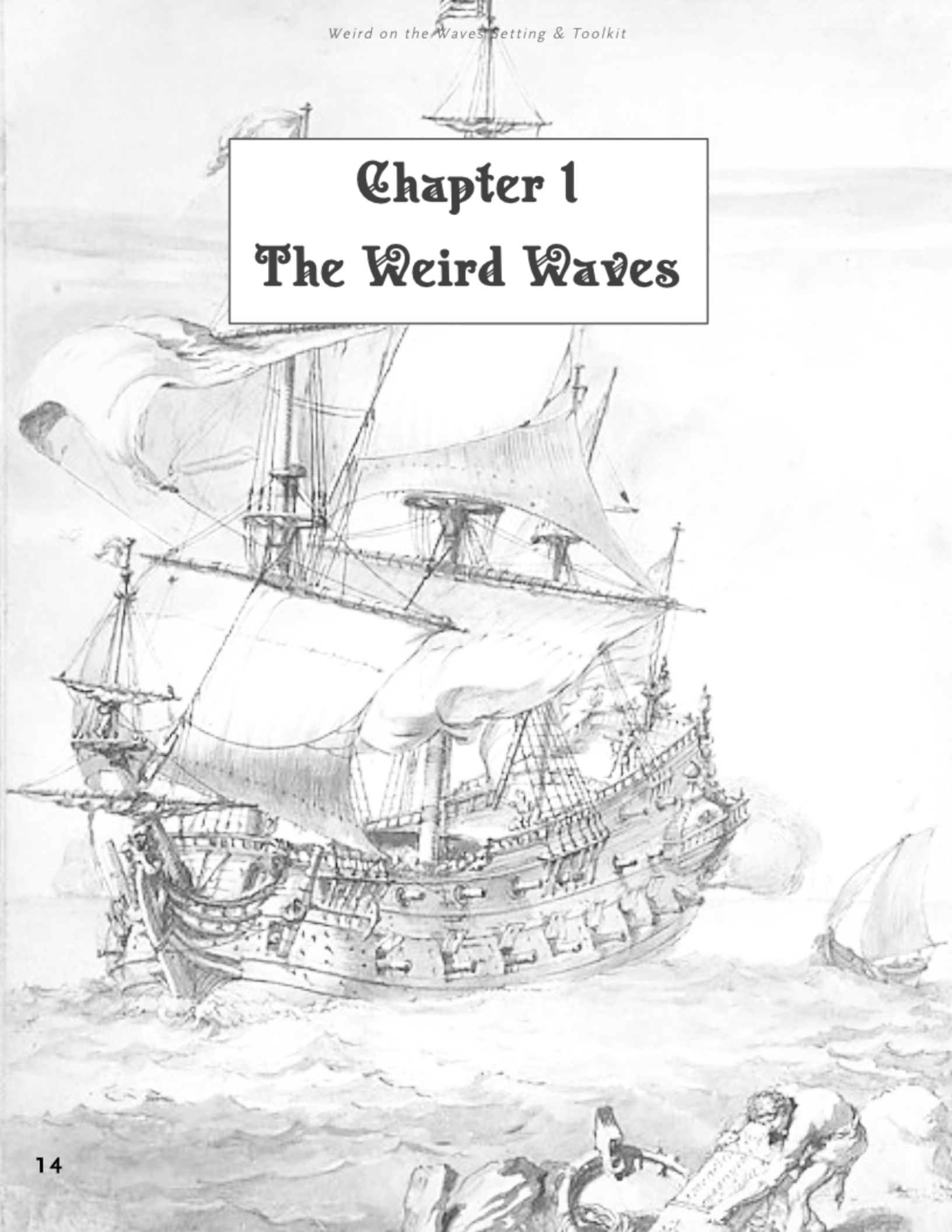
Annihilation by Alex Garland (2018) is a great adaptation of the also excellent Southern Reach books by Jeff VanderMeer. This movie's visuals perfectly capture the look and feel of the *Weirdways*, and the strange mutations it creates in people and sealife.

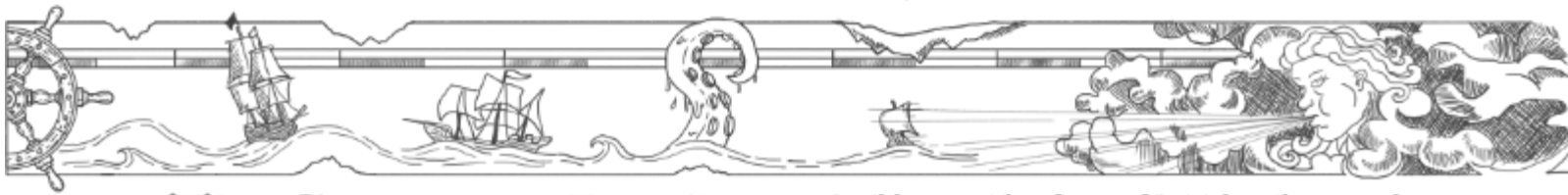
Yellowbeard by Mel Damski and several Monty Python allums (1983) is a great watch for those looking to run a more lighthearted and humorous game of buccaneers. The production quality isn't great, but there's a handful of good setups and goofs that are sure to inspire moments in your campaigns. The movie is currently available on Amazon Prime, as well as on DVD.



Chapter 1

The Weird Waves





The Setting in Brief

The world of *Weird on the Waves* takes place in the Caribbean Sea in 1666, eschewing the swords, plate armor, and sorcery of fantasy games for cutlasses, flowing naval coats, and flintlock firearms. While all fantasy races are permitted in *Weird on the Waves*, the majority of the people featured in the game are Humans.

Buccaneers of the West Indies

The year is 1666. The Caribbean is a land of colonies and shifting politics. The Spanish Empire remains the most wealthy power of Europe, while England, France, and the Netherlands are the most powerful in naval might. Their allegiances shift with each new monarch crowned and treaty signed.

But the West Indies is far, far away from Europe, and its colonies are suffering. Orders for protection and resupply often don't reach the mainland for years. So the people of Jamaica, Hispaniola, Cuba, and the surrounding islands rely upon themselves. In order to survive, many have turned to piracy.

The buccaneers of Tortuga and Port Royal are a collection of hunters, crack shots, and expert mariners who fight for the good of people, not crowns or countries. The brethren of the coast who sail under the red and black flags have become a free nation unto themselves: a nation of pirates.

Pirates of History

The game is set just before the golden age of piracy in the Caribbean, when privateers made up much of the colonies 'navies', and before piracy was outlawed entirely. The most recognizable pirate of this era is Captain Henry Morgan, a Welshman who came to the

Caribbean with a force of British sailors to take land back from the Spanish. Other notable buccaneers of the era are Diego Lucifer, Edward Mansveldt, and Charlotte de Berry. Some of these pirates appear as NPC's in Chapter 10.

The Weird on the Waves

All is not the same as history records in the Caribbean. The Weirdness began slowly in the middle of the 17th century. Strange storms appeared on the horizon, sea creatures with too many eyes and too many legs began to wash up dead on the shores of the Lesser Antilles, ships began to disappear, and sailors told tales of a strange colourful fog rolling over the waves that made time and distance funny.

Many of the Governors paid it no mind. The Old World would not learn of the growing Weirdness until it was too late.

By 1665, the whole region began to look different: undersea earthquakes shifted the islands, causing them to drift apart. Monsters emerge from sea, wreaking havoc on ships and colonies alike. The iridescent, ethereal fog began to close in around the islands, forming a border around the whole of the Caribbean. Beyond this 'Border Ethereal', as the English came to call it, is a whole new sea called the Weirdways, teeming with a host of strange new islands. The Americas and the Spanish Main are gone! Ships can come in, but none can return to the old world.

The Sea is Alive!

While no one truly knows what caused the Weird on the waves, there is one ancient secret known to a few: the sea itself is alive. The whole of the ocean is a massive sentient creature, and the life that populates it acts like cells do within the human body. Something unknowable came



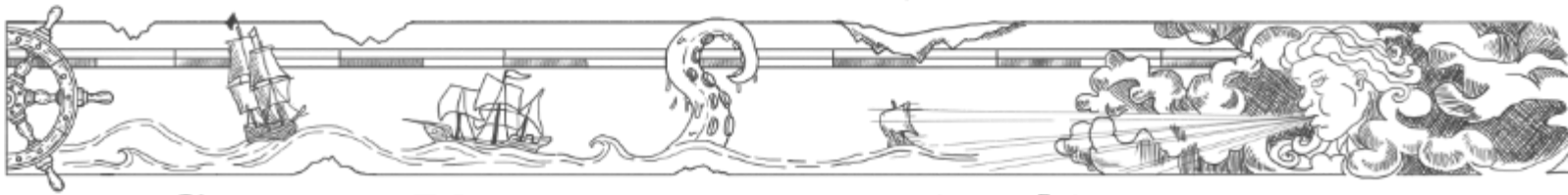
into contact with our living sea, and now it rejects the invasive species known as humanity by dredging up horrible ocean mutants and alien creatures to defend itself with. You can find more information about this in the Wave Master section in Chapter 9.

The Border Ethereal

This shimmering curtain of fog blankets the Caribbean Sea, separating it from the old world of Earth, and connecting it to the new world of

the Weirdways. The Border Ethereal is roughly 1 mile thick, and extends all the way up to the sky. It is easily passed through, though many sailors say it smells of salt peter and the sky before a storm (chlorine and ozone).

The Weirdways is a sickly green sea looked over by an overcast iron-grey sky. Sailing these waters invites monsters and madness, offering only the slimmest chance of reward. This chance is often enough for buccaneers to try their luck at being explorers.



Starting Play

Once the players have rolled up their characters, the group has a few options in how they can begin.

Shipwrecked Start

The characters play out the events of the adventure in Chapter 11, *The Horrors of Pig Island*. This gives players a cold open to the world of the *Weirdways*, where they must gather survivors, recover their lost treasure, and escape an accursed island before a terrible fate befalls them. Recommended for players who want to start play with something more familiar to other fantasy roleplaying games, then be steadily introduced to *Weird on the Waves'* new mechanics.

Treasure Hunt Start

The characters play out the events of the voyage in Chapter 12, *The Race to Mondo Island*. This starts players with a ship, supplies, and a lead to a lost treasure past the *Ethereal Border*. Recommended for players who want to dive right into sailing and piracy.

Random Voyage Start

The characters start on the island of Tortuga off the coast of Hispaniola, right in the center of the setting map. They roll for a random voyage lead, hire a crew, and provision themselves for the voyage to come. Recommended for returning players looking to continue their adventures, or start brand new with new characters after having played the two included adventures.

No matter which way play begins, the PC's start with a buccaneer sloop, the *Blushing Bride*.

Starting Ship: The Blushing Bride

The characters begin play with their own pirate ship: a small single-masted sloop of Dutch construction, outfitted with Bermuda rigging popular with buccaneers to ensure faster gaining speeds. The ship has a complement of six demi-cannons loaded onto her deck, with space left for additional guns should the need arise. The hold of the sloop is completely open, its original bulkhead walls ripped out to make more room for cargo and treasure. A simple top (or crow's nest) has been installed for easier lookout posts. This is a ship made to carry cargo quickly, but has been altered to suit the needs of reavers and buccaneers: It's original jolly roger is a black skull on a field of red.

The Blushing Bride (Jamaica sloop)

Size Small

Hit Points 150

Damage Threshold 10

Movement 48 miles per day
2 mile per hour
400 feet per round

Sailing Bonus +1

Minimum Crew 2

Cargo 125 tonnes

Maximum Perks 2 + Sailing Bonus

Guns

Demi-Cannons. +1 to hit, range: 300/1200 ft., 1d8 x 10 damage.

Perks

Bermuda Rigging. The ship is outfitted with triangular cut sails common to ships made in the ports of Bermuda, making them more agile. The ship has advantage on Sailing Checks made to travel and to escape a chase.



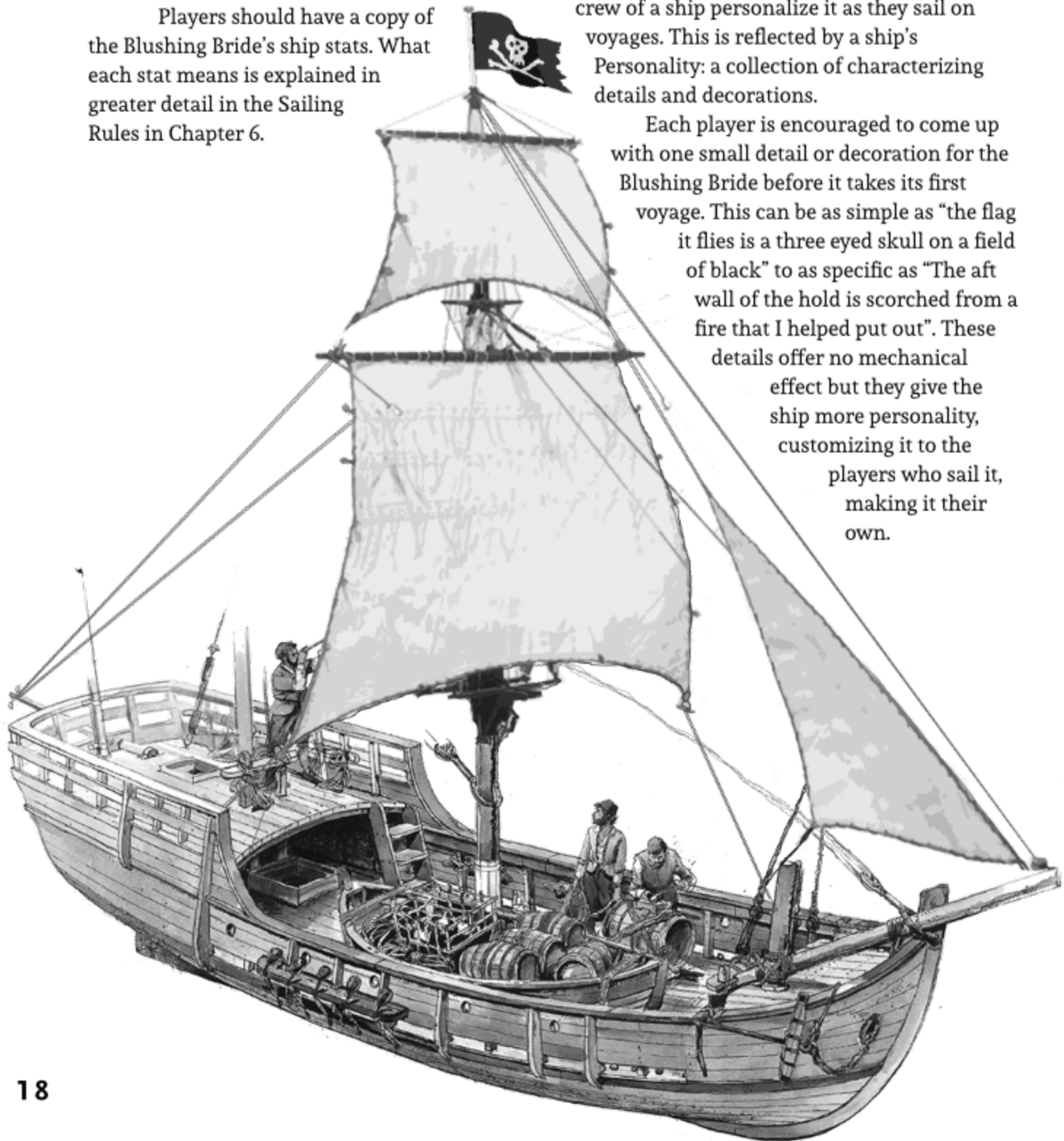
How the characters came to own such a vessel is up to them. Players can change the name of the ship if they like, but it's an old salt superstition that renaming a ship is bad luck (The Wave Master immediately gains 1 Woe Die).

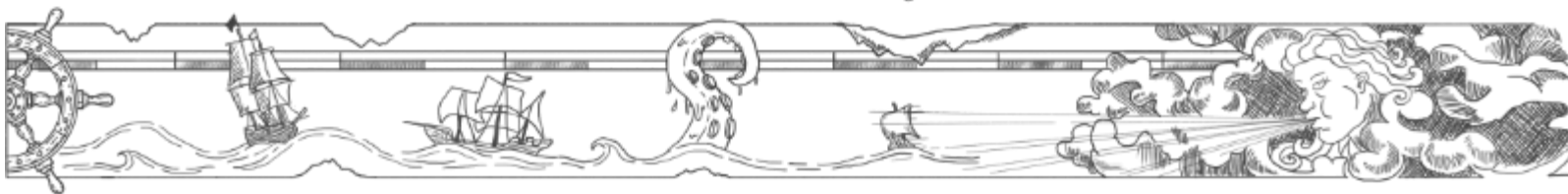
Players should have a copy of the Blushing Bride's ship stats. What each stat means is explained in greater detail in the Sailing Rules in Chapter 6.

Ship Personality

Every ship is made special by those who sail it. A ship fresh from the Spanish naval yards or the Dutch merchant docks is just wood, sailcloth, rope, and screws. The captain and crew of a ship personalize it as they sail on voyages. This is reflected by a ship's Personality: a collection of characterizing details and decorations.

Each player is encouraged to come up with one small detail or decoration for the Blushing Bride before it takes its first voyage. This can be as simple as "the flag it flies is a three eyed skull on a field of black" to as specific as "The aft wall of the hold is scorched from a fire that I helped put out". These details offer no mechanical effect but they give the ship more personality, customizing it to the players who sail it, making it their own.





The Gameplay Loop of *Weird on the Waves*

As buccaneers sailing the Caribbean Sea in search of peril and plunder, the player characters engage in a loop of piracy in order to gain experience points and wealth enough to level up and upgrade their ships.

In fantasy roleplaying games, a loop like this is often called an 'adventure'. In *Weird on the Waves*, they are called 'voyages'. Like adventures, voyages have a beginning, middle, and end (and often a whole lot of unexpected craziness in between).

Most voyages follow a loop of the following 10 to 11 steps.

1. Acquire a Lead

You hear a rumour in an island bar about a fat merchant convoy you could attack, you win a treasure map in a game of liar's dice, or you plan to raid an enemy fort or colony on the Cuban coast. All of these are leads: adventure hooks that lead to treasured opportunities on the waves. Leads are most often acquired while characters are at port. A lead can be as simple as "steal from any merchant vessels we come across" to as complex as "follow a map through enemy waters to the wreck of a sunken treasure galleon, then recover as much gold as possible for monsters arrive".

2. Prepare Yourself

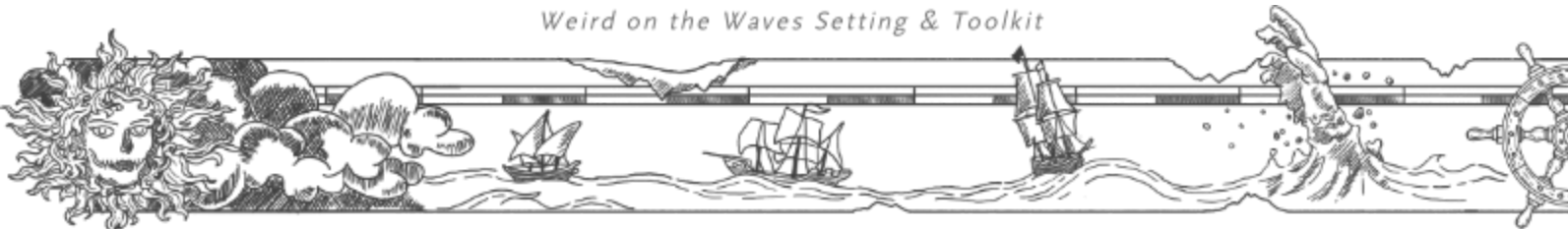
Once you have a lead, you need to outfit and stock your ship for the voyage and assemble a crew. The players work collaboratively on getting as ready as possible by performing one or more of the following actions:

- **Hire a Crew.** If there aren't enough PC's to sail a ship effectively, sailors and buccaneers are required. Hiring a crew can be as simple as going to a tavern, offering sailors the job and a share of treasure each, and making a Charisma contest with them to see if they accept the offer, to as complicated as a side mission to free captured buccaneers from the hangman's noose so they'll join your crew.

- **Purchase guns, ammunition, and specialized gear.** Having extra cannons and cannonballs is always advisable, and some voyages require specialized gear such as a diving bell or rowboat.

- **Purchase Provisions and Materials.** Provisions make up the food and water the PC's need to survive at sea. 1 point of Provisions costs 10 gp and contains enough food and water to sustain up to 4 characters (PC's or crewmembers) for 1 day. Ex: a crew of 4 PC's and a crew of 8 sailors consume 3 points of Provisions in 1 day. Materials are the lumber, nails, and tools needed to repair a sailing ship. Materials are measured in gp, and are exchanged at a 1:1 rate.

- **Set Morale.** The acting captain of the ship makes a Charisma check to set the starting morale for the voyage.



3. Set Sail!

Once you're equipped and prepared, you set out onto the open sea. This is where the voyage truly begins. Upon setting sail, the PCs and the Wave Master must take the following actions:

- **Wind and Weather.** The Wave Master rolls to determine the weather conditions at the start of the voyage, and the direction of the wind.

- **Encounters at Sea.** The Wave Master breaks down the distance and locations of the voyage and rolls for random encounters. From there, they plot them out in the path of the PC's ship, and organize them by day.

- **Sailing Check.** One PC must make a Sailing Check to determine if sailing is successful this day. This check is contested by the Wave Master. If successful, the ship sails forward unimpeded. If unsuccessful, the PC must roll on the Sailing Complication Table.

4. Resolve Encounters

As the PC's ship sails towards their destination, encounters begin to appear based on the results of the Wave Master's rolls and the PC's Sailing Check outcome. Players have a set of options to deal with encounters: Avoid, Parlay, Chase, Flee, or Attack.

- **Avoid.** You sail away from the ship, doing what you can to avoid notice or detection by making a Ship Stealth Check (See Chapter 7). If unsuccessful, this can result in a chase or combat.

- **Parlay.** The surrender of a ship can often happen without firing a single shot. When approaching another vessel, you make your intentions known. If both vessels are peaceful, useful information or supplies can be traded. If

not, a Charisma contest between both ships take place. If the opposing ship loses it must make a Morale check. If it fails that, the ship surrenders to reasonable terms (theft of cargo with no lives lost). If it succeeds at either, the opposing ship can Flee or Attack.

- **Chase.** Your ship pursues a ship that flees. These rules are covered in greater detail in Chapter 6 and 7.

- **Flee.** Your ship flees a pursuing ship.

- **Attack.** You fire your guns, initiating combat. Both sides roll initiative and combat begins. Combat lasts until one or more ships flee, surrender, or sink. These rules are covered in greater detail in Chapter 7.

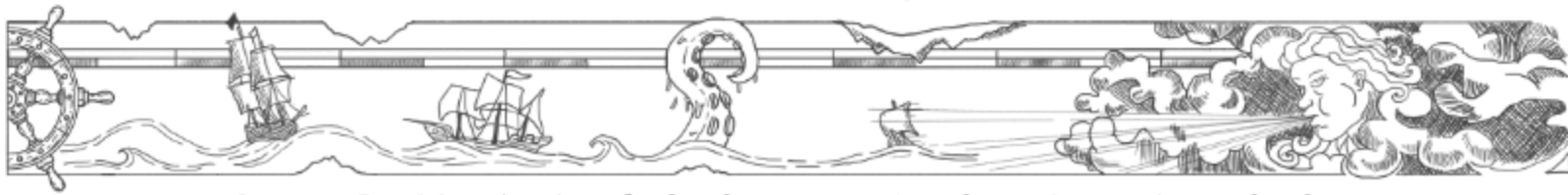
5. Resolve Treasure and Crew

Once a combat or chase concludes, any recovered treasure, cargo, and crew must be accounted for. Cargo weights are updated, any injured or killed crewmembers are noted, and if any new crew are taken on from plundered or scuttled ships a new Morale for the ship is rolled.

Transporting cargo from one vessel to another can be a lengthy and treacherous task when done at sea. As a general rule, Transporting cargo from one vessel to another can be a lengthy and treacherous task when done at sea. As a general rule, moving up to 10 tons of cargo/artillery takes 1 hour. If moving cargo takes longer than 5 hours, the Wave Master rolls for a random encounter.

6. End the Day

Once all of the rolled encounters are resolved, and once the ship has sailed as far as it can in a day, a day of sailing is considered completed. At the end of every sailing day you must do the following:



- Consume Provisions (1 point = food and water for 4 people).
- Make anchored repairs using Materials.
- If the crew's morale is shaky, make a Morale check. If it fails, resolve the ensuing mutiny.

7. Repeat until Destination

Repeat steps 3 to 6 until something interrupts the loop, such as a mutiny, an unexplored island, or sea monster attack, or until you reach your intended destination.

8. Reach Destination

Once you reach your intended destination or goal, you and your crew either work together to resolve it (ship combat), or you row ashore to explore it (treasured islands or other such places). From this point the game operates much like any other fantasy roleplaying game. Once the destination encounter has been resolved, the goal is to sail to a safe port.

9. Sail to a Safe Port

You're headed home with plenty of booty. Repeat steps 3 to 6 until a safe port is reached. Remember that if you're carrying a lot of treasure or valuable cargo, encounters with rival buccaneers are more common now.

10. Award Treasure and XP

Land ho! You've finally reached a safe port. Now you can do the following:

- Sell any/all valuable cargo for their listed rates.
- Divide up the total gp value of treasure into shares, then distribute shares to the crew and player characters (PC's get 3 shares each, specialized NPC's get 2 shares each, crew get 1 share each).

■ Award experience points to the players. They get XP equal to their share of the treasure, any XP from slaying monsters, and voyage XP for surviving the trip. See Experience Points in Chapter 2 for a more detailed breakdown.

■ Repair/Upgrade the ship. You can spend gp to have your ship repaired and on Perks to upgrade your ship. Perks are listed at the end of Chapter 5.

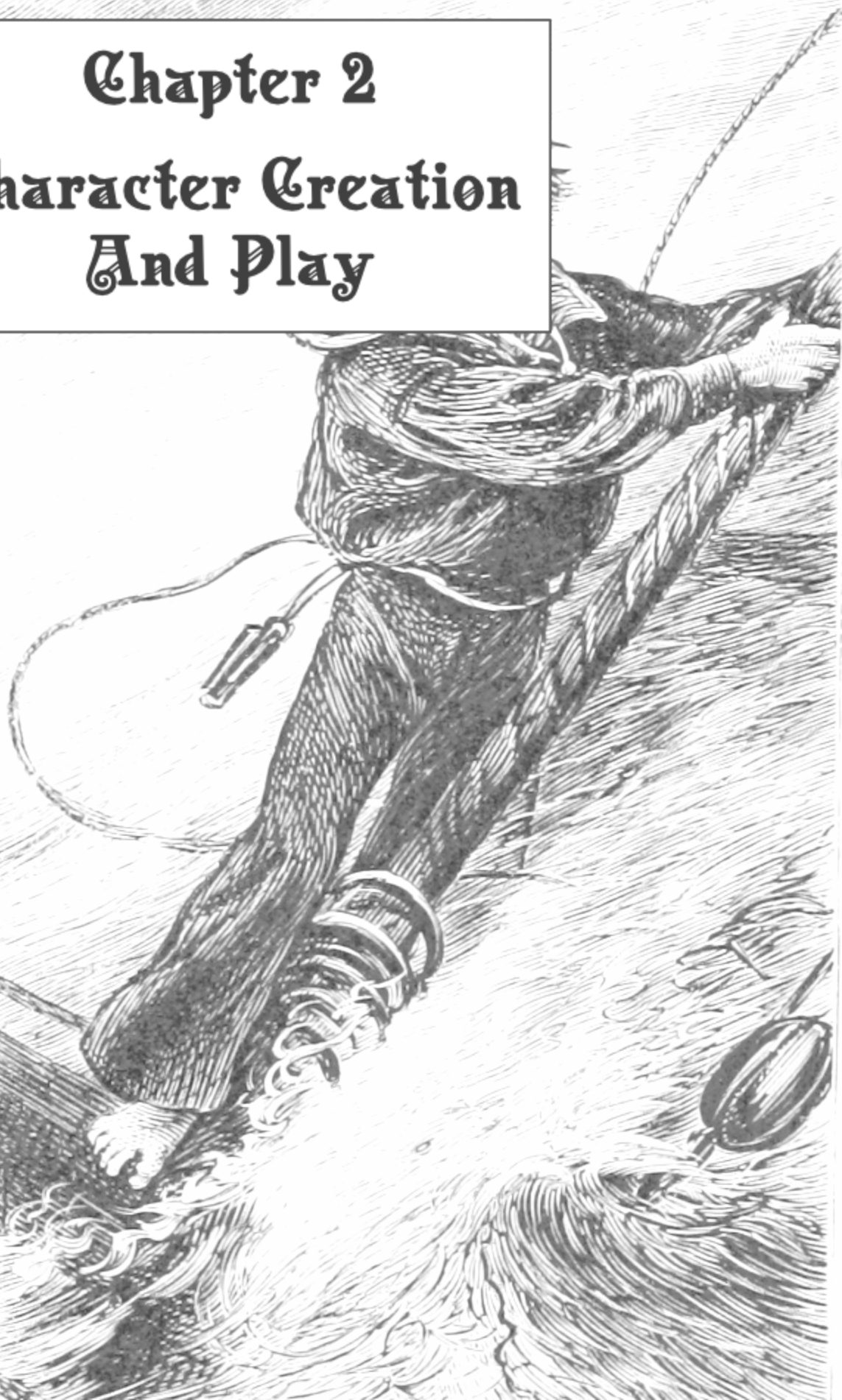
11. Downtime (optional)

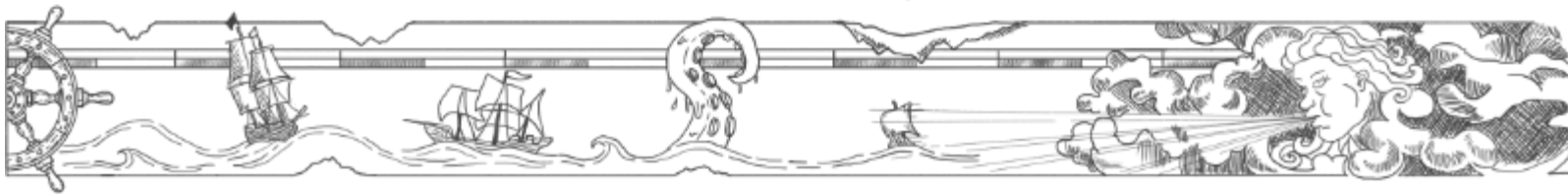
Crews need shore leave, and ships can take days to repair properly. You've earned some rest and relaxation. During downtime, you can engage in carousing as a way to develop your character and earn new adventure hooks and items. Activities taken during downtime often result in leads for new voyages, which brings everything back to step 1.



Chapter 2

Character Creation And Play





Character Creation

Characters are created in much the same way they traditionally are in your game of choice. *Weird on the Waves* institutes the following adjustments and additions:

Changes at 1st Level

Characters begin play in *Weird on the Waves* hardier and with more options than most other fantasy roleplaying game characters. This is so that they can best withstand the rigors of living in the time of buccaneers and buried gold.

Maximum Hit Points

Instead of rolling for hit points at 1st level and each level after, characters begin play with the maximum amount of hit points as determined by their class.

The world of *Weird on the Waves* is a tough one, and the people who make a cutthroat living on the Caribbean sea are made of sterner stuff. Your character is a buccaneer, an officer, a sailor, a reaver, or some other old salt, and they begin play with the hit points to match.

Additional Skills

WotW characters enter the world either with existing knowledge of the sea, or skills in some other area useful to those living on the waves. Your character begins play proficient with one additional skill of your choice.

For characters looking to become sailors or buccaneers, the Maritime skill (a new skill in WotW) is a useful choice.

Swimming

Your character has a swimming movement in addition to their normal movement, as well as a set amount of time they can hold their breath. This is important to have handy, as swimming comes up often in WotW.

Swimming Movement = 1/2 Normal Movement

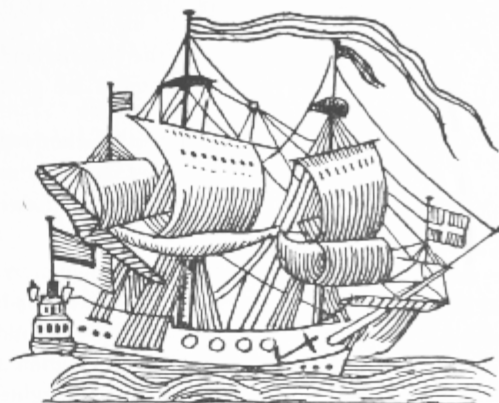
Holding Breath

A character can hold their breath for a number of minutes = Constitution modifier (minimum of 1). Rules for swimming, holding breath, and drowning can be found in Chapter 2.

Shipwrecked and Cast Away Characters

When a character in *Weird on the Waves* dies at sea or on an island, and the player needs to roll up a new character quickly, you can use these rules to speed up the process.

This new character appears as either a survivor of a shipwreck if the party is on an island, or as a castaway in the ocean if the party is sailing. You roll up your new character normally, but instead of buying equipment or choosing starting equipment, you roll on the table below. Roll a number of times equal to 1d4 + 1. These are your new character's starting items.





Random Shipwrecked/Cast Away Items

1d20	Result
1	Compass
2	Cutlass (1d8)
3	Waterskin (full)
4	Pouch of 20 pieces of eight (sp)
5	Potion of healing (2d4)
6	Trident (1d8)
7	Rowboat Oar (1d6 as quarterstaff)
8	Lantern with candle (unlit)
9	Buffcoat (Armour 12)
10	Dagger (1d4)
11	Map to buried/sunken treasure
12	Parrot
13	Gold skull medallion (5 gp)
14	Rope (50 feet)
15	Fine set of clothing
16	Snuffbox and pipe (full, tobacco)
17	Jeweled necklace (100 gp)
18	Box of provisions (1 days' worth)
19	Naval logbook (avoid next naval encounter)
20	Pistol (1d8, loaded and dry)

WotW suggests your new character inherits anything left of your old character's equipment.

Backstory Options

It takes a very specific kind of person to answer the call of adventure and become a buccaneer. Characters in *Weird on the Waves* come from many walks of life. If you want to flesh out your character before setting out on your first voyage, use these optional backstory tables to determine who your character was before they took to the waves.

Backgrounds

Backgrounds are vocations, titles, or circumstances that inform what your character did before they took up cutlass and pistol to plunder the Caribbean Sea. They provide no

mechanical bonus, but they better root your character into the world of the Weird 17th century. You can either choose or roll for one (1d6).

1. Indentured Servant or Slave. You were a victim of the colonialist machine, taken from your homeland and pressed into service of England, Spain, France, or the Netherlands. You may have called the African Coast or Lesser Antilles your home, or you were taken by press gangs in Europe during one of its many wars. Either way, you escaped or were freed, finding a new life among the buccaneers. Do you want revenge against your oppressors? Do you have friends or relatives still bound to service?

2. Naval Officer. You sailed to the West Indies for King and country, serving as an officer on a navy ship of England or France. Your original orders were to defend a convoy of merchant ships bound for one of the Greater Antilles, but a terrible creature from the depths dashed your ship and left you adrift at sea. Your superiors dead, you were rescued by passing buccaneers and given a new life in this strange new Caribbean. Do you still hold your rank and position in the navy? What orders were you given to carry out here in the West Indies?

3. Island Colonist. You sailed to Port Royal, Santiago, or Nassau with your entire family, hoping to escape the poverty and war that might await you in Europe. Life in the Caribbean wasn't what you were promised though: gruelling work, food shortages, strange mutations, governors without a clue what's going on. You took matters into your own hands to provide for yourself by taking to the waves. What happened to your family? Do you still have a homestead on one of the big islands?



4. Company Merchant. You were a vested member of a West India Trading Company on commission to transport goods to Jamaica, then to bring back a healthy supply of sugarcane and tobacco back to the old world. By the time you were ready to leave, the passage home shut itself to you. Now you're trapped here with everyone else. You have the know-how, so you decided to become a buccaneer to make a living in this strange new world. Do you still hold your commission with the company? What's your relationship with the West India Trading Company?

5. Religious Refugee. You fled the Inquisition in Europe because of your faith, travelling to the new world in search of a better life. Port Royal and Tortuga proved to be welcoming enough, allowing you to practice your faith in peace. With the coming of the *Weird on the waves*, you've taken it as a sign from above that you're needed to defend your new home. What religion does your character follow? Is the Inquisition still pursuing you?

6. Weirdways Immigrant. You aren't from around here. You were raised in a different timeline in a different dimension, calling the islands and waters of the *Weirdways* your home. While you're still very much human (or other fantasy race), you find the customs of these new island neighbours to be strange. Monsters and mayhem do not scare you, as they've been with you all your life. Are you perhaps one of the Lost Boys, or a native of Skull Island? What brought you to explore the Caribbean?

New Character Class: The Mermaid

Weird on the Waves features a new character class, the Mermaid, that you can use either from the beginning of play, or in the event your character dies. The Mermaid is an aquatic hunter who specializes in underwater combat and exploration. The Mermaid is covered in more detail in Chapter 3.



Playing the Game

In addition to rules for sailing ships, weird monsters, sea combat, and more, *Weird on the Waves* introduces a suite of new rules and mechanics for player characters to help them better fit into the world of the Weird Caribbean.

Basic Rules

These rules are intended to be used in place of the existing rules in your roleplaying game of choice. However, whether or not to use these new rules and mechanics is up to your group and your Wave Master.

Advantage and Disadvantage

The world of *Weird on the Waves* is a perilous one, where fortune can change in an instant. This mechanic is intended to be used instead of various modifiers or other dice rolls.

When a character has Advantage on a dice roll, they roll two dice and use the preferable result. When a character has Disadvantage, they roll two dice and use the less preferable result.

Whether or not a character's actions grant them advantage or disadvantage is ultimately up to the Wave Master.

Encumbrance

When being a buccaneer involves tracking a ship's cargo loads in the tonnes, tracking individual encumbrance seems like a pain. *Weird on the Waves* provides a simplified encumbrance system:

A character can wear and carry a number of encumbering items equal to their Strength score.

Most items in *Weird on the Waves* are encumbering items: cutlasses, pistols, armour, etc. Carrying a full chest/barrel counts as 3

encumbering items. Non-encumbering items are listed in italics in Chapter 4.

Moving While Encumbered. A character who wears or carries a number of encumbering items greater than their Strength score is considered 'encumbered'. Encumbered characters move at half of Movement.

The Maritime Skill

Any character can climb a mast, fire a cannon, and steer a ship, but to know the way of a buccaneer one must be trained in Maritime. The Maritime skill encompasses all the specialized interactions with sailing and the sea that the rest of the skill list doesn't quite cover. For ability score purposes, Maritime is an Intelligence based skill. Maritime covers the following activities:

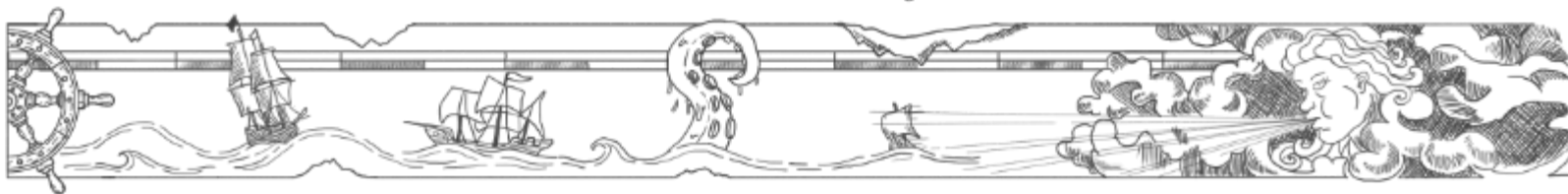
Navigating. When charting a course before starting a voyage, a successful Maritime check (DC 15) made with navigator's tools and a map grants all characters on the ship a +1 bonus to all Sailing Checks made during the voyage.

Repair Checks. When sails tear, cannons misfire, hulls are breached, or the ship is damaged, the Maritime skill bonus can be added to Repair checks (detailed in Chapter 7 and 8).

Knowledge of the Sea. The maritime skill can be used to recall specific lore or information about the sea, ocean creatures, noteworthy sailors, and ports of call.

Firearms

1655 in the Caribbean was a time and place of gunpowder and explosions. Pistols were the preferred weapon of buccaneers in raids, and the Spanish, Dutch, and English navies equipped their sailors and officers with muskets.



Common Firearms

Firearm	Cost	Damage	Range
Pistol	25 gp	1d8	30 feet / 100 feet*
Arquebus	35 gp	1d8	50 feet / 300 feet*
Musket	50 gp	1d12	60 feet / 500 feet*
Blunderbuss**	80 gp	2d6	30 feet / 100 feet*

*Attacks made at long range are made at Disadvantage.

**Blunderbusses deal half damage on a miss when fired at short range.

Attacking with Firearms

Firearm attacks are considered ranged attack rolls. They are modified by your Dexterity modifier. Attacks made with firearms ignore 4 points of Armour. Ex: A firearm attack against a buccaneer with Armour 16 only needs to roll a 12 or better to hit.

Reloading

Reloading a flintlock firearm takes 5 rounds (30 seconds) in combat. Alternatively, a character can roll 1d6 after firing a firearm. On a roll of 6, the character reloads their gun as bonus action, ready to fire again next round.

Reloading was an involved process in 1666. To reload a firearm a character had to fill the barrel of the gun with the proper amount of black powder from a powder flask or horn, pack it down with ram rod, then load a lead shot down the barrel. Many buccaneers opted to carry up to four pistols with them at a time, dropping them once fired and drawing another.

Misfires

Firearms were often prone to breaking and misfiring in the heat of the moment. A roll of a natural 1 (critical miss) with a firearm counts as a misfire. The firearm jams and must be cleaned out before it can be reloaded and fired again. Cleaning a misfired gun takes 5 rounds (30 seconds) or 1 round with a successful skill check.

Firearms and Water

Nothing is a bigger threat to black powder artillery than the moisture and salt of the sea. As such, buccaneers must take great care not to get their firearms wet. Even a little moisture can dampen the flint or the steel frizzen of a flintlock firearm, making it unusable.

Firing in Stormy Weather. Firearms are all but useless in stormy weather. To fire a pistol or other firearm in a storm requires a successful Saving Throw. This can only be attempted once per firearm.

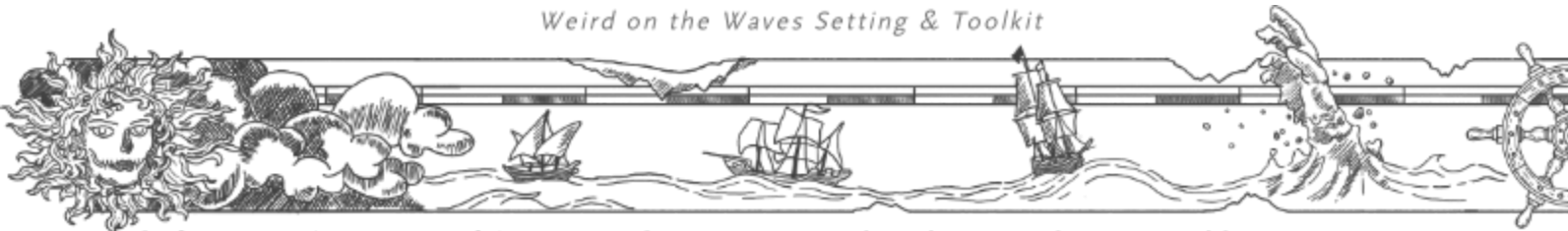
Dropping Firearms. When a firearm wielding character falls prone against their will or is hit with a critical hit, they drop their firearm. If this happens to be on the wet deck of a ship or nearby a body of water, the firearm gets wet and isn't usable.

Drying Wet Firearms. A slightly damp firearm can be dried and made usable again with an action (1 round). A firearm that has been submerged in water or gotten its powder wet takes at least 5 rounds (30 seconds) to dry, but it can take up to 10 minutes or longer in wet conditions like in a storm.

Swimming, Holding Breath, and Drowning

Eventually your character is going to have to swim to survive. Here is how swimming works in WoTW.

Swimming. It is assumed that every player character in WoTW knows how to swim. Unless otherwise specified, a character can swim at a rate of half their Movement per round. An unencumbered character can swim for a number of minutes equal to their Constitution score \times 10 (Minimum of 10) before tiring. Encumbered characters can swim half of that



before tiring (Minimum of 5). Once tired, a swimming character must roll 1d6. On a roll of 2-6 they swim for an additional 10 minutes. On a roll of 1 they begin to drown. For every 10 minutes a character swims past being tired, the failure rate of the 1d6 roll increases (3-6, then 4-6, then 5-6).

Holding Breath. A character can hold their breath for a number of minutes equal to their Constitution modifier (minimum of 1). When underwater, once a character is out of breath they begin to drown.

Drowning and Suffocation. When a character runs out of breath they can survive for a number of rounds equal to their Constitution modifier (minimum of 1 round). At the start of their next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again. For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Death, Dismemberment, and Prosthetics

Every game handles character death and dying differently. Because of how tough and grisly life on the sea was in the 17th century, *Weird on the Waves* has its own rules for dying and lasting injury. Feel free to use them instead of or in addition to your game's normal death rules.

Dying

A character who falls to 0 hit points is unconscious and considered dying. Unless stabilized or healed within the next round, the character must roll on the Death or Dismemberment table. Wave Masters are encouraged to alter and adjust the details of these injuries to best fit the situation.

Death and Dismemberment Table

1d20	Result
1	Instant Death. To Davy Jones' Locker with you!
2-5	Fatally Wounded. Character will die in 1d6 + Constitution modifier rounds unless healed.
6-9	Lose an eye. Permanent -2 to all ranged attack rolls and checks towards seeing things.
10-13	Lose a limb. If hands/arms, you can no longer use two-handed weapons or items. If feet/legs, you take a -5 ft. penalty to Movement.
14-17	Nasty Scar. Now you've got a story to tell.
18-19	Unconscious. No ill effects.
20	Second Wind. Shiver me Timbers! You regain 1 hit point.

Prosthetics

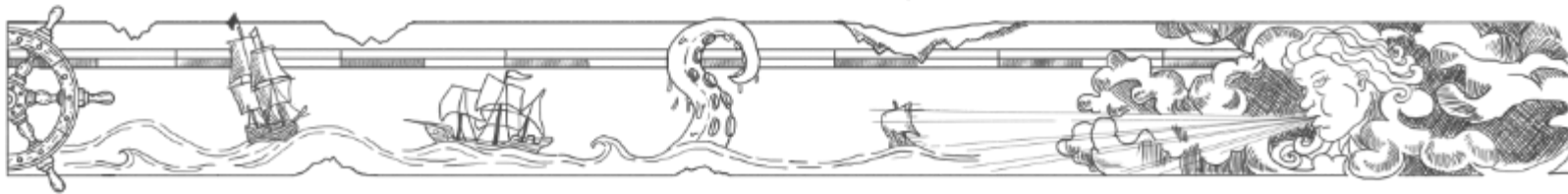
Wooden peg legs, crutches, hooks for hands, and more are options for characters that have lost a limb to perils on the waves. A simple prosthetic like a hook hand or a peg leg can be fashioned aboard a ship for 1 sp worth of wood or supplies. Complex prosthetics like bendable legs or sculpted hands can cost as much as 10 gp.

Death

When an unconscious character takes damage equal to half their total hit point amount they die instantly. Death may come in other forms. Unless rescued or healed, a dying character who is thrown into the ocean drowns and dies after a number of rounds equal to their Constitution modifier (minimum of 1 round).

Options After Death

In most roleplaying games, the death of your character is followed either by you rolling up a new 1st level character or the group devising a way to bring your dead one back to life via magic. *Weird on the Waves* offers one new alternative.



Becoming a Mermaid

If a character dies in the ocean or along a shore, or has their body dumped into the ocean shortly after death, the Waves may see fit to bring that character back as a mermaid. Mermaid characters retain their level and hit points. They lose their memories, all but one of their languages, and half of their capability in their previous class: your attack bonuses are halved, your skill points/proficiencies are halved, and you know half as many spells as you did. The mermaid character remembers specific powers and traits they had, but they are half as effective.

Mermaids gain a variety of new traits and abilities the moment they are reborn. Your character advances in hit points and level as a Mermaid, rather than their previous race/class.

Earning Experience Points

Weird on the Waves is a game of cut-throat piracy, filled with daring cargo runs and merchant ship plundering. Its experience system reflects this. While you are welcome to use the experience system of your game system of choice, it is recommended that you adopt the XP System from *Weird on the Waves* for a more consistent experience. A character earns experience points (abbreviated as XP) in the following ways.

Recovering Treasure

This is the primary way a characters earns XP; by plundering and salvaging treasure and goods on the high seas. However, while all treasure gains the characters wealth, not all treasure counts towards XP. Here's how it breaks down:

Treasure Eligible for XP

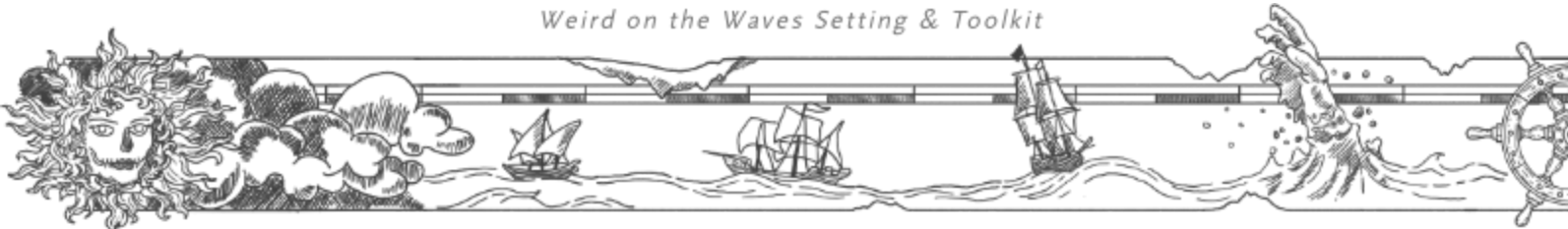
- Treasured goods and coins plundered or salvaged from the cargo holds of vessels on the sea.
- Treasure collected on deserted islands or other adventure locations (dungeons, forts, etc).
- Valued materials taken from the bodies of monstrous ocean life (Ex: ambergris collected from whales).

Treasure Not Eligible for XP

- Coins looted from bodies outside of adventure locations (towns, ports, allied ships).
- Selling Provisions or Materials.
- Rewards given by authorities.
- Selling weapons and equipment stripped from adversaries.
- Selling magical items that have been used by a player character.
- Theft of wealth from characters allied with the player characters.

When in Doubt

Piracy is often a morally grey endeavour where dirty deeds and betrayal are often the means towards treasure, it can be difficult to tell what treasures should count towards XP and what shouldn't. Wave Masters are encouraged to use their best judgment when awarding XP, and to follow this simple guideline: Players earn XP from treasure when they're acting as a crew. They don't earn XP from treasure gotten when they disrupt that crew or its interests.



1 GP = 1 XP

Treasure is calculated for XP only after it has been returned to a secure location. One gold piece (gp) worth of treasure is worth 1 Experience Point. Experience is divided between all surviving party members involved in a voyage.

Encounters with Adversaries

The waves of the Caribbean are filled with monsters and fearsome adversaries of all kinds, and your character can earn XP by surviving encounters with them. As a general rule, the amount of XP earned from defeating adversaries is less than XP earned from plundering treasure, as to discourage players from seeking out fights for their own sake.

Here's how earning XP from adversarial encounters breaks down: A defeated/killed adversary or monster grants XP equal to its number of Hit Dice \times 10. Escaping from or surviving an encounter with an adversary or monster grants half that XP.

Surviving a Voyage

A 'voyage' is any session of play that includes setting out on the sea, attempting or completing a job, then returning to port to tell the tale of it. Any character that survives a voyage gets additional experience. This XP breaks down like so: A character earns a number of experience points equal to their hours played \times 100 xp.

Example: a group spends their voyage leaving the port of Tortuga, plundering Spanish merchant vessels and fighting a flock of Screegulls before returning to port. The voyage lasts three hours of real world time. At the end of it, each character receives 300 xp for the voyage. This is in addition to any/all XP earned from treasure and adversaries.

Levelling Up in *Weird on the Waves*

Players are encouraged to use the included Experience Point Track when levelling up characters in *Weird on the Waves*. This XP Track is designed with a life of piracy in mind, with all the large treasure hauls, stolen loot, and voyages it entails. Traditional experience point trackers and leveling up processes from other games may see characters level up too quickly.

All characters, regardless of their race or class, level up equally in *Weird on the Waves*. The current maximum level for buccaneer characters is 11th level. Buccaneers seldom live long enough to reach this level, but if a character achieves this they are a force to be reckoned with on the Caribbean Sea. At that point they can retire to a comfortable life as a governor or noble on one of the towns in the Greater Antilles, or they can sail off into the unknown beyond the Border Ethereal to become a living legend. Both options have the character become an NPC.

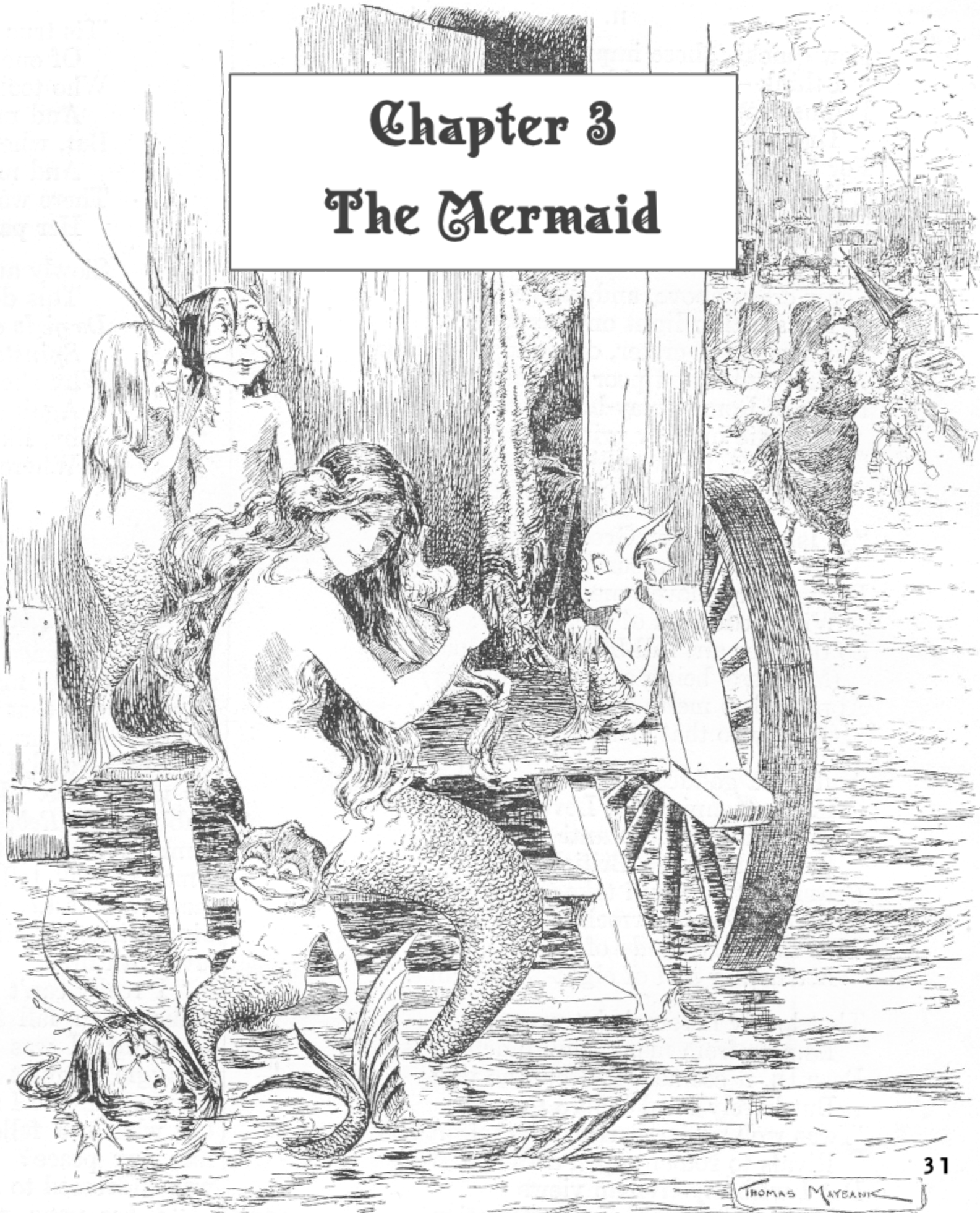
If PC's have collected enough experience points to level up more than once by the end of a voyage, they can. Alternatively they can give any amount of their own experience points to an NPC member of their crew to level them up (Up to the Wave Master's discretion).

Experience Point Track

Level	XP Required
1	0
2	5000
3	10,000
4	20,000
5	40,000
6	80,000
7	160,000
8	320,000
9	640,000
10	1,280,000
11	2,560,000

Chapter 3

The Mermaid





The Mermaid

Of all the folklore surrounding the sea, there is no other creature as widely discussed as the mermaid. A beautiful monster that's half human, half fish. In *Weird on the Waves*,

Mermaids are a new kind of playable character that feels right at home in the turbulent waves of the Caribbean, eager and able to take up the life of a buccaneer.

Character Class: The Mermaid

When people die at sea, the Waves of the Caribbean sometimes see fit to bring them back.

The ocean doesn't understand mammalian life though. Not truly. The ocean has existed upon our earth for hundreds of millions of years, whereas humans and similar races have only been dying and falling into the sea for roughly 200,000 years. We are still a new concept to the ocean.

So it does its best, but it gets things wrong. The life it restores is aquatic; a mixture of gills and scales and fins. The ocean approximates, and it assumes. It recognizes bones and muscle and eyes, but it is confused by finer details like toes, feet, hands, lips, and noses. Despite this, humans are a resilient species. Millennia of evolution and natural selection have seen to that. The essential "humanness" of the deceased isn't lost.

When a human or similar race dies at sea, they are sometimes brought back as a mermaid ("merman" if male, "merfolk" if gender-neutral). They are half human, half fish. The kind of fish or sea creature the ocean reconstitutes a human with is determined by the environment they died in. Some come back with the tails of marlins, others have octopus or shark parts.

Playing a Mermaid

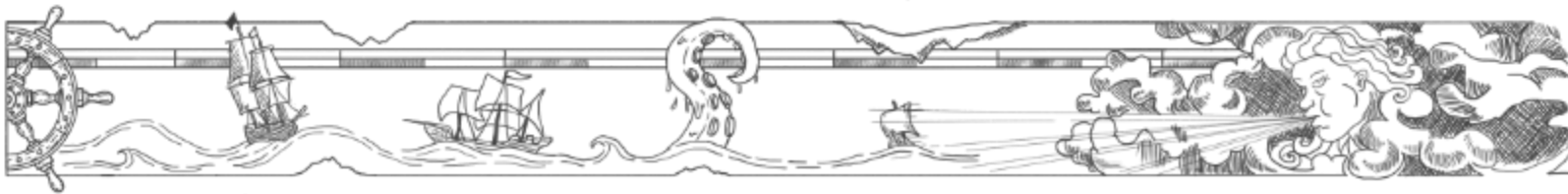
When a mermaid first awakens in the ocean, they begin their strange new lives as naive. Like a newborn creature they experience their surroundings for the first time. However, mermaids adapt quickly and become fierce before long.

If they mature in isolation to humans, mermaids are often vicious predators or cunning sirens who lure humans to terrible fates. When they 'grow up' among humans or similar races they tend to adopt more traditional human values and mannerisms, falling back into the patterns of civilized human life.

Missing Memories. Mermaids appear like their former human selves, but are seldom the same people. Many return to life without any memory of their former lives. Some retain a portion of their memories from before, but never all of them. To be reborn as a mermaid isn't so much to be given a second chance by the ocean (though some mermaids feel this way), but to seek a new life on both land and sea.

Curious Collectors. All mermaids are filled with curiosity when they awaken to their new lives; curiosity about both life above the waves and below. This curiosity is different for each mermaid. Some seek out land-dwelling humans to talk to, others are drawn to the mysteries of the ocean's depths, while a select few fixate on material goods.

It is not uncommon for mermaids to collect and hoard items associated with their fixations. A mermaid curious about food and dining might collect silverware. A mermaid obsessed with decay or death might collect human teeth or knucklebones. A mermaid who was once nobility might have their fascination



manifest as an urge to collect signet rings or combs. These collected items are never obviously valuable things (coins, jewels, treasure, etc), but are treated by the mermaid as such.

Mermaid Traits

Mermaids start play with the following features, regardless of whether they are treated as a race or a class, or what game system you are using:

Gills and Lungs. Mermaids can breathe both air and water. A mermaid must be submerged in salt water for at least six hours a day, or else they begin to dry out and suffocate.

Movement. Mermaids have a swimming speed of 40 feet per round. On land, they must crawl and drag themselves to get around, moving up to 10 feet per round.

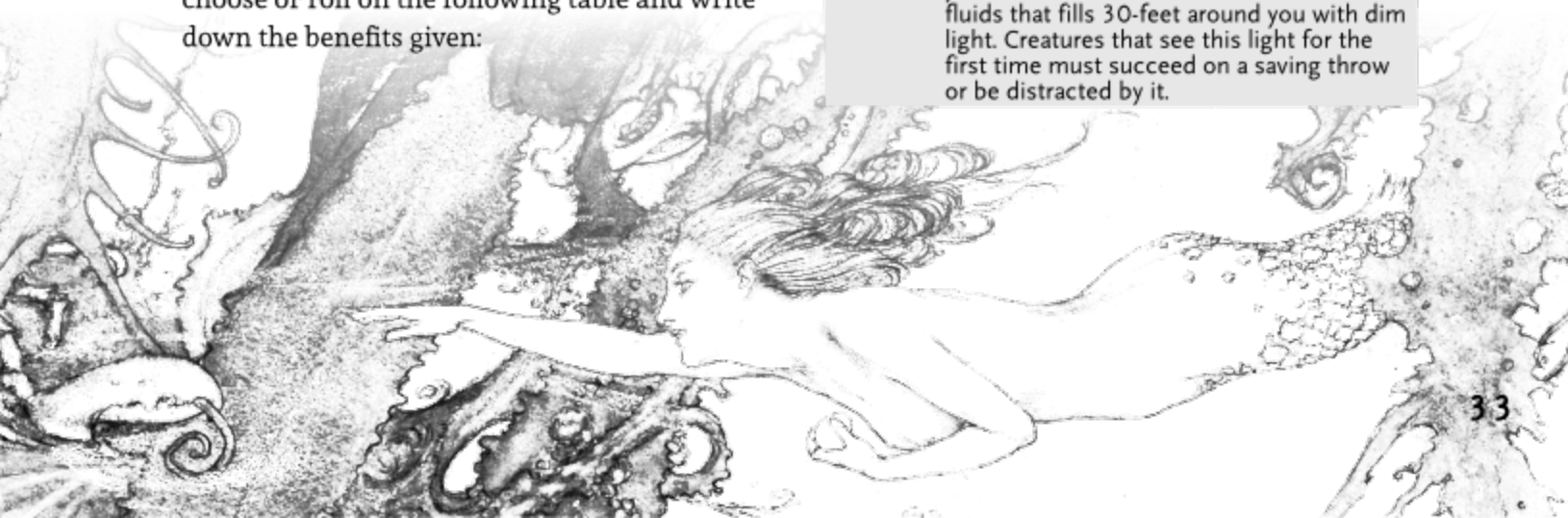
Mermaid Bones. Mermaids have the thin jagged bones of fish within a great deal of their body. As such, their bodies are lighter than other peoples. When carried or dragged, a mermaid is not considered encumbering.

Mermaid Shape. When a person is brought back by the sea, it reconstitutes their bodies with parts of sea creatures. How these parts come together depends on the environment a mermaid is born into, or is left to random chance. When creating a mermaid character, choose or roll on the following table and write down the benefits given:

Mermaid Shape Table

1d20 Result

- | | |
|-------|--|
| 1–3 | Fish. The classic mermaid with a wide tail and scaly lower body. You gain a +1 bonus to each of your ability scores. |
| 4–6 | Moray Eel. Your lower body extends like an eel's does. Your jaw is able to unhinge and open incredibly wide. You gain a bite attack that deals 2d4 damage and is able to swallow creatures smaller than you whole. |
| 7–9 | Pufferfish. Your flesh is incredibly elastic. Once per day you can inflate yourself into a 10-ft. diameter sphere. This effect lasts for up to 1 hour. If you use this power while underwater, you can choose for your body to be buoyant. Your flesh is poisonous; creatures who bite or eat you must succeed on a saving throw or be poisoned. |
| 10–12 | Barracuda. Your lower fish body is thin and long. You are adept at lying in wait and ambushing your prey. You have three points in the Sneak Attack skill, or if you're using a new school system you gain the Sneak Attack feature. |
| 13–15 | Octopus. Your lower body ends in eight rubbery, prehensile tentacles lined with suckers. Once per day, you can spray a cloud of ink to blind enemies. In water, this ink obscures vision in a 15-foot-square area. On land, creatures hit with this ink must succeed on a saving throw or be blinded for 1 round. |
| 16–18 | Stingray. Your lower body extends out at your sides to form two pectoral fins. The end of your body is tipped with a spinal blade stinger. Your movement in water is increased to 70 feet. Your stinger can be used as a weapon, dealing damage equal to a dagger (1d4). |
| 19–20 | Anglerfish. Your gaunt, almost skeletal fish body is accustomed to the dark depths of the ocean. You have advantage on all saving throws made against magic. Once per day, your skin courses with bioluminescent fluids that fills 30-feet around you with dim light. Creatures that see this light for the first time must succeed on a saving throw or be distracted by it. |



Mermaids in Old School Games

Class: Mermaids are treated as a class in 'race as class' systems. If a non-human character (elf, dwarf, halfling, etc) becomes a mermaid, they retain the physical features of their original form, but nothing else. See the Options After Death rules for more details.

Hit Points: Mermaids accumulate hit points like fighters.

Attacks: Mermaids add their Strength modifier to melee attack rolls, and their Dexterity modifier to ranged attack rolls. They can use any/all weapons and armour.

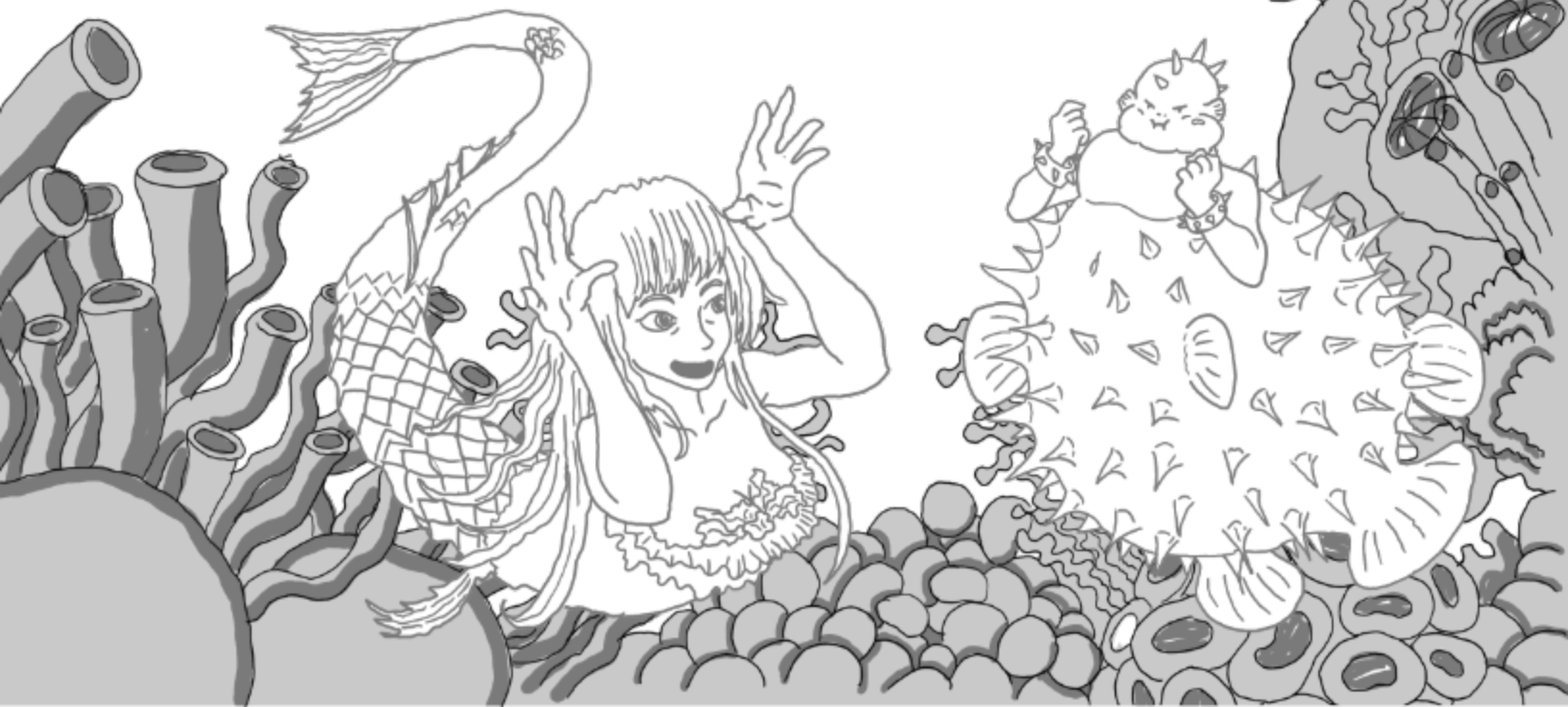
Saving Throws: Mermaids make saving throws the same as elves or magic users do (whichever is most prominent in your game of choice).

Skills: Mermaids start play with points in two random skills as if they were a 1st level thief/rogue. These are leftover skills from their former lives.

Spellcasting: When applicable, mermaids learn and cast spells from the Magic-User spell list, and refer to the Magic-User table for 'spells per day'.

Alignment: Mermaids are reborn from the maelstrom of the sea, and thus tend towards Chaos and Neutral over Lawful.

Languages: Mermaids remember the languages they knew in their previous life, though they seldom remember how or why. Mermaids start play knowing Common/English and one additional language of your choice.





Mermaids in New School Games

Race: Mermaids are a race unto themselves, though mermaid characters retain some of the physical traits of their selves: age, size, facial appearance. A character who dies and becomes a mermaid loses their original race, but retains their class. See the Options After Death rules for more details.

Ability Score Increase: A mermaid's Dexterity, Constitution, and one other ability score of your choice increase by 1.

Spellcasting: When applicable, mermaids learn and cast spells from the Wizard spell list, and refer to the Wizard table for 'spells per day'.

Alignment: Mermaids are reborn from the maelstrom of the sea, and thus tend towards chaos and neutral over lawful. Their curious and empathetic natures tend to make them more good natured than evil.

Underwater Darkvision: Mermaids' eyes are accustomed to seeing through the darkness of the depths of the sea. They can see clearly underwater for 120 feet as if it were brightly lit and unobscured.

Weapons of the Sea: Mermaids are proficient with the spear, trident, and net. They are proficient in light armour.

Languages: Mermaids remember the languages they knew in their previous life, though they seldom remember how or why. Mermaids start play knowing Common and one additional language of your choice.

Levelling Up

Mermaids are reborn creatures of the sea and land; things that are but should not be. The longer they live and the more experienced they grow, the more their bodies and minds continue to change and mutate.

Levelling up in old school games. Every time the mermaid levels up, roll 1d100 twice on the Mermaid Advancement Table. What happens if a player rolls a thing twice (consecutively or otherwise) is also explained in the table.

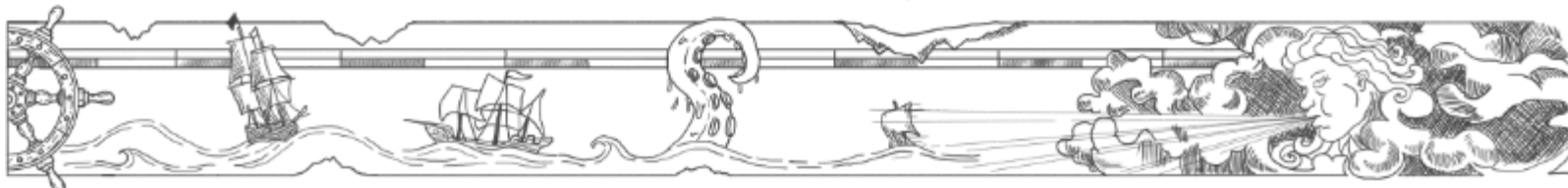
Levelling up in new school games. A mermaid character's advancement is determined by their class. Every fourth level, or at each level a character could gain a feat, roll 1d100 twice on the Mermaid Advancement Table.



Mermaid Advancement Table

1d100 Result

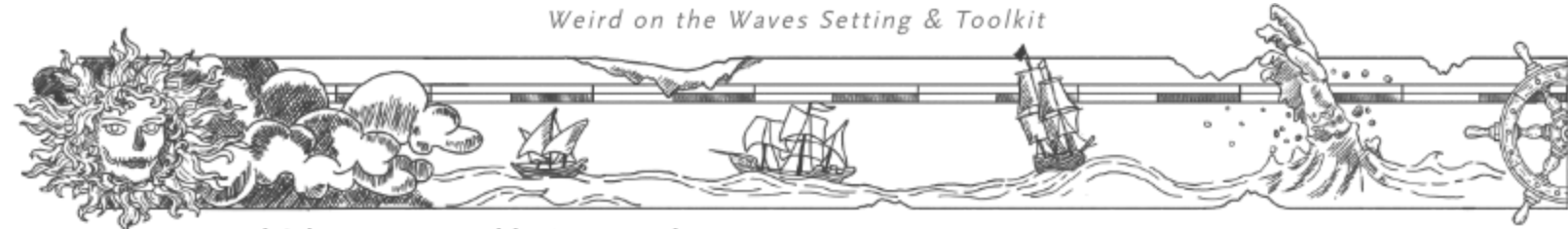
- 1–20 **Saving Throws.** Level up all saving throws by 1, or increase your Proficiency Bonus for saving throws by +1.
- 21–40 **Learn a New Spell.** You learn a new random spell of a level you are capable of casting.
- 41–60 **Cast One More Spell.** You gain one new 1st level spell slot/spell per day. In addition, two spell slots/spells per day of the same level (1st) can be combined into a single spell slot of the next level (2nd). This choice must be made when you level up, not after.
- 61–70 **New Skills.** Gain 2 skill points. (If you're using a non old school skill system, your proficiency with a skill increases by +1 or 10%).
- 71 **Heightened Smell.** Your olfactory senses are heightened when on land or on a ship, allowing you to smell useful foliage and prey. You gain a +2 bonus to rolls and checks to forage for food or to detect hiding living creatures. Rerolling this grants an additional +1 to the bonus, up to a maximum of +5.
- 72 **Anglerfish Lure.** You grow a retractable anglerfish-like lure from the top of your forehead. Once per day, as a reaction you can distract a creature within 15 feet of you. When that creature makes any kind of roll (ability check, skill check, attack roll, saving throw) you can impose disadvantage upon them (roll twice, take the worse result). Rerolling this means you can do this an additional time per day (twice per day, three times, etc).
- 73 **Shark Teeth.** Your current set of teeth is replaced by a set of razor-sharp jaws. You now have a bite attack that deals 1d8 + Strength modifier damage. Rerolling this causes you to grow an additional row of teeth, increasing the damage to 1d10, then 1d12 if rolled a third time.
- 74 **+1 Armour.** The mermaid's humanoid flesh grows thick and leathery like a manatee's. You gain a permanent +1 bonus to Armour. Rerolling this grants an additional +1 bonus, up to a maximum of +3
- 75 **Better Stealing.** The mermaid grows additional fingers from her hands, and becomes more adept at taking things without notice. You have advantage (roll twice, take the preferable result) to Sleight of Hand checks.
- 76 **Cannibal Mermaid.** The mermaid's gains the digestive tract of a mutant remora, making her hunger for human flesh. Once per day, consuming at least one pound of human flesh restores 2d4 hit points. Rerolling this means the mermaid can do this twice per day, and so on.
- 77 **Loose Scales.** The mermaid's scales flake off easily, making it easier for her to shrug off damage. Once per day you can reduce a single amount of damage you take by half. Rerolling this means the mermaid can do this twice per day, and so on.
- 78 **Healing Phytoplankton.** Once per day, as an action the mermaid can release a cloud of healing phytoplankton. This cloud takes up a 5 foot square area and creates a pool of healing equal to 1d8 + Wisdom modifier hit points (minimum of 1). Once rolled, the mermaid can allocate these hit points to others as they see fit. The mermaid is immune to their own healing phytoplankton. Rerolling this means the mermaid can do this twice per day, and so on.
- 79 **Sea Cucumber Skin.** The mermaid's skin grows squishy and porous like a sea cucumber's. You take half as much damage from piercing attacks, and can now hide and store up to a cubic foot of items inside your body. These items do not encumber your movement, but if you are carried they do count as encumbering to whoever is carrying you. If you reroll this, roll again.
- 80 **Jellyfish Hair.** The mermaid's hair grows into long, thin tendrils like those of a jellyfish. When you are missed by a melee attack you can force your attacker to make a saving throw. Failure causes them to be paralyzed for a number of rounds equal to your Wisdom modifier (minimum of 1). If you reroll this, roll again.



Mermaid Advancement Table Continued

1d100 Result

- 81 **Metal Scream.** The mermaids vocal chords mutate to resonate with precious metals. Once per day the mermaid can shriek as an action. This shriek causes all precious metals (gold, silver, copper, platinum, etc) within 150 feet of her to resonate. The mermaid then knows the general location of these precious metals and how far away they are. This shriek is emitted at a frequency that humans cannot hear, but it alerts and attracts unnatural creatures (undead, sea monsters, and aberrations). Rerolling this means the mermaid can do this twice per day, and so on.
- 82 **Water Breathing Kiss.** The mermaid's lips secrete an electrolytic balm that grants others the ability to breathe underwater. As an action, you can kiss another land-based creature and grant them the ability to breathe underwater for a number of minutes equal to your highest ability score. You can do this a number of times per day equal to your Charisma modifier (minimum of 1). Rerolling this means the minimum number of times the mermaid can do this per day is increased by 1, up to a maximum of 5.
- 83 **Rainbow Scales.** The mermaid's scales (or skin) becomes pearlescent and alluring to the eye. You gain a +1 bonus to Charisma. Rerolling this increases your Charisma score up to a maximum of 18.
- 84 **Cartilaginous.** The mermaid's bones soften until they are pliable cartilage like a squid's. You can now squeeze your body into tiny spaces, openings, or containers. You also have advantage (roll twice, use the preferable result) against being grappled and being tied up. If you reroll this, roll again.
- 85 **Polarized Eyelids.** The mermaid grows another set of protective eyelids. You have advantage (roll twice, use the preferable result) against all saving throws or rolls against being blinded. If you reroll this, roll again.
- 86 **Fish Brain.** The frontal lobe of the mermaid's brain changes to be closer to that of a fish's, changing how she perceives human interaction and magical effects. You are now immune to being charmed or magically put to sleep. If you reroll this, roll again.
- 87 **Flammable Mucous.** Ink pouches develop where the mermaid's lymph nodes once were, giving her the ability to spit ink. Once per day, as an action you can spit out a spray of viscous ink over a 5 foot square area from five feet away. This slippery, opaque ink has the consistency of lamp oil and is just as flammable. Rerolling this means the mermaid can do this twice per day, and so on.
- 88 **Lobster Claw.** One of the mermaid's hands hardens into a lobster-like claw. This claw is a natural weapon that deals damage equal to a longsword. It also grants a +2 bonus to grappling an opponent. Rerolling this increases the size of the claw and the damage it deals by one dice value (1d8 to 1d10 to 1d12) to a maximum of 1d12.
- 89 **Fish Command.** Once per day, as an action you can summon sea creatures to aid you. These sea creatures can have a combined Hit Dice value equal to your level (Ex: a fifth level mermaid can summon five 1 HD creatures, or one 5 HD creature). These sea creatures obey your command. You must be within 30 feet of a body of water to summon them.
- 90 **Savage Attacker.** You can attack twice per round. If you reroll this, roll again.
- 91 **Seaborn Empathy.** Once per day, you can immediately tell if another creature is lying or being deceitful. Rerolling this means you can do this twice per day, and so on.
- 92 **Fishy Aroma.** When not underwater your skin emits a horrid odor. Creatures must succeed on a saving throw to get within melee range (5 feet) of you. If you reroll this, roll again.
- 93 **Internal Siphon.** Like an octopus your body contains a siphoning muscle that draws in and expels water at high speeds. Your swimming speed increases by 10 feet. Additionally, as an action you can draw in two cubic feet of water into your body. You can expel it in a 10-foot-cone as an action. Rerolling this increases the amount of water you can draw in/expel by 1 cubic foot.



Mermaid Advancement Table Continued

1d100 Result

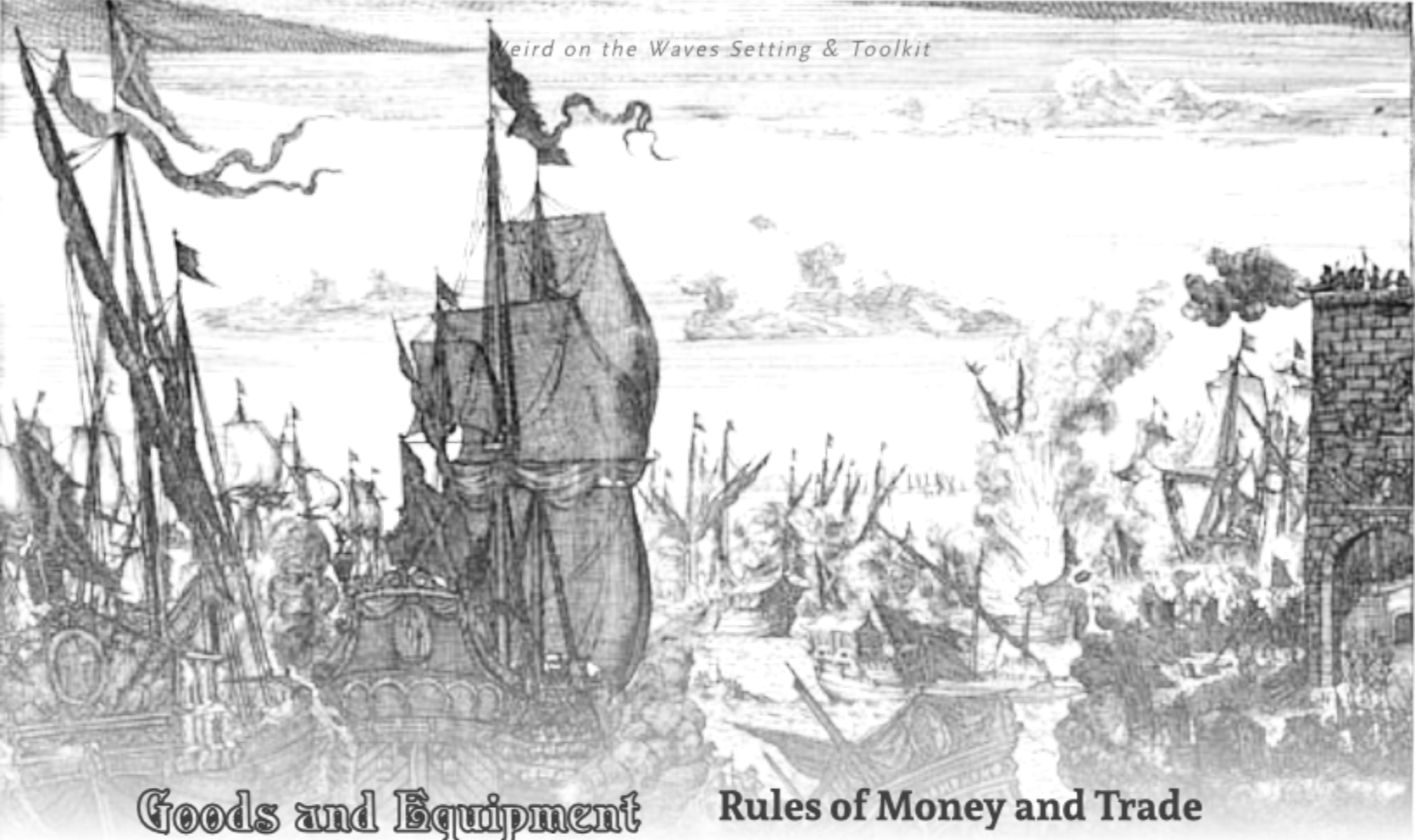
- 94 **Cuttlefish Camouflage.** Your skin fills with chromatophore cells, enabling you to camouflage yourself with your surroundings. Once per day, as an action you can automatically succeed on a Stealth or Hide check. Rerolling this means you can do this twice per day, and so on.
- 95 **Deep Sea Eyes.** Your eyeballs segment like a mantis shrimp's, allowing you to see the ultraviolet spectrum of light. You can automatically detect magic with your vision. If you reroll this, roll again.
- 96–98 **Human Again.** Once per day the sea takes pity upon you and lets you live like you once did. You become human (or whatever your former race) for 1 hour. You have a walking speed of 30 feet, but you lose the ability to breathe underwater along with all of your other mermaid granted powers. You can end this transformation as an action. Rerolling this means you can do this twice per day, and so on.
- 99–100 **Missing Memory.** At an opportune moment, the mermaid recovers a memory from her past life just in time to win an opponent over. Once per campaign, you can use this memory to truly understand an NPC or monster's mind, and be truly understood by them in return. This understanding has the power to turn an enemy into an ally, a difficult NPC into an understanding one, or a hostile beast into a neutral one. This change of heart is instantaneous, provided the mermaid can make a convincing argument for it. Otherwise, it takes 1d4+1 rounds to take effect. Gods, demigods, deep ones, and otherworldly entities are granted a saving throw versus Magic to resist this effect. This is a one time use power. If you reroll this, roll again.



Chapter 4

Goods and Equipment





Goods and Equipment

This chapter contains lists and descriptions of all the new items, equipment, gear, and plunder that your characters use or come across in *Weird on the Waves*.

Using Existing Item Lists

The items and equipment listed in this chapter isn't meant to be an exhaustive list of what is available for purchase within the world of *Weird on the Waves*. It is a collection of items and goods that are unique to this world. Feel free to expand upon this list using the equipment section of your game of choice, making any adjustments to costs or values necessary.

Currency Exchange Rates

Spanish	French	English	Dutch	Fantasy	Value in GP
Reale	Livre	Farthing	Stuvier	Copper	1 / 100
Piece of Eight	Ecú d'or	Penny	Guilder	Silver	1 / 10
Escudo	Demi Louis d'or	Shilling	Lion	Electrum	1 / 2
Doubloon	Louis d'or	Pound	Ducat	Gold	1

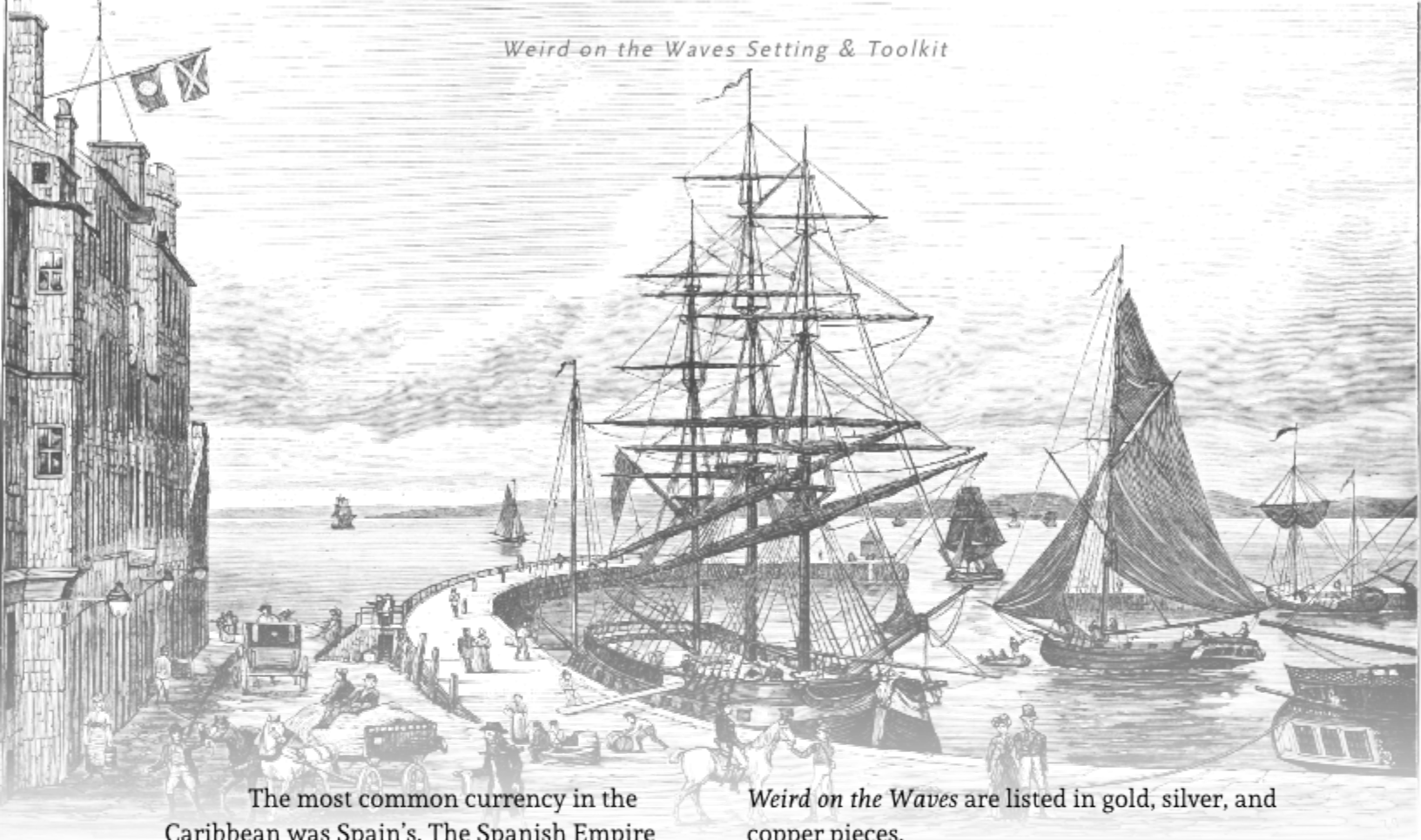
Rules of Money and Trade

Wealth

Wealth appears in many forms in the Caribbean of the mid 17th century: coinage from Spain, England, the Netherlands, France, Portugal, bars of gold and silver, unrefined ore, gemstones, trade goods, rum, weapons, animals, and more. Buccaneers are masters of determining the value of goods, and where to spend or sell them.

Coinage

By 1666, a number of different currencies were traded in the Caribbean. Merchants and navies from all across Europe spent and traded their native coins, and buccaneers weren't picky about denominations, so long as it was gold and silver.



The most common currency in the Caribbean was Spain's. The Spanish Empire minted most of the coins in the region, and these coins are the most iconic when it comes to pirates. 'Doubloons' and 'Pieces of Eight' were common names used by the English and Dutch sailors for Spanish coins, and they were everywhere. French coins like the livre and the Louis d'or, and English coins like the shilling and the pound sterling, made their way into circulation on the waves as well.

Historically, the exchange rates for these currencies were incredibly varied. A 'Piece of Eight' was worth eight Spanish reales, while a doubloon was worth either 32 or 64 reales depending on your historical source. There were 240 British 'pennies' to a single pound sterling, and the French Louis d'or was equivalent in gold value to the doubloon.

To keep this all straight, and to make it broadly compatible with the gold piece standard of most fantasy roleplaying games, *Weird on the Waves* uses these historical currencies but flattens out the exchange rates so they are all roughly equivalent. Prices in

Weird on the Waves are listed in gold, silver, and copper pieces.

Searching Bodies and Selling Treasure

Selling treasure works the same way it does in your roleplaying game system of choice. When in doubt, assume the following regarding selling treasures that you find and recover:

- **Arms and Armor.** Undamaged weapons, armor, and other equipment fetch half their cost when sold. Battles at sea are often unkind to these items, and they depreciate in value quickly.

- **Trade Goods.** Livestock, rum, iron, gold, salt, sugarcane, and other trade goods retain their full value and can be used as currency in most large ports.

- **Gems, Art Objects, and Oddities.** These things retain their full value, but must be sold to specific buyers in larger ports and settlements, or traded with other buccaneers.



Equipment Lists

Armour

By the time of buccaneers and buried gold, the heavy chain and plate metal armour of the previous ages had been all but abandoned in favour of protective clothing that could weather time on the sea. Stolen naval coats over vests and leather jerkins, rolled up breeches or trousers (pants), hats and neckerchiefs, and long leather boots were the clothing of choice for buccaneers. This patchwork clothing stands apart from the traditional armour sets of fantasy games, and is reflected in the rules of *Weird on the Waves*.

Medium. Medium armour counts as an encumbering item.

Heavy. Heavy armour confers disadvantage on rolls to sneak and to swim.

Melee Weapons

Swords and knives were common to naval officers and buccaneers alike, but the latter

used them not just as weapons, but as tools on the sea. A buccaneer's cutlass was a wide blade more akin to a machete than an officer's sword.

Light. Light weapons can be used with one in each hand for two attacks (no modifiers to damage).

Heavy. Heavy weapons cannot be dual-wielded.

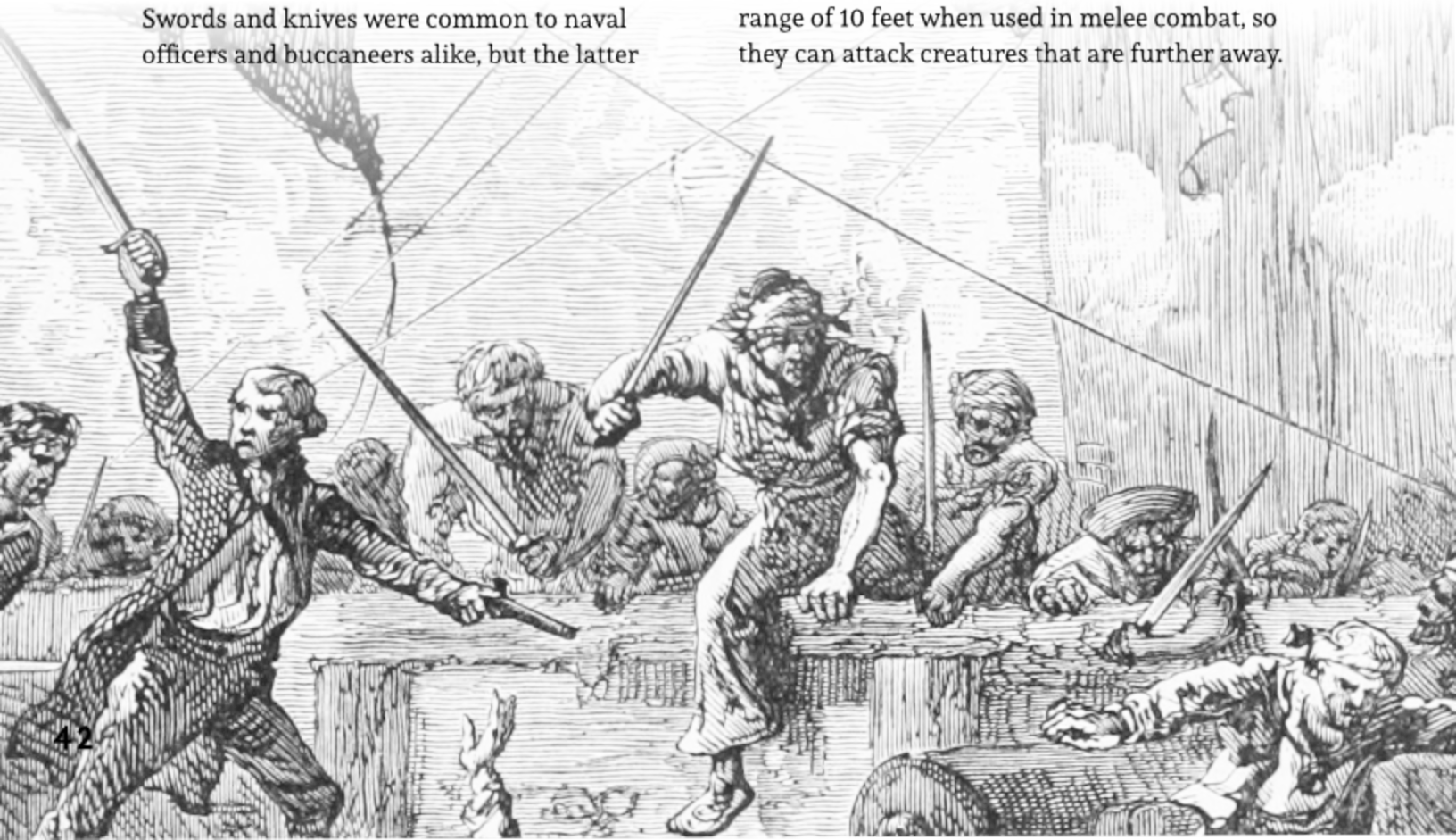
Small. Small weapons can be concealed within a coat, or gripped in a character's teeth to free up their hands.

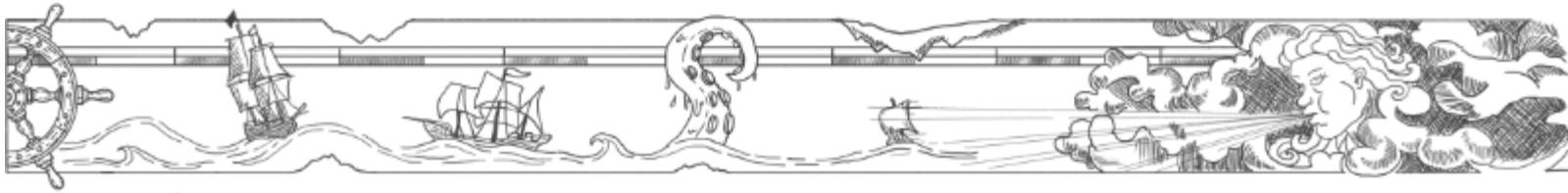
Throwable. Throwable weapons can be used at a range. Most throwing weapons have a range of 25 feet.

Tool. A tool weapon is sturdy enough to be used on the sea to open chests, clean game animals, cut rope, or pry open doors. Using a non-tool weapon to accomplish these tasks breaks them.

Finesse. When making attacks with a finesse weapon, a character can apply either their Strength or Dexterity modifier to the attack roll (if applicable in your game).

Reach 10 Feet. Reach weapons have an extended range of 10 feet when used in melee combat, so they can attack creatures that are further away.



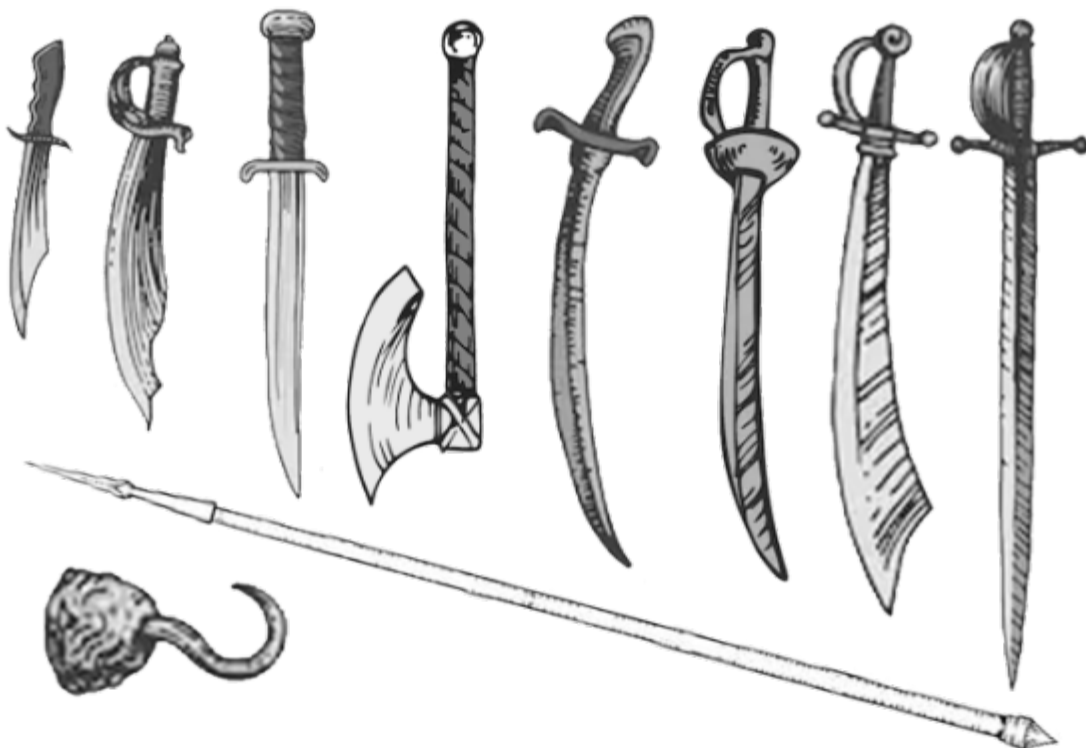


Armour List

Type	Description	Armour (AC)	Weight	Cost
Sailor's Garb	Cotten shirt, breeches, sturdy belt, neckerchief.	12	–	10 gp
Buccaneer's Garb	Padded coat, pants, belt, boots.	14	Medium	40 gp
Naval Uniform	Thick coat with rank pips, linen shirt, pants, boots.	16	Medium	150 gp
Noble's Armour	Plate armour, gorget, buffcoat, padded gloves.	18	Heavy	1000 gp
Naval Coat	Thick coat meant to protect against pikes.	+1	Medium	50 gp
Helmet	Metal helmet, thick enough to stop a bullet.	+1	Medium	30 gp
Breastplate	Metal buffcoat meant to resist gunfire.	+2	Heavy	400 gp

Melee Weapon List

Type	Damage	Properties	Cost
Belaying Pin	1d6	Light	1 sp
Marlinspike	1d4	Light, small	2 gp
Handaxe	1d6	Light, small, throwable, tool	5 gp
Cutlass	1d6	Light, tool	15 gp
Scimitar	1d8	Light	25 gp
Rapier	1d8	Light, finesse	25 gp
Harpoon	1d8	Heavy, reach 10 feet, throwable	5 gp
Trident	1d10	Heavy, reach 10 feet, throwable	15 gp
Pike	1d6	Heavy, reach 10 feet	2 gp
Stiletto	1d4	Light, small, finesse, throwable	5 gp
Boat knife	1d4	Light, finesse, tool	4 gp
Whip	1d4	Heavy, reach 10 feet, finesse	5 gp
Cat o' nine tails	3d4	Heavy, reach 10 feet, finesse	30 gp





Ranged Weapons

By the midpoint of the 17th century, firearms were increasingly in the Caribbean. While Spanish colonial law restricted Spaniard sailors from carrying pistols (in an effort to curb mutiny and revolt), officers often carried outdated matchlock arquebuses. Dutch, English, and French sailors on the other hand came to the West Indies armed to the teeth with firearms. As piracy rose, so too did the proliferation of guns.

Buccaneers were often expert shots, adept at hunting wild boar on the islands. They took to carrying firearms on the sea and could accurately shoot other sailors at great distances. Many buccaneers carried multiple pistols at once, dropping them once fired and unholstering the others to gun down a deck full of combattants. For more on how firearms work, see the rules in Chapter 2.

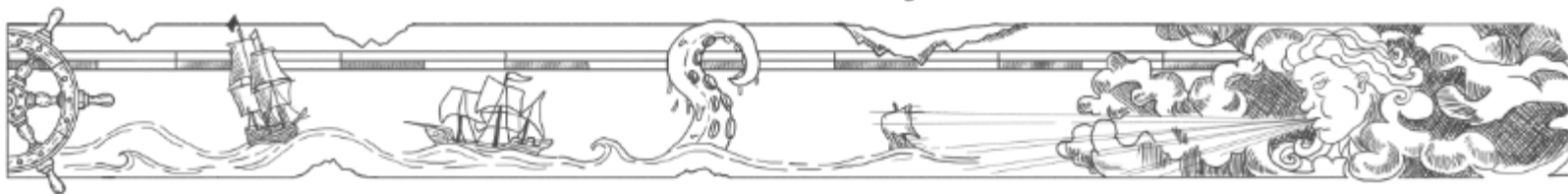
Ranged Weapon List

Type	Damage	Range	Properties	Cost
Pistol	1d8	30 feet / 100 feet*	Light	25 gp
Arquebus	1d8	50 feet / 100 feet*	Heavy	30 gp
Musket	1d12	60 feet / 500 feet*	Heavy	50 gp
Blunderbuss**	2d6	30 feet / 100 feet*	Heavy	80 gp
Grenade	4d6	25 feet / 60 feet*	Small, throwable	40 gp
Shot Bag	—	—	Holds 100 rounds of shot	10 gp
Powder Horn	—	—	Holds 100 shots of powder	5 gp

*Attacks made at long range are made at Disadvantage.

**Blunderbusses deal half damage on a miss when fired at short range.





Tracking Powder and Shot

In some games, meticulous tracking of every bit of ammunition can add to the tension of a session, but in general Wave Masters are encouraged to think of ammunition in the abstract of "If you have it, you can use it. If you don't have it, you can't use it".

A character that possesses both a shot bag and a powder horn can reload their firearms. Individual amounts of ammunition and powder don't need to be tracked. For story purposes, these items are considered to have 'just enough' inside them.

Having a firearm without a shot bag or powder horn means you have only a single shot. Players are encouraged to 'make it count'.

Miscellaneous Items

Items listed in italics are non-encumbering, and their weight does not count towards a character being encumbered. Items that come up in play that are not listed in this chapter or in the equipment lists of your game of choice can be handled using the following rule:

- Simple Items cost 3d4 sp: simple tools, meals, drink.
- Complex items cost 3d6 gp: specialized tools, fancy outfits, expensive sundries.
- Illegal or Illicit Items cost 3d6 x 10 gp: drugs, weapons, sensitive information.

Miscellaneous Item List

Item	Use	Cost
Blacksmith Tools	+2 to rolls on repairing iron or steel items.	100 gp
Clothes (common)	Basic clothing, prevents nudity.	5 sp
Clothes (fancy)	Formal attire, prevents nudity in a fancy way.	15 gp
Compass	Tool for determining direction. Thrown off when in the Weirdways.	25 gp
Doctor's Tools	+2 to rolls to prevent crew and PC's from dying during ship combat.	100 gp
Fishing Gear	+2 to fishing checks, includes a net and fishing line.	25 gp
Lantern	Covered oil lamp that provides 50 feet of light.	2 gp
Manacles	Metal restraints that bind either hands or feet. Comes with a key.	5 gp
Map (<i>island</i>)	A map of one of the Greater or Lesser Antilles. Shows towns and rivers.	50 gp
Map (<i>Caribbean</i>)	A map of the new Caribbean region. Shows trade winds and routes.	150 gp
Map (<i>Weirdways</i>)	A map of the islands beyond the Border Ethereal. Rare.	1000 gp
Medicine Bottle	A bottle of el draché, a medicinal bark tea. Cures scurvy and dysentery.	25 gp
Navigator's Tools	+2 to rolls on charting a course or navigating unknown waters.	100 gp
Perfume Bottle	50 doses of rosewater, lemon peel, or cinnamon perfume.	7 gp
Prosthetic Limb (<i>simple</i>)	A simple peg leg or hook hand to complete the pirate look.	1 sp
Prosthetic Limb (<i>complex</i>)	A jointed wooden or metal leg or arm, poseable.	15 gp
Rowboat	A tiny sea vessel, used for travel from shore to ship.	75 gp
Rum (flask)	A pint of good Jamaican rum.	1 sp
Sewing Kit	Needle, thread, buttons, used to repair clothing.	5 sp
Spyglass	Extends range of vision, grants +2 to Lookout checks.	100 gp
Tobacco Pouch	10 doses of good Cuban tobacco.	8 sp
Torch	A bit of wood with oil soaked rags, provides 40 feet of light for 1 hour.	2 cp
Tricorn Hat	A durable hat for buccaneers and sailors.	7 sp



Ship Goods

These are goods, supplies, and sundries that help a crew survive at sea aboard a sailing vessel. Unless stated otherwise, most ships that are purchased outright do not have these goods in them. They must be purchased separately.

Pets

Animals of all shapes and sizes are often kept as pets by buccaneers. These friendly creatures aren't just kept for companionship, but for the problems they solve and the work they do aboard a ship. Each kind of pet provides a bonus to the owner's rolls or status if they are within 10 feet of them.

Ordinary pets can be bought in any port or town, but rare pets can only be acquired as treasure or bought from special merchants determined by the Wave Master.

Cat. Cats are common aboard merchant and naval vessels to kill rats that might eat away at provisions and other goods. Owning a pet cat grants its owner 1d4 temporary hit points when they complete a long rest (6-8 hours of sleep) with the cat beside them.

Dog. Dogs are often kept aboard ships to guard precious cargo from would be thieves among the crew. While they are ill-suited to a life on the waves, they make for loyal companions. Owning a pet dog grants its owner a +1 bonus to all saving throws against fear and madness.

Parrot. Parrots and other exotic tropical birds are the preferred pets of buccaneers. Easy to care for and happy at sea, many parrots are grandfathered into buccaneer crews from plundered ships. Owning a parrot grants its owner a +1 bonus to Sailing checks made when they are at the wheel of a ship.

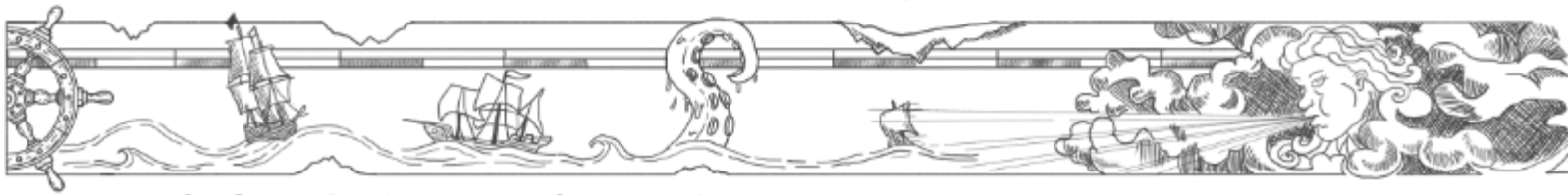
Provisions and Cannibalism

When the food runs out, the sea yields no fish, and sailors get desperate, some buccaneer crews turn to cannibalism to survive on the sea. The average adult human body provides enough meat and liquids to equal 1 point of Provisions. Player Characters' bodies can provide a number of points of Provisions equal to their Constitution modifier (minimum of 1).

Lizard. The Caribbean is filled with a variety of large lizards like iguanas and geckos, and many buccaneers take them as pets to eat bothersome insects. Owning a pet lizard grants its owner a +1 bonus to all saving throws against being poisoned or diseased.

Monkey. Most monkeys found in the Caribbean were introduced from locales in the Old World (rhesus macaques, green monkeys, and mona monkeys), though some native species of monkeys to the New World exist. Monkeys make for fickle pets, but are invaluable to nimble fingered thieves and





plunderers. Owning a pet monkey grants its owner a +1 bonus to all sleight of hand or thievery rolls made to steal or pickpocket items.

Toad. Cane toads were introduced to the islands to act as pest control on sugarcane plantations. They are occasionally taken as pets and novelties by buccaneers. The Weird on the Waves has altered these creatures, causing them to secrete a mucous once per day that induces hallucinations in humans. Owning a pet toad grants its owner hallucinations once per day.

Sea Monkey (rare). A freakish amalgam of mutant brine shrimp and primate, some buccaneers think these small amphibious creatures are adorable. Sea Monkeys secrete a vapour from their skin that transfers a portion of their amphibious nature to those close to them. Owning a pet sea-monkey grants its owner a bonus to holding their breath, doubling the amount of time they can hold their breath underwater before drowning.



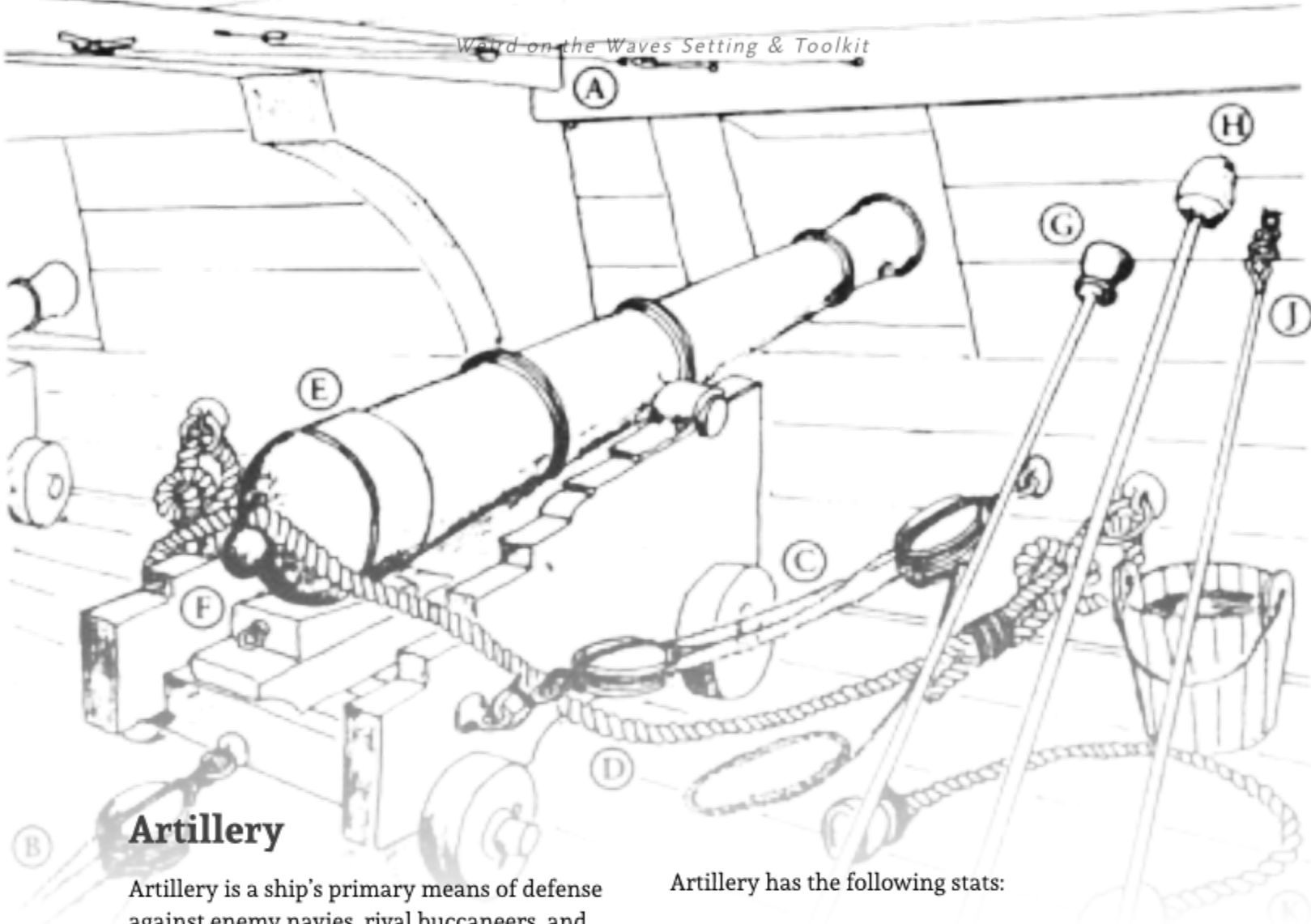
Mer-Catfish (rare). A waveborne chimera of fish and cat, with the strengths and appeal of both creatures. These rare animals are the prized pets of mermaids. They are expert underwater hunters.

Ship Goods List

Item	Use	Weight	Cost
Provisions	The food and water needed for up to 4 people to survive for a day	50 lbs.	1 gp : 1 point
Materials	The raw materials needed to make repairs on a ship at sea	0.1 tons	10 gp : 10 gp
Signal Bell	A clear bell that alerts a crew of danger immediately	20 lbs.	5 gp
Diving Bell	A 10 ft. sq rigid metal bell that allows for underwater exploration	0.5 tons	1000 gp
Bilge Pump	A hand pump to siphon water out of a ship quickly.	100 lbs.	100 gp
Grog Toddy	A daily supply of grog to placate up to 4 crew members for a day	0.1 tons	25 gp

Pet List

Pet	Benefit	Cost
Cat	1d4 temporary hit points after a long rest	2 gp
Dog	+1 to all saving throws against fear / madness	5 gp
Parrot	+1 to Sailing Checks	20 gp
Lizard	+1 to all saving throws against poison / disease	10 gp
Monkey	+1 to checks to pick pocket or use sleight of hand	25 gp
Toad	Secretes a mucous that causes hallucinations	15 gp
Sea Monkey (rare)	Doubles the time you can hold your breath underwater	50 gp
Mer-Catfish	+1 to Fishing checks and 1d6 fishing result rolls	50 gp



Artillery

Artillery is a ship's primary means of defense against enemy navies, rival buccaneers, and larger sea monstrosities. It can be purchased in major ports or salvaged from ships. Two important notes regarding artillery:

Reloading. Artillery must be reloaded before it can be fired again the next round. See Chapter 7 for details.

Size Scaling: the bigger a ship is, the more decks of artillery it can have. All of the statistics for the artillery below is based on a small ship. The larger a ship is, the greater its artillery's damage (and cost) scales:

- Tiny ships = n/a
- Small ships = normal damage, normal cost
- Medium ships = +10 damage, ×2 cost and weight
- Large ships = +25 damage, ×3 cost and weight

Artillery has the following stats:

Range. How far the artillery can shoot. Range is measured in feet and is broken up into regular and long range. Attacks made at long range deal half damage (rounded down) if they hit.

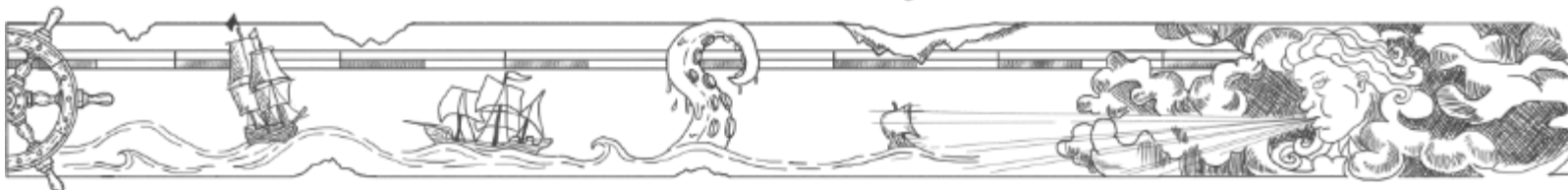
Damage. How much damage the artillery does to a ship. This damage ignores a ship's Damage Threshold unless otherwise stated.

Weight. How heavy the artillery is, and thus how much of a ship's cargo capacity it uses up.

Effects. Any additional effects its attacks have.

Kinds of Artillery

Demi-Cannons. The dependable cannons so commonly associated with pirate ships. These cannons are intended to be placed on a ship's broadsides, fired as they pass alongside an enemy vessel. They fire hefty 22 pound cannonballs.



Artillery List

Artillery	Range	Damage	Effects	Weight	Cost
Demi-Cannons	300 ft. / 1200 ft.*	1d8 × 10	–	18 tons	250 gp
Culverins	600 ft. / 2400 ft.*	1d6 × 10	–	20 tons	200 gp
Swivel Guns	100 ft. / 300 ft.*	2d12	Damages crew, not ship	4 tons	150 gp
Long Nine Gun	1200 ft. / 4000 ft.*	2d6 × 10	Big action to reload	5.5 tons	300 gp
Mortar	1200 ft. / 3000 ft.*	1d12 × 10	See below	20 tons	300 gp
Fire Barrels	See below	6d6	See below	0,1 tons each	30 gp each
Ballista	150 ft./500 ft.	4d10	–	7 tons	250 gp
Ammunition	–	–	–	0.25 tons : 1 point	10 gp each

Culverins. Smaller, longer barreled cannons than the larger demi-cannons, culverins are often used as 'chase cannons', placed at a ship's foredeck and used to fire upon fleeing vessels. They fire 8 pound cannonballs.

Swivel Guns. These miniature cannons are essentially larger guns mounted to the railings of a ship and are used to shoot enemy crews just before boarding. The damage they deal is spread across the hit points of a crew, from the lowest to the highest. Example: When fired upon, an enemy ship takes 12 damage from a swivel gun, killing 4 sailors (4 hit points each). Attempting to hit a designated target with a swivel gun (like a captain) means the attack roll is made at disadvantage.

Long Nine Gun. A terror of Dutch engineering and the most feared gun on the seas, the long nine gun is a tremendous cannon used for long range precision attacks. The trade off is that it's time consuming to reload, requiring a big action to reload in combat. Being hit with a long nine gun causes a 1/6 chance of the Panicked condition. Being hit with a long nine gun causes a 1/6 chance of the Panicked condition.

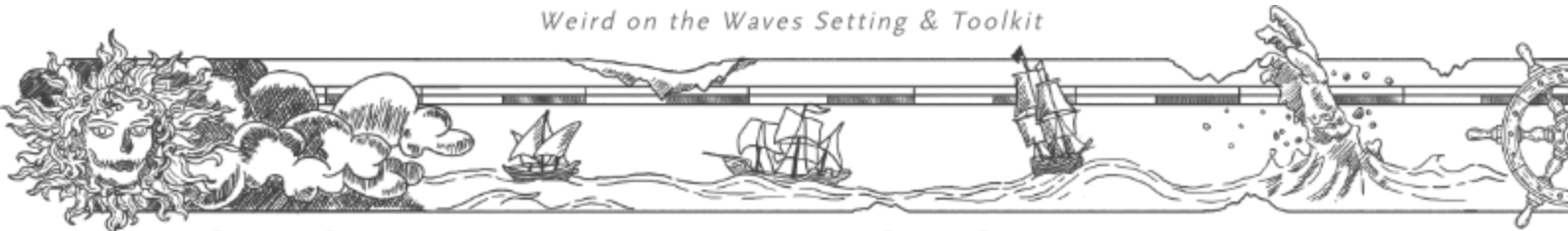
Mortars. A massive arcing weapon that fires huge explosive cannonballs long distances. Mortars can only be fired once per round, as it

takes much longer to reload. Being hit with a mortar causes a 2 in 6 chance of the On Fire condition.

Fire Barrels. Barrels filled with jagged metal scrap and black powder that are set ablaze and explode 1 round later. These are the ideal weapon of a fleeing ship, tossed from the aft deck of a ship for a pursuing vessel to collide with. Fire barrels have an explosive range of a 100 foot-diameter-area, and explode 1 round later when a ship enters their range. Being hit with a fire barrel causes a 3 in 6 chance of the On Fire and Slowed conditions.

Ballista. A siege weapon from an age long past, the ballista is an enormous wooden crossbow that fires meter-long iron tipped wooden bolts. This artillery came back into use with the emergence of sea monsters. Their ability to rotate quickly and aim upwards makes them ideal for combatting flying enemies and up close creatures that rise from the surface of the sea. Typically this is the only artillery that can be used in combat with sea monsters.

Ammunition. Artillery requires cannon balls of all shapes and sizes, and the black powder bags and wads to reload them after every shot. Rather than track these things individually, they are measured in points of ammunition. Every combat where artillery is fired more than once uses up 1 point of ammunition.



Trade Goods

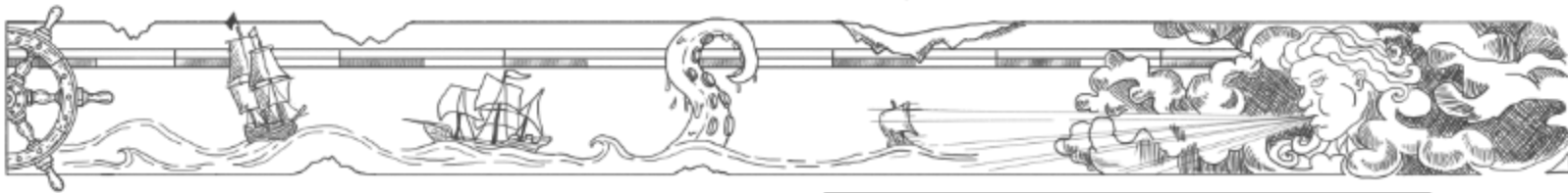
The common goods found locally to the Caribbean or imported from the old world or the Americas. These goods are the lifeblood of the colonies in the Caribbean, and are what buccaneers and privateers aim to steal from enemy merchant vessels and forts. The following goods make up the cargo holds of most ships sailing in the Caribbean. They are typically measured in pounds, gallons, bottles, chests, barrels, or crates.

Trade Goods List

Item	Description	Weight	Cost
Fresh Water (barrel)	Fresh drinking water, spoils after 2 weeks	0.1 tons	10 gp
Rum (gallon)	A large bottle of dark Jamaican rum. Yo ho ho!	10 lbs	1 gp
Rum (barrel)	A barrel of the local stuff, bound for England or Spain	0.1 tons	40 gp
Brandy (bottle)	Distilled French wine, the drink of nobles	0.1 tons	10 gp
Brandy (barrel)	A barrel of the good stuff, bound for the Greater Antilles	0.1 tons	350 gp
Spanish Wine (bottle)	Vintages from Malaga and Rioja, bound for the Greater Antilles	5 pounds	5 gp
Spanish Wine (barrel)	Aged sherry from Navarre, the choicest of wines	0.1 tons	150 gp
Clothing (crate)	Shirts, breeches, dresses, corsets, jackets, etc	0.1 tons	30 gp
Cotton (crate)	Cotton grown in the Americas, bound for Europe	0.1 tons	500 gp
Textiles (crate)	Bolts of cotton, leather, silk, and other fabrics	0.1 tons	175 gp
Dyes (barrel)	Indigo, cochineal, and other dyes from Africa	0.1 tons	250 gp
Spices, common (barrel)	Salt and common spices from the old world	0.1 tons	10 gp
Spices, exotic (barrel)	Ginger, saffron, pepper, and other spices from Asia	0.1 tons	100 gp
Housewares (crate)	Flatware, glasses, and cutlery made in Europe	0.1 tons	75 gp
Livestock	A cow from the European countryside	0.5 tons	25 gp
Tobacco (barrel)	Freshly harvested Jamaican and Cuban leaf	0.1 tons	100 gp
Narcotics (chest)	Opium from Asia, or newer stranger drugs from the Weirdways	0.1 tons	200 gp
Oil (barrel)	Whale oil for lamps from the northern Americas	0.1 tons	20 gp
Black Powder (barrel)	Saltpeter, sulphur, and charcoal: an explosive combo	0.1 tons	200 gp
Sugar, refined (sack)	Processed sugarcane from the Caribbean, bound for Europe	0.1 tons	50 gp
Cocoa Beans (sack)	Harvested on the Spanish Main, bound for the Netherlands	0.1 tons	100 gp
Silver Coins (chest)	Pieces of Eight right from Spanish ships	0.1 tons	1000 gp
Gold Coins (chest)	Freshly minted Doubloons from Havana	0.1 tons	2000 gp
Raw Silver (crate)	Silver ore from the Yucatan, bound for Cuba	0.1 tons	10,000 gp
Ivory (chest)	Ripped from the heart of Africa, bound for the colonies	0.1 tons	12,000 gp
Silver Ingots (chest)	Ducats ready to be minted into coins	0.1 tons	10,000 gp
Gold Ingots (chest)	Bouillon ready to be minted into coins	0.1 tons	30,000 gp

Weight and Cost Conversion

A ship is only as good as the booty it can carry, and buccaneers were meticulous about the cargo they plundered; carefully balancing the value of goods versus their weight. It can be a difficult thing to keep track of for players and Wave Masters. Below is a handy breakdown of how much different containers can hold, and how that weight converts to cost.



Common Weight and Cost Conversions

Gallons. 1 gallon = 8 pints, 4 bottles, 128 ounces, 5-10 pounds

Barrels. 1 barrel = 40 gallons, 4 cubic feet, up to 200 pounds

Chest. 1 chest = 12 cubic feet, up to 400 pounds

Crate. 1 crate = 24 cubic feet, up to 600 pounds (0.3 tons)

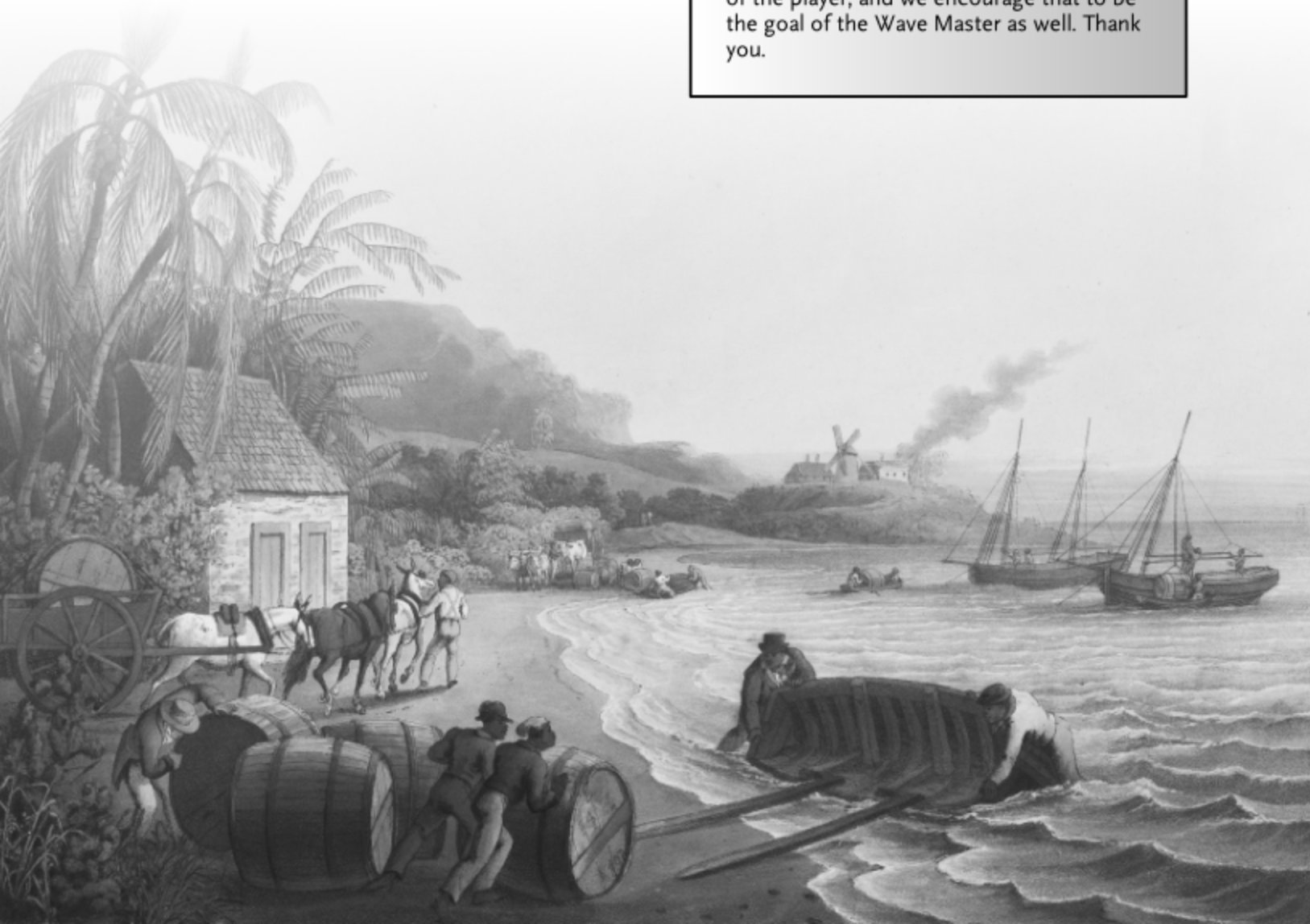
Tons. 1 ton = 2000 pounds

Coins to Pounds. 1 gp = 0.1 pounds, 10 gp = 1 pound. Multiply the gp amount by 10 to find the weight in pounds.

On history, numerical accuracy, and game design

All of the weights, capacities, and costs used in *Weird on the Waves* are approximations, rather than exact amounts. Some numbers have been rounded up, and others rounded down in order to provide easier calculation at the table. While much research was done in order to be as accurate to the mid 17th century as possible, a great deal of the math in *Weird on the Waves* is simplified for ease of use. If you, dear reader, take issue with any inaccuracies found within this section's text, it is the opinion of the designers that you adjust them and change them however you need to.

Please do keep in mind the primary goal of this text is ease of use on the part of the player, and we encourage that to be the goal of the Wave Master as well. Thank you.





Personal Services, Disease, Medicine, and Treatment

As dangerous as the ocean and all the horrors beneath its waves are, a constant killer in the Caribbean is disease, shock, and stress. Some sicknesses followed European sailors across the Atlantic ocean, others were fresh hells waiting for them in the new world. All of them can mean the end of your character's pirate life if left untreated. Stress is just as bad; seizing the mind and slowing the senses.

While diseases can be treated with medicines and magic, stress and shock can only be relieved with rest and recreation away from the horrors of the sea. For the right price, many ports of call have relief for bouts of stress.

Catching Diseases

The leading causes of disease in the Caribbean in 1666 was poor hygiene, lack of clean drinking water, and squalid living conditions: all commonalities on most buccaneer ships.

When exposed to a disease or sickness, the PC makes a saving throw against poison or disease. If they fail, they catch the sickness. Alternatively (For non saving throw systems), the PC rolls 1d20 + Constitution modifier. If the roll is under 10, that PC contracts the disease.

Curing Diseases

Disease and sickness is often a death sentence for all but the heartiest of sailors. To survive a bout of yellow fever, scurvy, or other disease, a PC must be treated with restorative magic, a medicinal cure, treatment from a doctor, or two full weeks of bed rest on dry land.

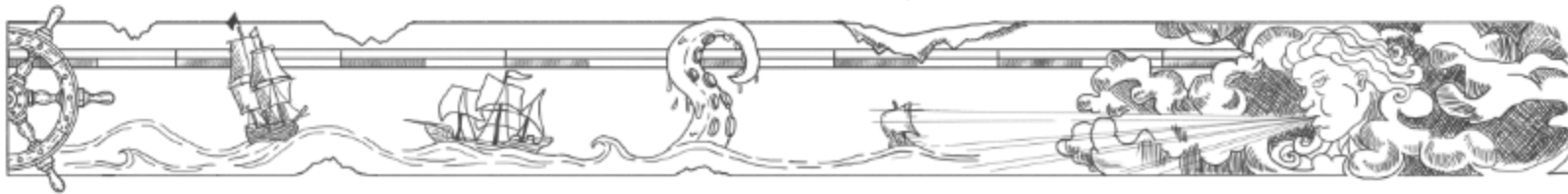
When healing with magic, any restoration or cure disease spell is enough to immediately remove a disease and its ill effects.

When healing with a medicinal cure, the cure is applied to the body or diseased area as indicated. The effects of the disease end after 24 hours unless otherwise specified.

When healing with treatment from a doctor, the doctor performs the necessary treatment or surgery at a gp cost to the PC. On average, treatment or surgery takes hours, immediately removes the disease and its ill effects, but requires 1d4 days of recovery afterward. The cost of a doctor's services varies from island to island, with some ship's sawbones only charging 50 gp for a quick and dirty fix, while practiced physicians in busy colonies may charge up to 500 gp for thorough treatment.

When healing with bed rest, the PC must make a saving throw against poison or disease. On a successful roll the PC recovers without any lingering effects. On a failed roll the PC recovers but their Constitution score is lowered by 1 point. This ability score loss can only be reversed through powerful magic.





Medicine, Treatment, and Services List

Aid	Description	Time	Weight	Cost
El draché	A bottle of medicinal bark tea with lime juice. Cures scurvy, dysentery.	1 hour	2 lbs	25 gp
El draché (barrel)	24 doses of disease curing medicinal bark tea.	1 hour	100 lbs	500 gp
White oak salve	A crude paste of white oak bark and egg white. Cures yellow fever.	12 hours	1 lbs	100 gp
Sea Witch brew	Healing potion made from mummy powder. Cures Weirdways diseases.	12 hours	1 lbs	500 gp
Doctor's Visit	Specialized medicine and treatment performed by a physician.	1d4 days	–	500 gp
Magical Healing	A sea witch or island priest performs a restoration spell.	Instant	–	1000 gp*
Bathhouse Visit	Warm water, steam, perfumes, and oils leave the body refreshed.	1 day	–	10 gp
Brothel Visit	Pleasurable company and emotional relief takes the edge off.	1 day	–	2d12 gp
Bed Rest	Undisturbed rest and relaxation in a (mostly) clean bed.	14 days	–	Cost of rent

*Cost depends on the cost of restoration spells in your ttrpg system of choice.





Types of Diseases

Scurvy

Commonly called the 'sailor's disease', scurvy is a sickness that causes gums to blacken and the muscles and bones to weaken. Thousands of sailors in the Caribbean die every year from scurvy, and buccaneers are careful to watch for its signs.

Causes: lack of citrus or fresh food, curses, exposure to scurvoids.

Effect: -2 to all Strength based rolls and checks. If left untreated for more than 7 days, the diseased character must make a saving throw against disease. On a failed roll their strength and constitution scores are reduced by 3. A character whose ability scores are reduced to 0 by this effect dies. On a successful roll, the diseased character must repeat this saving throw in another 7 days.

Cures: Fresh citrus (limes or lemons) or a pint of el drache.

Yellow Fever

This disease is spread by biting and stinging insects that plague tropical islands. When European colonizers first invaded the West Indies, yellow fever claimed many of them within the first six months. Any time buccaneers come ashore to dry land, catching yellow fever is a risk.

Causes: mosquito bites, curses, exposure to flotsam mutants.

Effect: -2 to all Constitution based rolls and checks. If left untreated for more than 7 days, the diseased character must make a saving throw against disease every day. They die on a failed roll.

Cures: bed rest, restorative magic.

Dysentery

Commonly known as 'camp fever', this wasting illness causes terrible stomach pains, diarrhea, vomiting, and fever. Without enough water or rest, it can easily overwhelm and kill most sailors.

Causes: squalid living conditions, eating the flesh of artillery crabs.

Effect: Movement is halved, disadvantage on saving throws against breath weapons, explosions, or area of effect attacks. If left untreated for more than 14 days, the diseased character must make a saving throw against disease every day. They die on a failed roll.

Cures: bed rest, restorative magic, a pint of el drache.

Syphilis

A disease every ethnic group has blamed on every other ethnic or religious group, often called the 'French disease', 'Christian disease', or simply the 'Great Pox', syphilis causes painful red blemishes to spread across the body. If left untreated it has even been known to eat away at and destroy the nose.

Causes: unprotected sex with infected partners, exposure to sealion traps.

Effect: -2 to all Charisma based rolls and checks. If left untreated for more than 14 days, the diseased character must make a saving throw against disease. On a failed roll the disease spreads and the character loses their nose and their Charisma score is reduced by 3. They must repeat this saving throw every day, losing another appendage and another 3 Charisma points with each failed roll. A character whose Charisma score is reduced to 0 by this effect dies. On a successful roll, the diseased character must repeat this saving throw in another 14 days.

Cures: mercury infused steam, bloodletting with leeches.

Sea Pox

A new illness brought on by the Weird on the waves, buccaneer's afflicted with sea pox grow barnacle-like nodules from their skin. These nodules leak briny sea water, producing up to a gallon a day. If left untreated, a sea-poxed creature's insides liquify and become a primordial soup of brine and sea life, until it leaks out of their orifices and there is nothing left of them.

Causes: curses, exposure to water tentacles and other Weird phenomena on the waves.

Effect: -2 to all Dexterity based rolls and checks. If left untreated for more than 7 days, the diseased character's penalty to Dexterity increases to -4. This progresses each following day by another -2 up to a maximum of -10, at which point the character dies.

Cures: restorative magic, incision and drainage surgery, a pint of sea witch's brew.

Effect: able to see invisible sea monsters,

-2 to all Wisdom based rolls and checks. If left untreated for more than 7 days, the diseased character must make a saving throw against disease. On a failed roll the character's insides instantly mutate. They vomit out an octopus while their own body dies. Their consciousness now lives in the octopus and they gain its statistics, but retain their previous ability scores, skills, and bonuses. They can no longer speak, but can now communicate telepathically. On a successful roll, the diseased character must repeat this saving throw in another 17 days.

Cures: restorative magic, cow's blood transfusion surgery, two pints of sea witch's brew. Curing the tentacular madness ends the Wisdom penalties and mutations, but the ability to see invisible horrors remains.

Tentacular Madness

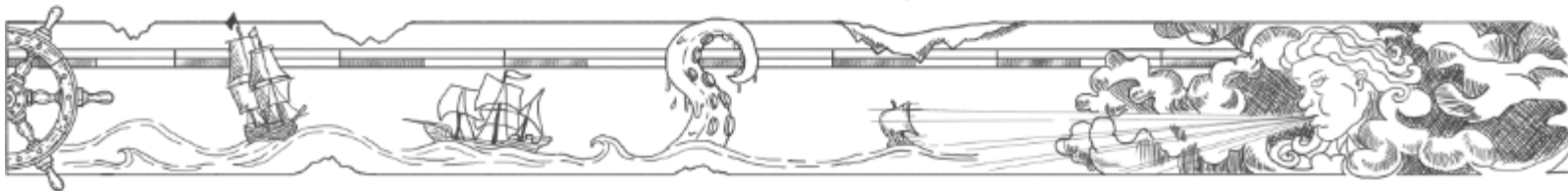
Something new and awful from the depths of the sea, sailors infected with this madness are granted the ability to 'see' the effects of the Weird on the waves, such as the true shapes of wave striders and other invisible monstrosities. This comes at the cost of their sanity and their human forms, for now a new intelligence lives within their bodies...and soon it will take over.

Causes: prolonged exposure to the Weirdways, escaping the inside of a wave strider's stomach and living.



Chapter 5

Ships and Sea Vessels



Ships and Sea Vessels

A sailing ship is the ultimate expression of freedom and power: a vessel granting a person the ability to travel across the ocean, whether to spread the influence and power of a homeland, or just one's self. A country's strength in might and in commerce is measured with their navies and ships. To own a ship is to be free, to steal a ship is to claim freedom for yourself.

Like other kinds of vehicles in roleplaying games, a ship is considered an extension of the player characters, able to be upgraded and expanded.

Ships in *Weird on the Waves* are simple enough to be tracked on a character sheet alongside ordinary equipment, while mechanically deep enough to feel distinct from other kinds of vehicles.

Types of Ships

Ships in *Weird on the Waves* are categorized by their size, rather than their specific design or purpose. While ships are often very different in their design and appearance, there isn't a lot mechanically different between a brig or a caravel, so they and ships like them fall into the same size category.

Ships are broken down into four size categories:

- **Tiny ships.** Rafts, canoes, and rowboats.
- **Small ships.** Cogs, sloops, and other single mast ships.
- **Medium ships.** Brigs, corvettes, galleys, and other fast, double-mast ships.
- **Large ships.** Galleons, Triremes, Man o' Wars, and other slower but immense triple-mast ships.

Parts of a Ship

Every ship in *Weird on the Waves* has the following parts and statistics. They make up the mechanics of the ship and how characters and other ships interact with it.

Size. The size category of the ship. The bigger the ship, the more hit points it has and the bigger its cargo capacity can be.

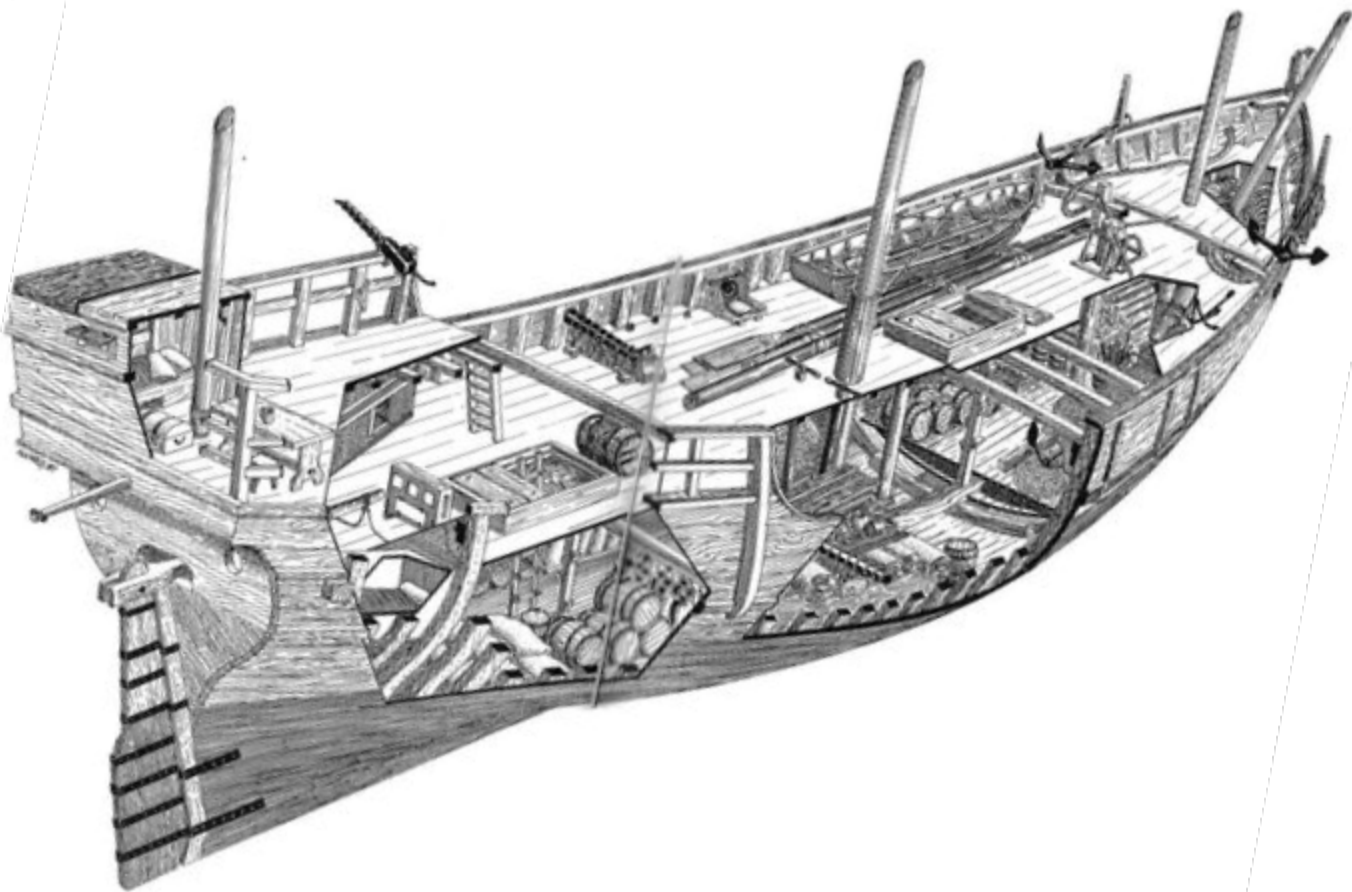
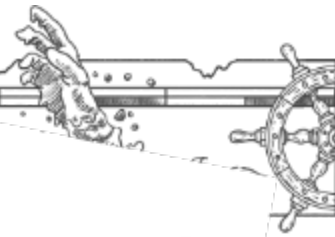
Movement. How far the ship can sail in a day, an hour, and a round. A ship's movement is measured in either miles or feet. Movement can be impacted by wind and weather.

Minimum Crew. How many characters a ship needs to be sailed at the minimum. While most ships require a full crew to sail properly, this number represents how many characters are required to sail the ship at all.

Sailing Bonus. The bonus the ship adds to a character's checks and rolls when they're sailing it. This bonus represents how strong and reliable a ship is. A +0 bonus is most common, with a +1 or +2 bonus meaning the ship is sturdier and able to get out of bad situations. How sailing bonuses work is explained in Chapter 6.

Cargo. The cargo capacity of the ship, measured in tonnes (or tons). Sailing checks made when a ship's cargo capacity has been exceeded are made with disadvantage.

Hit Points. How much damage a ship can take before sinking. For ships, hit points are a measure of hull integrity, sail condition, and how much water a ship can take on. A ship at half of its hit point total is considered 'Sinking'. At 0 hit points, a ship sinks 1d4 + Sailing Bonus rounds later. Once at 0 hit points, there's no repairing a ship. It's done for.



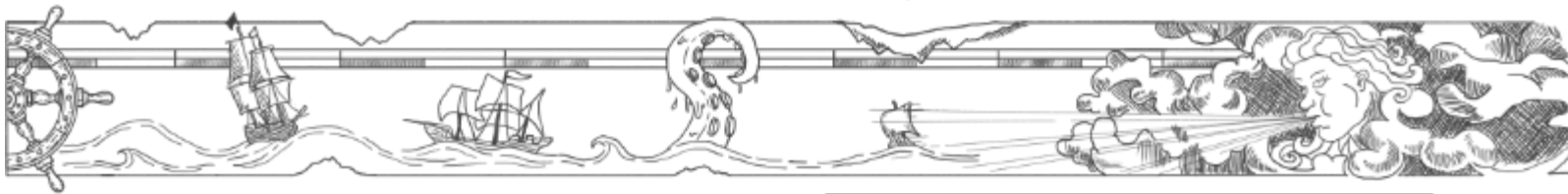
Damage Threshold. A ship's hull has immunity to all non-artillery damage unless it takes an amount of damage equal to or greater than its damage threshold. In which case it takes damage as normal. Any damage from spells and character attacks that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the ship's hit points. Artillery attacks (cannons, fire barrels, etc) always do normal damage.

Perks. A specific benefit the ship gains from having a certain kind of build or equipment on board. Perks are similar to 'feats' in new school roleplaying games, but they're specific to ships. A ship's starting perk is often randomly determined, while additional perks can be purchased by characters when the ship is at port. A ship's size determines the maximum number of perks it can have. More info on Perks is available at the end of Chapter 5.

Guns. The cannons and long range weapons aboard the ship, if any.

Crew Hit Points. A ship's Crew HP is the total of all of its crew member's hit points. For example, a ship crewed by a single captain and twelve sailors has a total Crew HP of 73. When a ship's Crew HP is reduced by cannon fire or other damage, the ship is more likely to surrender. With player characters' ships, Crew HP does not include the PC's hit points in its total.

Actions Per Round. Ships sailed by player characters can take a number of actions per round equal to the number of PC's aboard. For example, a ship sailed by a party of four characters gets four actions per round, one taken by each character. A ship sailed by NPCs gets a number of actions (big or small) specified by its stat block.



Acquiring and Selling Ships

Acquiring Ships

Other than rowboats, most ships on the Caribbean Sea aren't for sale. They're either naval vessels that are the property of the Crown, or they belong to merchants. More often than not, the fastest way to acquire a ship is to steal it. Most buccaneer's ships are stolen from merchants, salvaged from naval battles, or changed hands between other buccaneers.

Ships that can be purchased outright with gold pieces are described in the Equipment List in Chapter 4.

Selling Ships for Gold (and XP)

Just like stolen treasure or salvaged goods, intact ships can be sold in major ports of call (Tortuga, Port Royal, Providence, etc) for gold. This gold is then divided up into shares and distributed amongst the crew, and then can be counted towards experience points.

The value of captured ships is determined by its size, its current condition, and the number of perks/flaws it has. A ship must have at least 1 hit point to be considered sellable.

Price Based on Size

Tiny ships = 50 gp

Small ships = 10,000 gp

Medium ships = 20,000 gp

Large ships = 30,000 gp

Perks/Flaws

Perks. For every perk, add 250 gp to the selling price.

Flaws. For every flaw, subtract 250 gp from the selling price.

Current Condition

A ship at full hit points is sold for 100% of its total selling price. A ship at half hit points is sold for 50% of its total selling price. The ship's current hit points

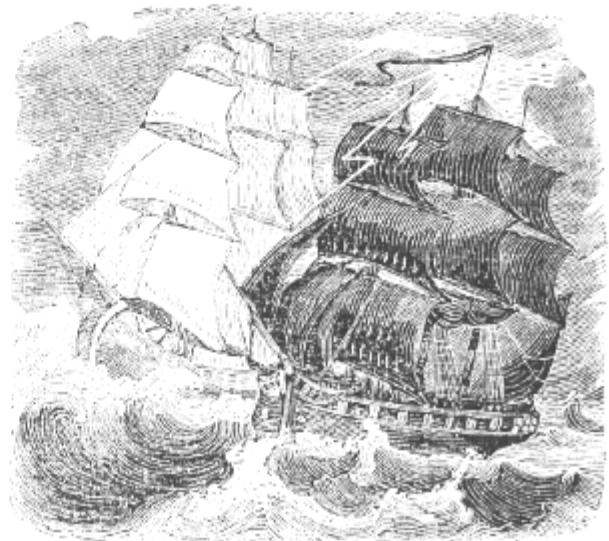
On Maximum Crew Capacity

Weird on the Waves provides a Minimum Crew capacity, rather than a maximum one. For the purposes of story and verisimilitude, every ship, from the smallest raft to the largest galleon, can hold a maximum crew amount of...just enough.

Can five or more people fit on a raft? That's for the players to figure out. Can a dozen people squeeze into a rowboat while still carrying a full cargo of treasures? It all depends on how the players play it out. Wave Masters are encouraged to handwave maximum crew capacities whenever possible, as it slows down what can already be a cumbersome process. When in doubt, use your best judgment.

determine the percentage (rounded down) of the total price it is sold for.

Example: A buccaneer crew captures a Dutch naval cog off the coast of the Cat Islands. Upon sailing it back to Tortuga, this small ship is in rough shape. The cog is a small ship with 2 perks. It has 85 of its 150 total hit points. The ship's overall value is 10,500 gp. It has roughly 57% of its total hit points. The ship sells for 57% of its overall value, which is 5985 gp.





Ships in the Caribbean

Ships at play in the Caribbean and Weirdways come in a few varieties. Some are merchant ships carrying valuable cargo from island to island, some are cutthroat buccaneers or privateers looking to plunder and loot, while others are naval ships that patrol islands and waters "owned" by the monarchies of Europe and their colonial powers.

Tiny Ships

From rafts made of rope and logs to rowboats of the British navy, these small vessels may not hold much, but they're a literal lifesaver on the open sea. Many medium and large ships have a complement of tiny ships aboard for travelling ashore quickly.

Most tiny ships need to be rowed with oars. Rowing a ship requires a saving throw. Success means the ship is rowed its full speed through the whole day. Failure means the rower becomes exhausted and the ship moves at half speed.

Raft

Little more than some barrels and wreckage fashioned together with rope, this "ship" can mean the difference between life and death on the ocean.

Rowboat

A small boat with one or more sets of oars, the rowboat is the most common way people travel from land to a larger anchored ship. Most medium sized vessels have one or more rowboats aboard for rowing ashore. Often also called a dinghy or lifeboat.

Freebooter

A choice vessel of solitary fishers and down on their luck buccaneers, the freebooter is essentially a rowboat with a sail and rudder. While the freebooter can be rowed manually, it gets the bulk of its speed and maneuverability from its single triangular sail.

Barge

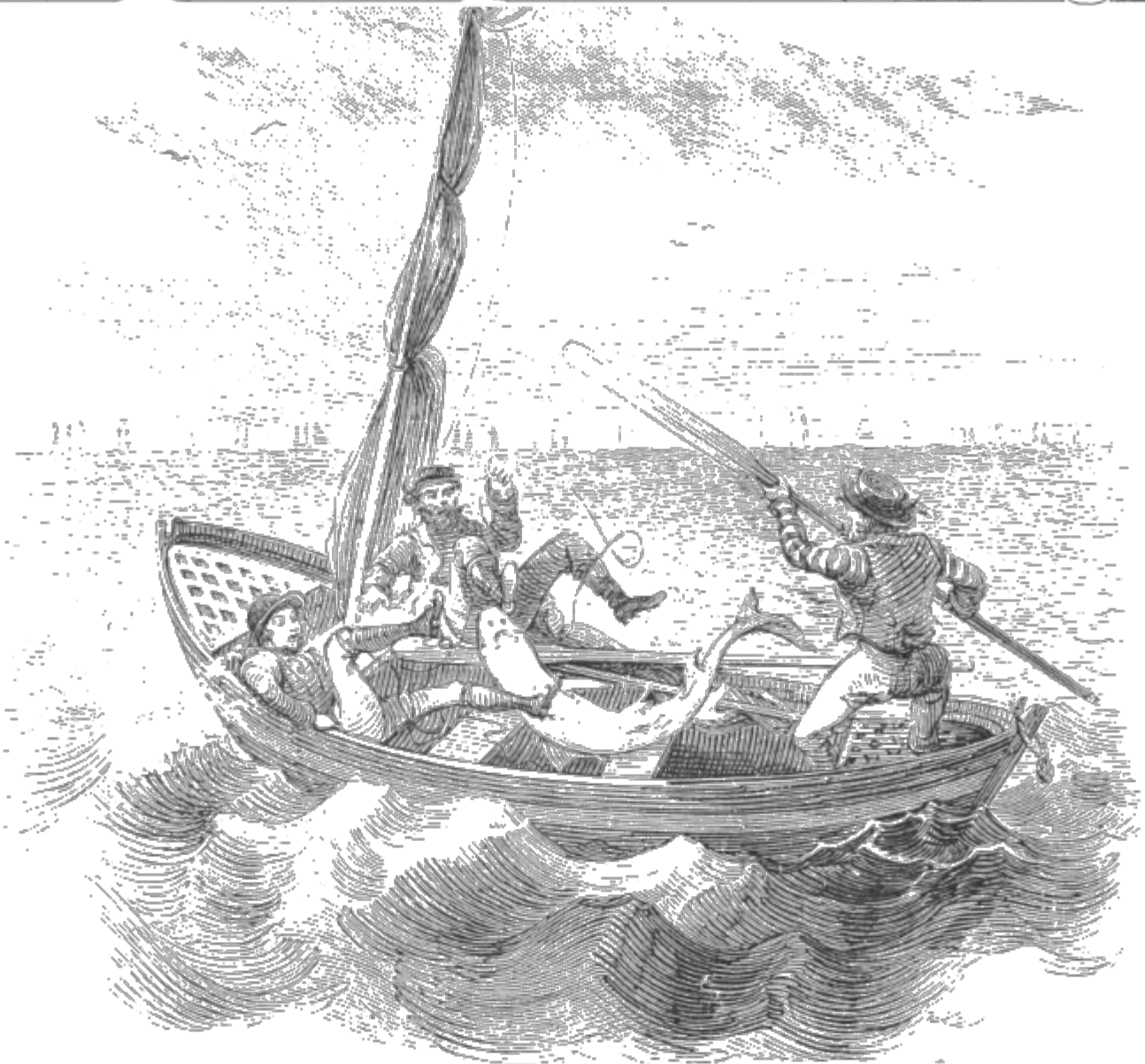
A squat, wide vessel designed to carry cargo down rivers and shores. Barges are usually rowed by a larger crew or towed by a larger ship. What they lack in speed, they make up for in cargo capacity.

Raft

Size Tiny
Hit Points 40
Damage Threshold –
Movement 18 miles per day
 1 mile per hour
 15 feet per round
Sailing Bonus +0
Minimum Crew 1
Cargo 0.3 tonnes (600 lbs)
Maximum Perks –

Rowboat

Size Tiny
Hit Points 50
Damage Threshold –
Movement 30 miles per day
 2 mile per hour
 30 feet per round
Sailing Bonus +0
Minimum Crew 1
Cargo 0.5 tonnes (1000 lbs)
Maximum Perks –



Freebooter

Size Tiny

Hit Points 60

Damage Threshold –

Movement 52 miles per day
3 mile per hour
45 feet per round

Sailing Bonus +0

Minimum Crew 1

Cargo 0.5 tonnes (1000 lbs)

Maximum Perks –

Barge

Size Tiny

Hit Points 60

Damage Threshold –

Movement 20 miles per day
1 mile per hour
25 feet per round

Sailing Bonus +0

Minimum Crew 2

Cargo 100 tonnes

Maximum Perks –

Small Ships

Small but fast single-masted vessels like the sloop, the ketch, and the cog were the lifeblood of the Caribbean in the 17th century. These smaller ships were big enough to hold large stores of cargo, while small and agile enough to outmaneuver larger naval vessels through shallows. They were an ideal choice for merchants moving between islands...as well as buccaneers.

Merchant Sloop

Size Small

Hit Points 125

Damage Threshold 10

Movement 48 miles per day
2 mile per hour
350 feet per round

Sailing Bonus +0

Minimum Crew 2

Cargo 100 tonnes

Maximum Perks 2 + Sailing Bonus

Guns

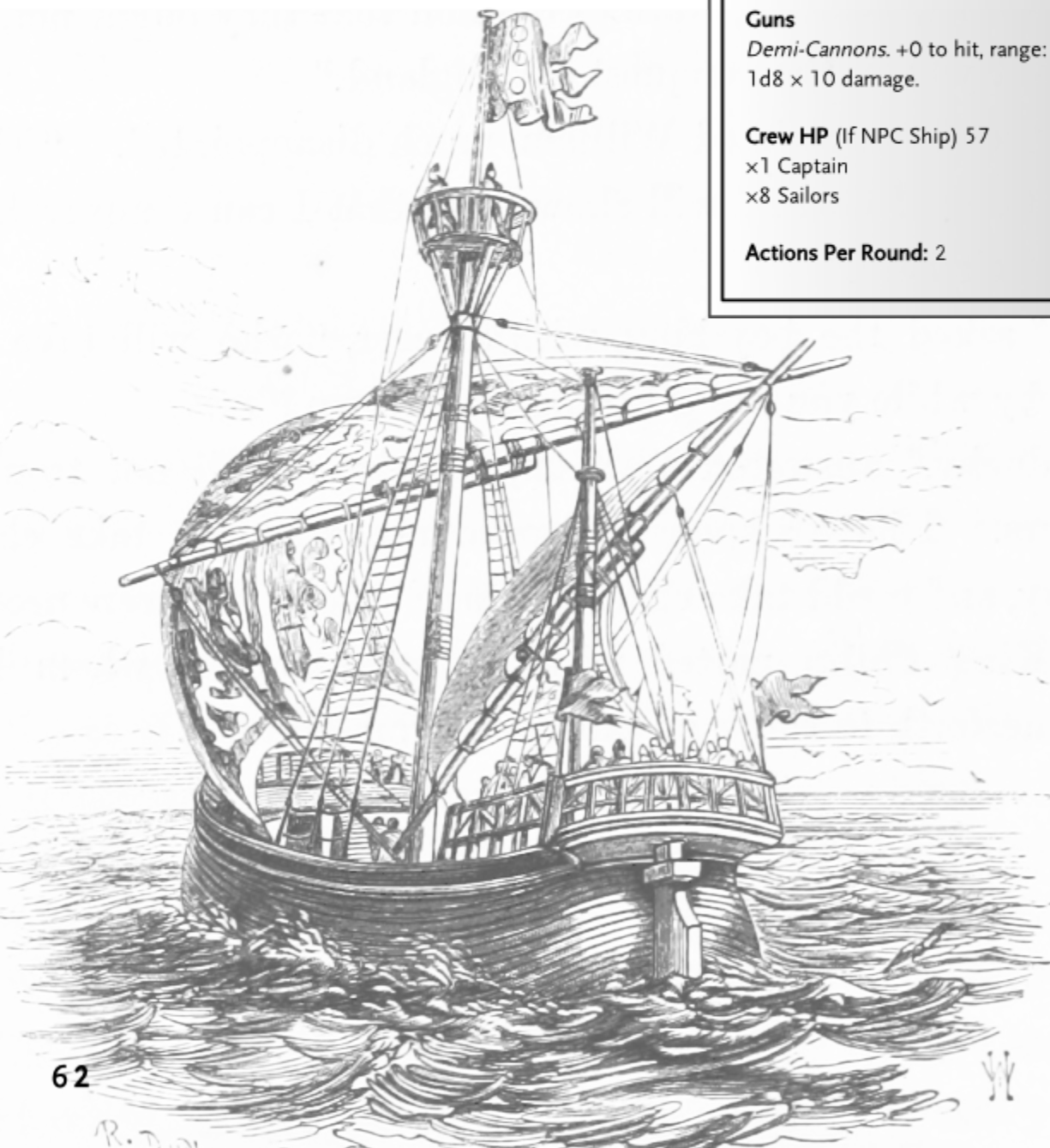
Demi-Cannons. +0 to hit, range: 300/1200 ft.,
1d8 × 10 damage.

Crew HP (If NPC Ship) 57

×1 Captain

×8 Sailors

Actions Per Round: 2





Buccaneer Sloop

Size Small

Hit Points 135

Damage Threshold 10

Movement 48 miles per day
2 mile per hour
400 feet per round

Sailing Bonus +1

Minimum Crew 2

Cargo 150 tonnes

Maximum Perks 2 + Sailing Bonus

Guns

Swivel Guns. +1 to hit, range: 100/300 ft.,
2d12 damage (Individual targets).

Demi-Cannons. +1 to hit, range: 300/1200 ft.,
1d8 × 10 damage.

Crew HP (If NPC Ship) 85

×1 Captain

×6 Buccaneers

Actions Per Round 3

Perks

Improved Sailing Bonus. The ship gains a +1
Sailing Bonus.

Greater Hold. Cargo capacity increased by 50
tonnes.

Naval Cog

Size Small

Hit Points 150

Damage Threshold 10

Movement 48 miles per day
2 mile per hour
400 feet per round

Sailing Bonus +1

Minimum Crew 4

Cargo 100 tonnes

Maximum Perks 2 + Sailing Bonus

Guns

Swivel Guns. +1 to hit, range: 100/300 ft.,
2d12 damage (Individual targets).

Culverins. +1 to hit, range: 600/2400 ft.,
1d6 × 10 damage.

Demi-Cannons. +1 to hit, range: 300/1200 ft.,
1d8 × 10 damage.

Crew HP (If NPC Ship) 69

×1 Captain

×2 Officers

×6 Sailors

Actions Per Round 3

Perks

Improved Sailing Bonus. The ship gains a +1
Sailing Bonus.

Merchant Sloop

The ideal vessel for Portugese, French, and British merchants, the merchant sloop is a rugged and dependable ship ideal for transporting rum, sugarcane, and tobacco to and from the island colonies and plantations.

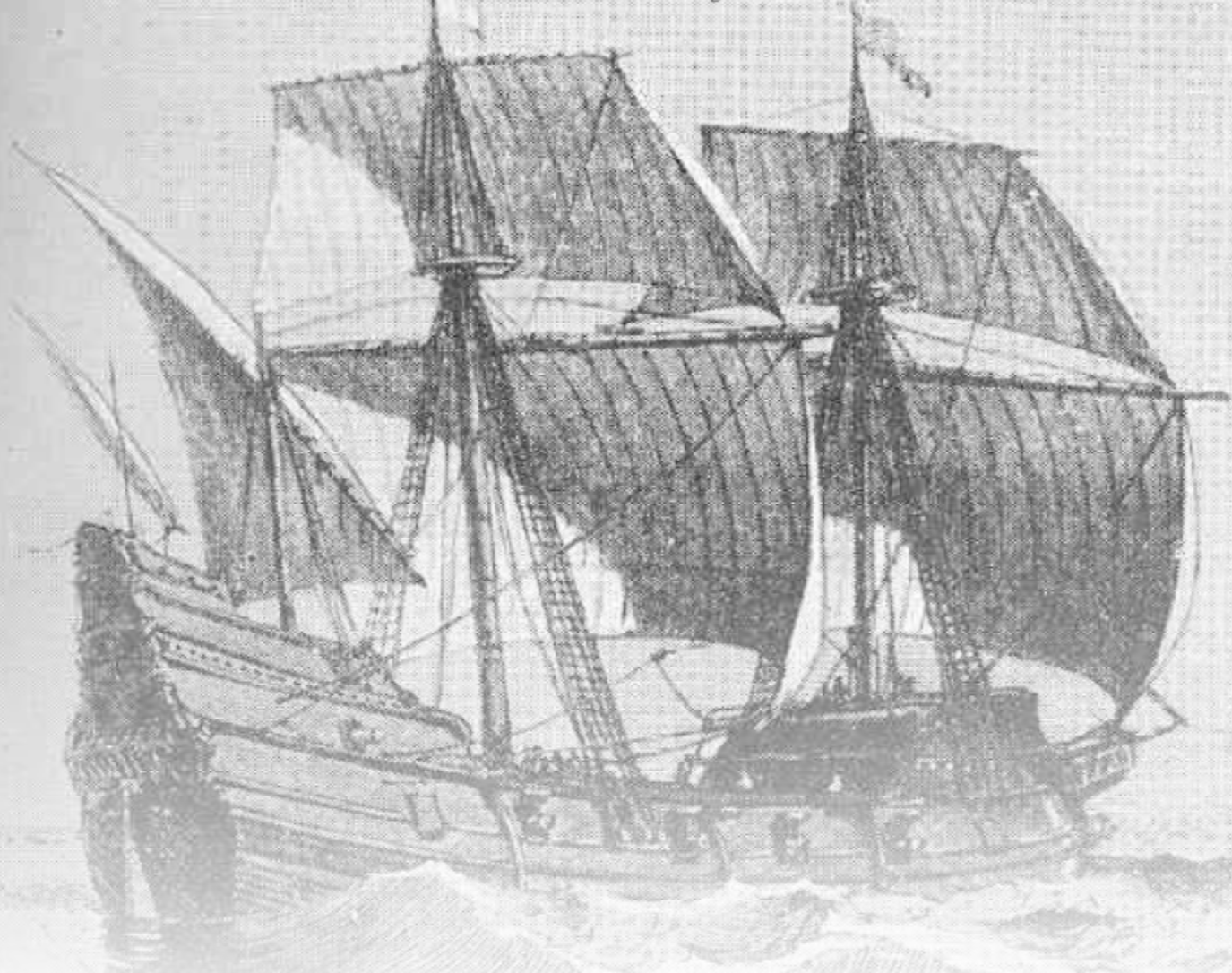
Buccaneer Sloop

When buccaneers strike out on their own as captains, a sloop is usually their first claimed vessel. Fast, dependable, and easily taken from the hands of cowardly merchants. The

bulkheads of the lower hold are often ripped out to make room for more cannons and crew.

Naval Cog

A small vessel of the Spanish, Dutch, French, or British navy, this square-rigged vessel is often used to explore, deliver messages, or if needed, defend his or her Majesty's territory. While slightly slower to turn and move in combat, the naval cog makes up for it in firepower.



Medium Ships

The dependable work horses of the Caribbean Sea, medium ships provide the size, strength, and cargo capacity to fuel a merchant fleet or a buccaneer armada. Brigs, Caravels, larger Frigates, and Schooners make up these two to three masted ships.

Because of their larger size, medium ships have more space for guns. When a medium ship fires its cannons, said cannons deal an additional 10 damage.

Buccaneer Brig

The brig is the ship of choice for a large pirate crew. Sturdy, fast, and loaded to bear with guns, few forces in the Caribbean can stand against such a ship. The Buccaneer Brig starts with two rowboats within it.

Merchant Caravel

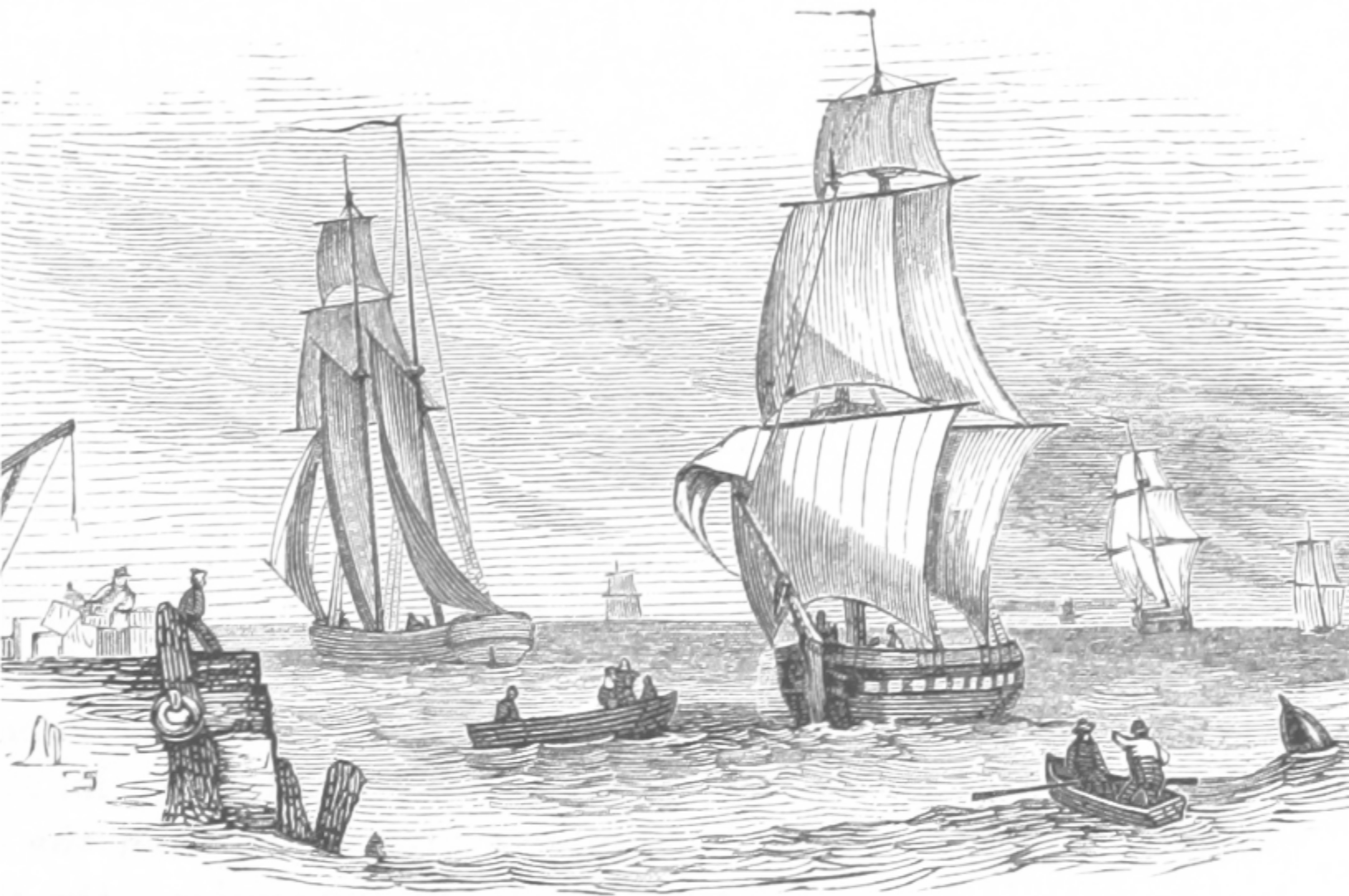
A ship designed to carry cargo from the New World to the Old World, crossing the Atlantic ocean. These rounder hulled ships were designed for large cargo and crew capacity.

Privateer Frigate

A deadly ship designed to assault colonies and settlements, the privateer frigate is a ship of mercenary war. What it lacks in cargo capacity and strength it makes up for with crew size and firepower.

Naval Brig

A formidable 'ship of the line', the Naval Brig is used by the Dutch, English, French, and Portugese to patrol and engage in warfare on the high seas. They're floating gun batteries, armed to the teeth but not especially fast.



Buccaneer Brig

Size Medium

Hit Points 200

Damage Threshold 20

Movement 72 miles per day
3 mile per hour
300 feet per round

Sailing Bonus +1

Minimum Crew 6

Cargo 250 tonnes

Maximum Perks 3 + Sailing Bonus

Guns

Fire Barrels. +1 to hit, 100 ft. diameter, 6d6 + 10 damage, 3/6 chance of slowing.

Culverins. +1 to hit, range: 600/2400 ft., 1d6 × 10 + 10 damage.

Demi-Cannons. +1 to hit, range: 300/1200 ft., 1d8 × 10 + 10 damage.

Crew HP (If NPC Ship) 185

×1 Captain

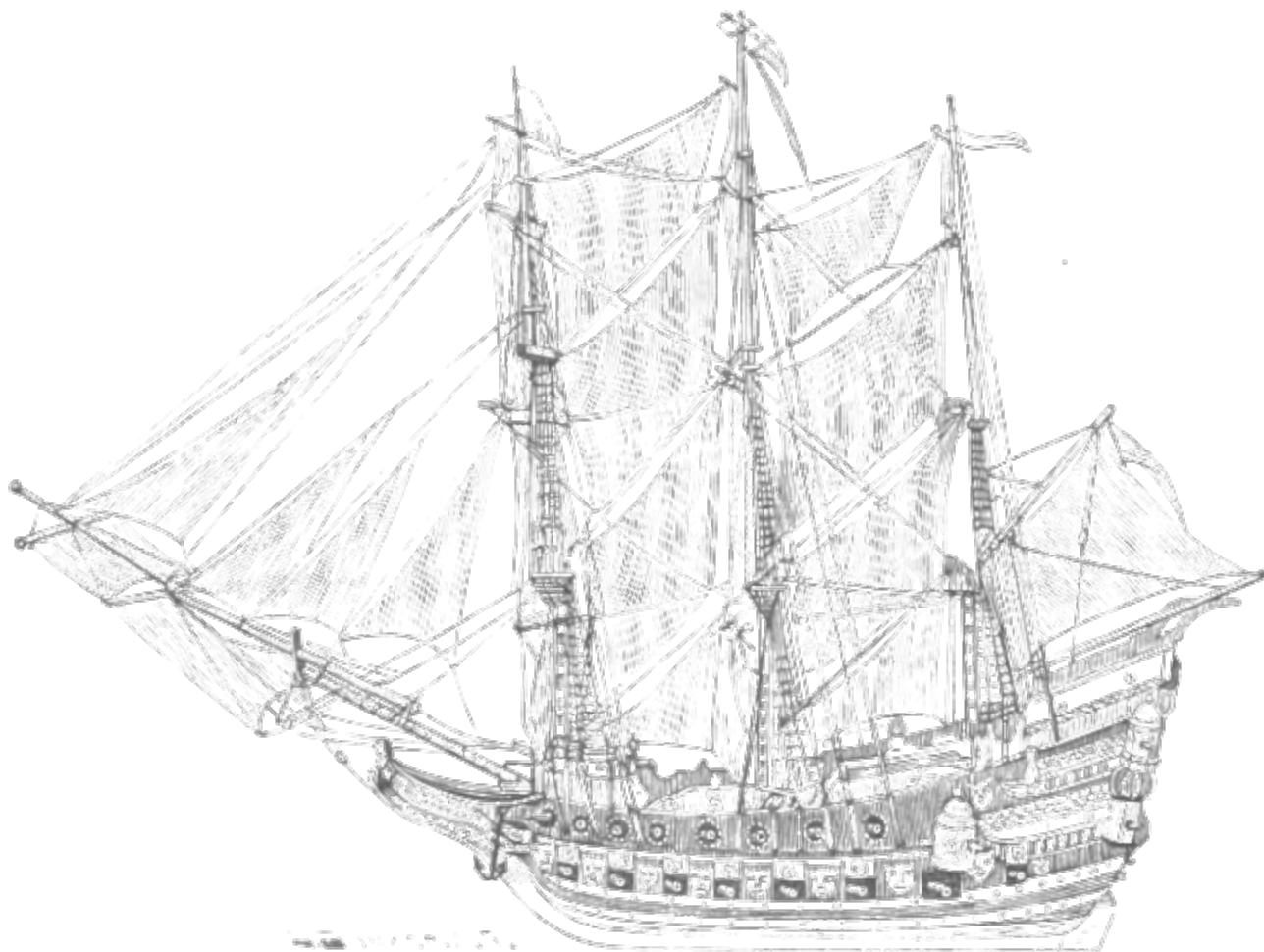
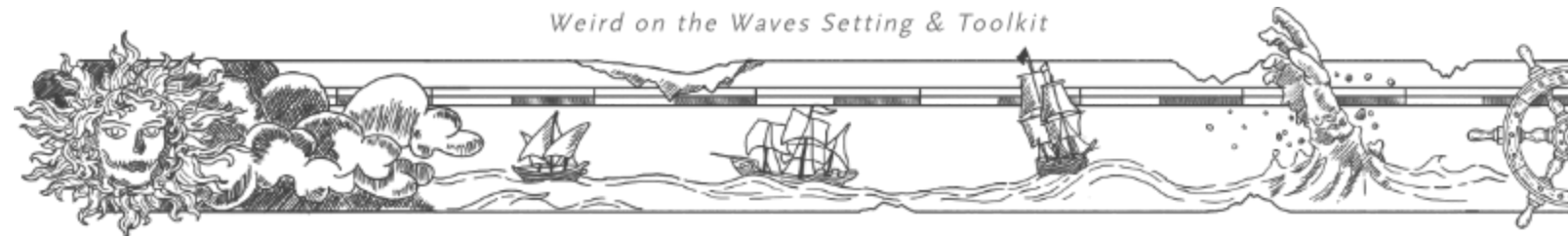
×16 Buccaneers

Actions Per Round 3

Perks

Improved Sailing Bonus. The ship gains a +1 Sailing Bonus.

Bermuda Rigging. The ship has advantage on Sailing Checks made to chase ships or escape a chase.



Merchant Caravel

Size Medium

Hit Points 250

Damage Threshold 20

Movement 72 miles per day
3 mile per hour
300 feet per round

Sailing Bonus +1

Minimum Crew 5

Cargo 300 tonnes

Maximum Perks 3 + Sailing Bonus

Guns

Culverins. +1 to hit, range: 600/2400 ft.,
1d6 × 10 + 10 damage.

Crew HP (If NPC Ship) 105

×1 Captain

×20 Sailors

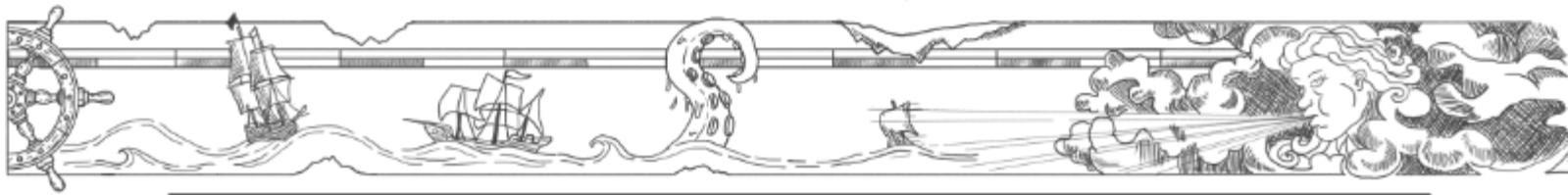
Actions Per Round 3

Perks

Improved Sailing Bonus. The ship gains a +1

Sailing Bonus.

Hull Reinforcement. The Ship's Hit Points increase
by 50.



Privateer Frigate

Size Medium

Hit Points 200

Damage Threshold 20

Movement 72 miles per day
3 mile per hour
300 feet per round

Sailing Bonus +2

Minimum Crew 8

Cargo 150 tonnes

Maximum Perks 3 + Sailing Bonus

Guns

Fire Barrels. +2 to hit, 100 ft. diameter, 6d6 + 10 damage, 3/6 chance of slowing.

Culverins. +2 to hit, range: 600/2400 ft., 1d6 × 10 + 10 damage.

Demi-Cannons. +2 to hit, range: 300/1200 ft., 1d8 × 10 + 10 damage.

Crew HP (If NPC Ship) 145

×1 Captain

×12 Buccaneers

Actions Per Round 3

Perks

Improved Sailing Bonus × 2. The ship gains a +2 Sailing Bonus.

Shrapnel Cannons. Once per combat, if you hit with a demi-cannon attack you can choose to instead deal half the damage directly to the crew.

Naval Brig

Size Medium

Hit Points 225

Damage Threshold 20

Movement 60 miles per day
2 mile per hour
250 feet per round

Sailing Bonus +1

Minimum Crew 16

Cargo 200 tonnes

Maximum Perks 3 + Sailing Bonus

Guns

Culverins. +1 to hit, range: 600/2400 ft., 1d6 × 10 + 10 damage.

Demi-Cannons. +1 to hit, range: 300/1200 ft., 1d8 × 10 + 10 damage.

Mortar Cannon. +1 to hit, range: 1200/3000 ft., 1d12 × 10 + 10 damage. 2/6 Chance of Fire.

Crew HP (If NPC Ship) 155

×1 Captain

×5 Officers

×20 Sailors

Actions Per Round 3

Perks

Improved Sailing Bonus. The ship gains a +1 Sailing Bonus.

Sawbones' Infirmary. Characters aboard the ship gain a +2 bonus to saving throws against disease and sickness. All Checks made to heal crewmembers are made at +2.



Large Ships

Large ships encompass the biggest and most recognizable ships sailing the Caribbean: the Spanish Galleon, the Portugese Man o' War, and the British Frigate. Ships with three or more masts as big as four storeys tall. These giant ships are crewed by dozens, and are used to carry the heaviest and most precious cargo.

Because of their larger size, large ships have more space for guns. When a large ship fires its cannons, said cannons deal an additional 25 damage.

Buccaneer War Frigate

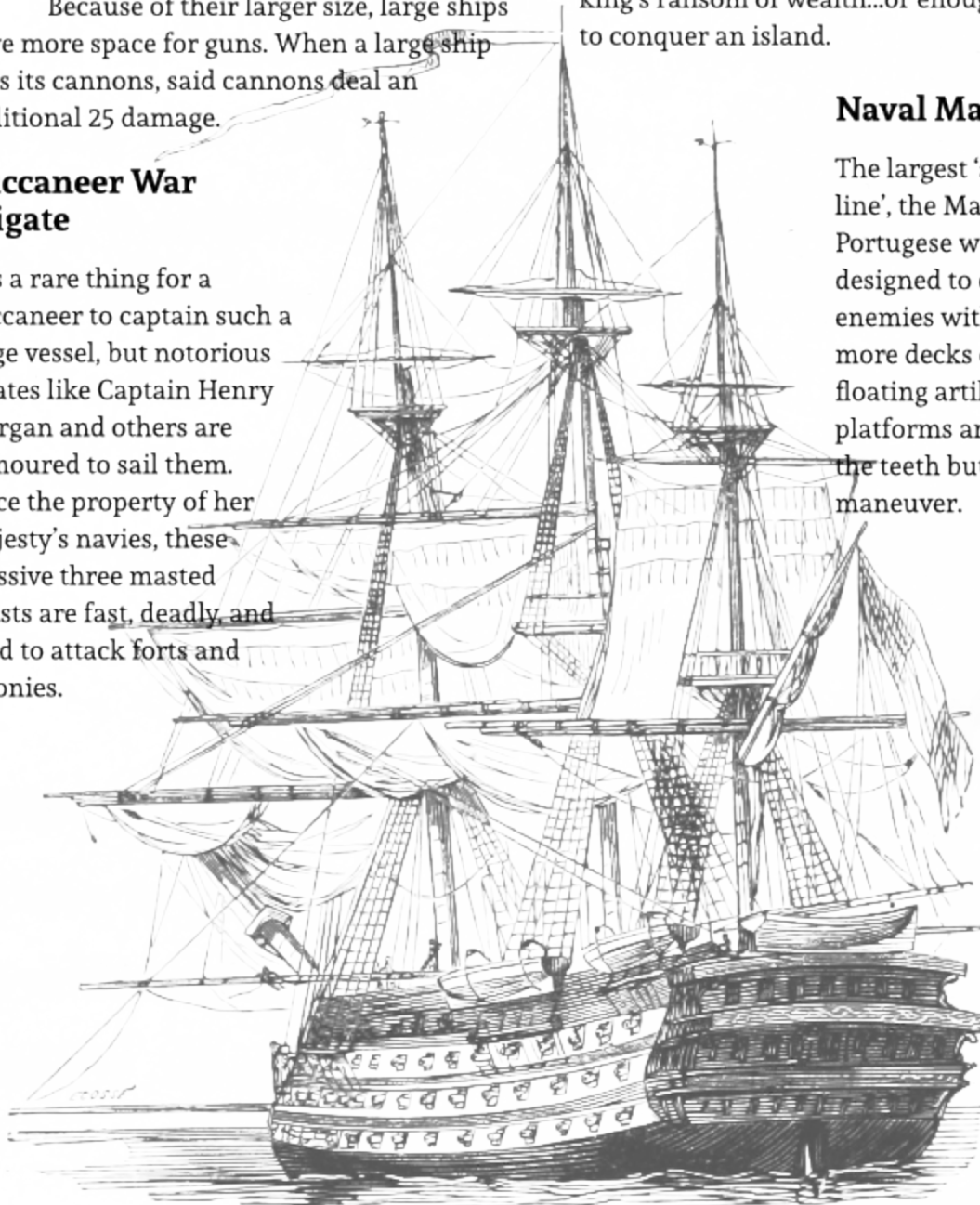
It is a rare thing for a buccaneer to captain such a large vessel, but notorious pirates like Captain Henry Morgan and others are rumoured to sail them. Once the property of her majesty's navies, these massive three masted beasts are fast, deadly, and used to attack forts and colonies.

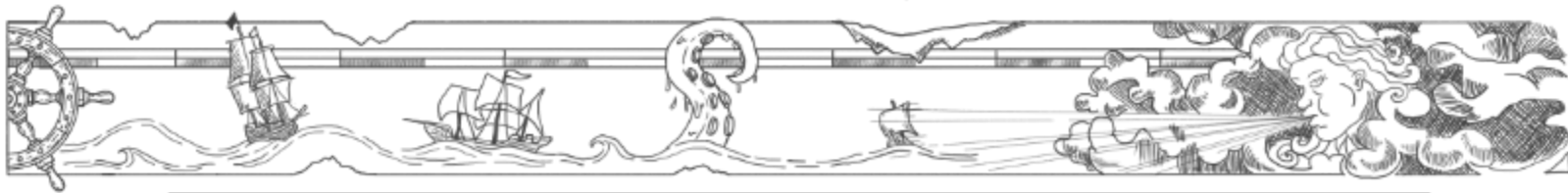
Treasure Galleon

A giant on the water, the galleon is a big part of Spain's silver fleet. Galleons are most often laden with silver and gold from the Spanish Main, being sailed back to the Old World. Originally produced by Spain, by 1666 other countries began making their own galleons: enormous but fast ships that can carry either a king's ransom of wealth...or enough firepower to conquer an island.

Naval Man o' War

The largest 'ship of the line', the Man o' War is a Portugese warship designed to overwhelm enemies with three or more decks of guns. These floating artillery platforms are armed to the teeth but are slow to maneuver.





Buccaneer War Frigate

Size Large

Hit Points 300

Damage Threshold 30

Movement 72 miles per day
3 mile per hour
250 feet per round

Sailing Bonus +2

Minimum Crew 12

Cargo 350 tonnes

Maximum Perks 3 + Sailing Bonus

Guns

Fire Barrels. +2 to hit, 100 ft. diameter,
6d6 + 25 damage, 3/6 chance of slowing.

Demi-Cannons. +2 to hit, range: 300/1200 ft.,
1d8 × 10 + 25 damage.

Mortar Cannon. +2 to hit, range: 1200/3000 ft.,
1d12 × 10 + 25 damage. 2/6 Chance of Fire.

Crew HP (If NPC Ship) 275

×1 Captain

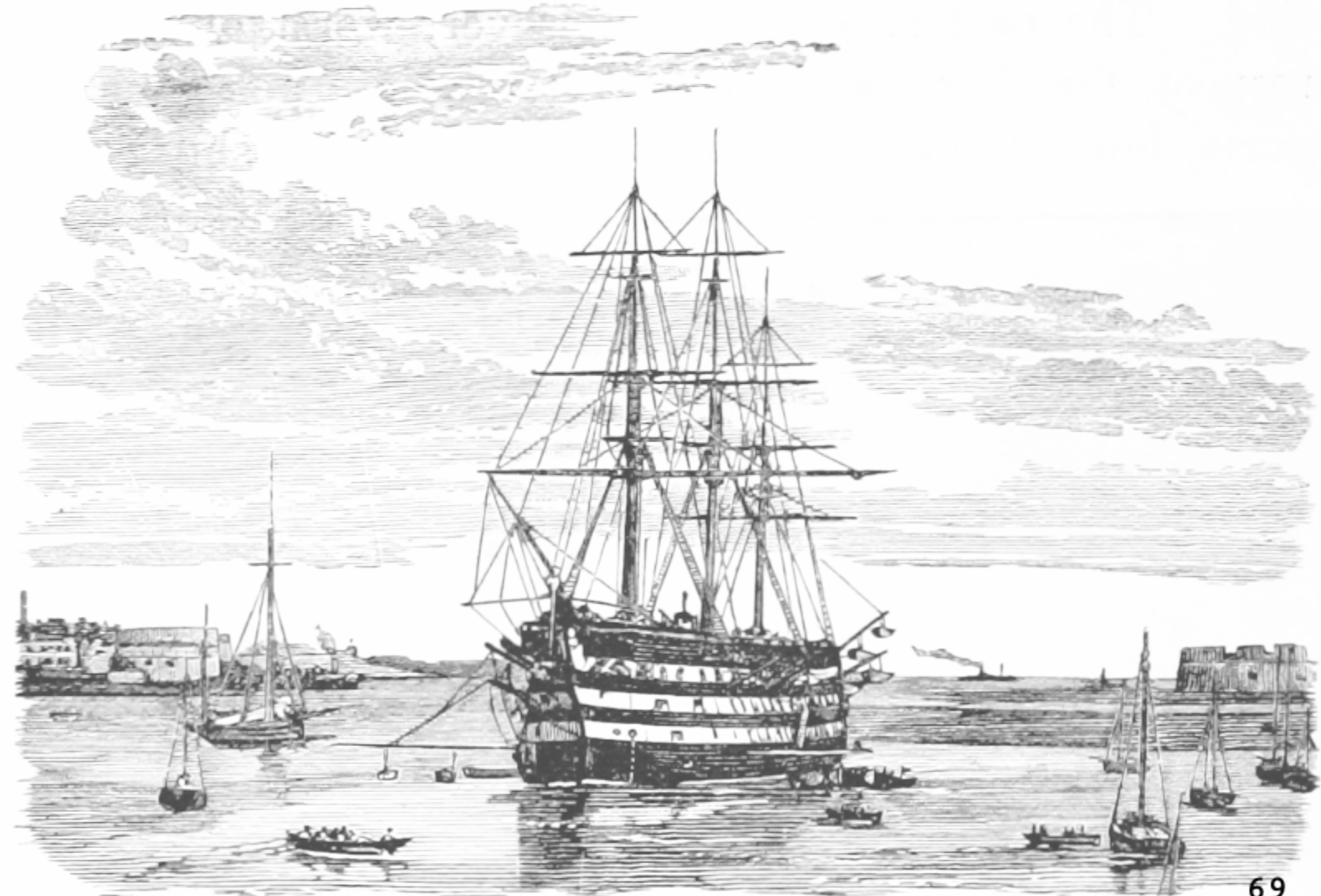
×25 Buccaneers

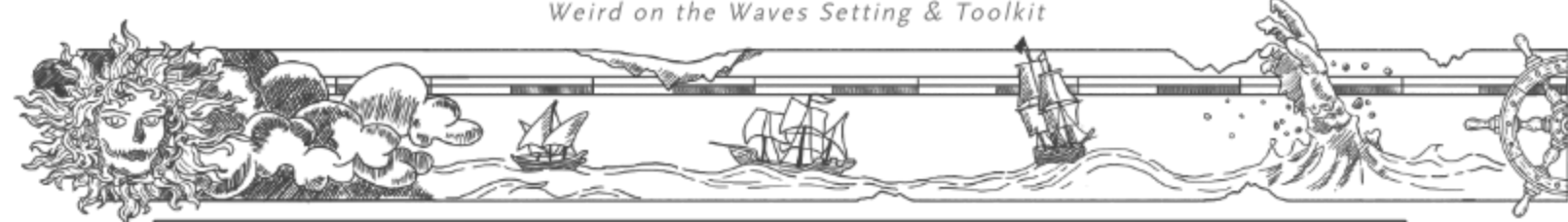
Actions Per Round 3

Perks

Improved Sailing Bonus ×2. The ship gains a +2
Sailing Bonus.

Greater Hold. The ship's cargo capacity is
expanded by 50 tons.





Treasure Galleon

Size Large

Hit Points 350

Damage Threshold 30

Movement 62 miles per day
2.5 mile per hour
250 feet per round

Sailing Bonus +1

Minimum Crew 15

Cargo 400 tonnes

Maximum Perks 3 + Sailing Bonus

Guns

Culverins. +1 to hit, range: 600/2400 ft.,
1d6 × 10 + 25 damage.

Demi-Cannons. +1 to hit, range: 300/1200 ft.,
1d8 × 10 + 25 damage.

Crew HP (If NPC Ship) 155

×1 Captain

×5 Officers

×20 Sailors

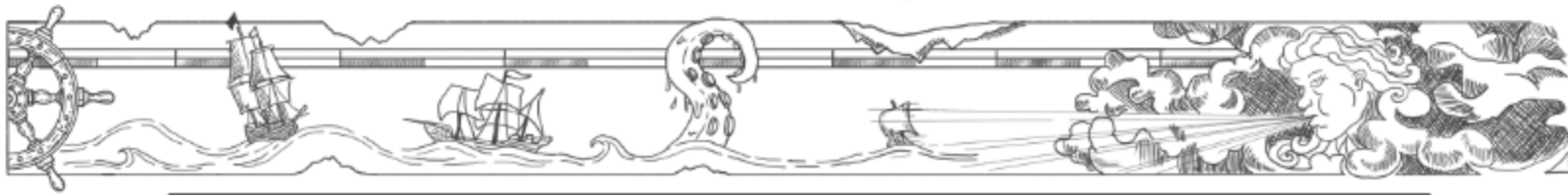
Actions Per Round 3

Perks

Improved Sailing Bonus. The ship gains a +1 Sailing Bonus.

Hull Reinforcement. The Ship's Hit Points increase by 50.





Naval Man o' War

Size Large

Hit Points 300

Damage Threshold 30

Movement 58 miles per day
2 mile per hour
200 feet per round

Sailing Bonus +2

Minimum Crew 20

Cargo 300 tonnes

Maximum Perks 3 + Sailing Bonus

Guns

Culverins. +2 to hit, range: 600/2400 ft.,
1d6 × 10 + 25 damage.

Demi-Cannons. +2 to hit, range: 300/1200 ft.,
1d8 × 10 + 25 damage.

Mortar Cannon. +2 to hit, range: 1200/3000 ft.,
1d12 × 10 + 25 damage. 2/6 Chance of Fire.

Long Nine Gun. +2 to hit, range: 1200/4000 ft.,
2d6 × 10 + 25 damage. 1/6 Chance of Slowing.

Crew HP (If NPC Ship) 325

×1 Captain

×10 Officers

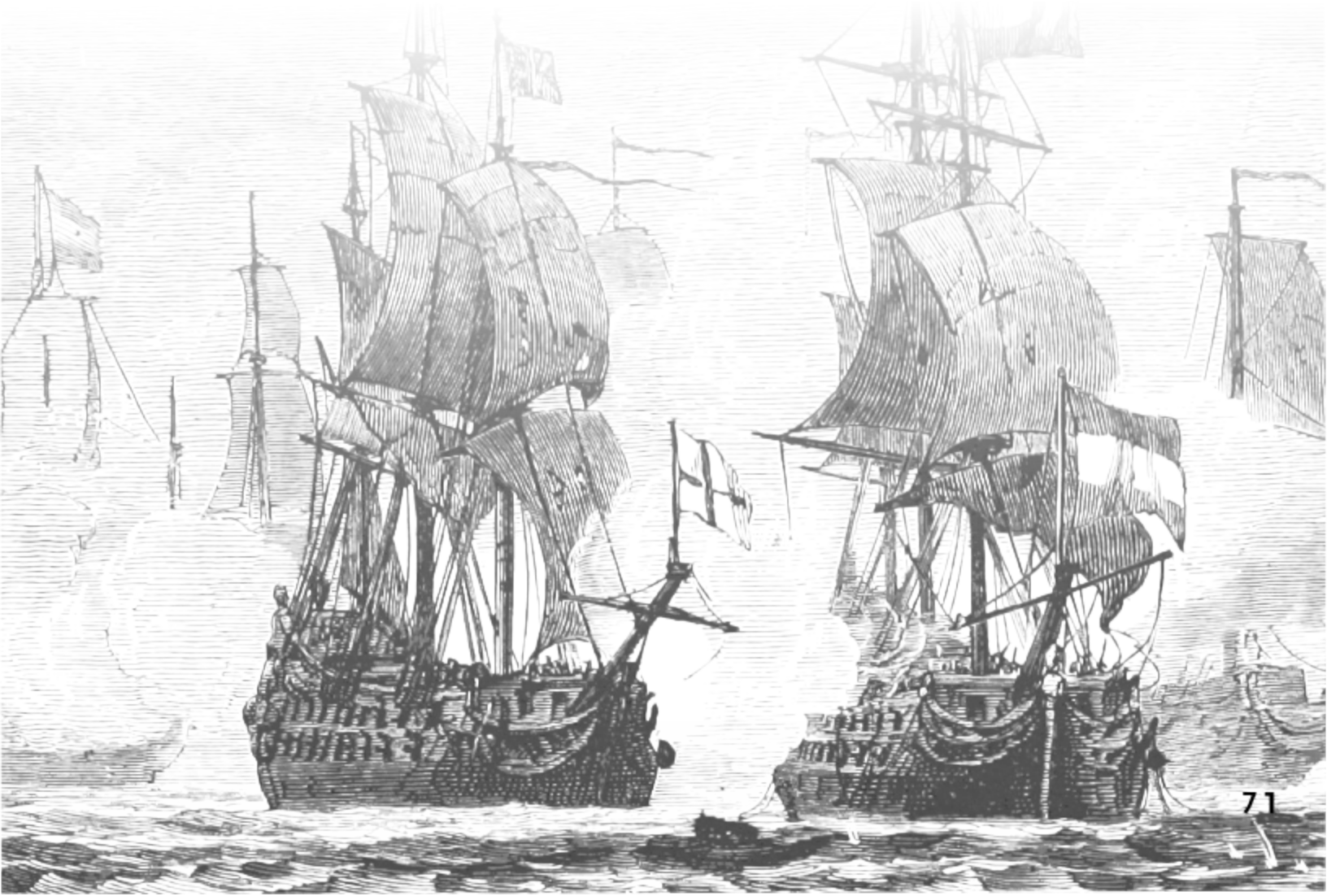
×50 Sailors

Actions Per Round 4

Perks

Improved Sailing Bonus ×2. The ship gains a +2 Sailing Bonus.

Musical Accompaniment. When rolling to set a morale score, increase the score by +1.





Ship Perks

A buccaneer sloop with silent running glides through the fog, unseen and unheard by a naval blockade. A naval frigate's sailors are always fighting ready thanks to its chef's galley. A dread pirate ship hoists up Bermuda rigged sails, ensuring they're the fastest ship in the region. All of these things are Perks.

Perks are permanent improvements to ships that can be purchased when a crew is docked in a major settlement or shipyard.

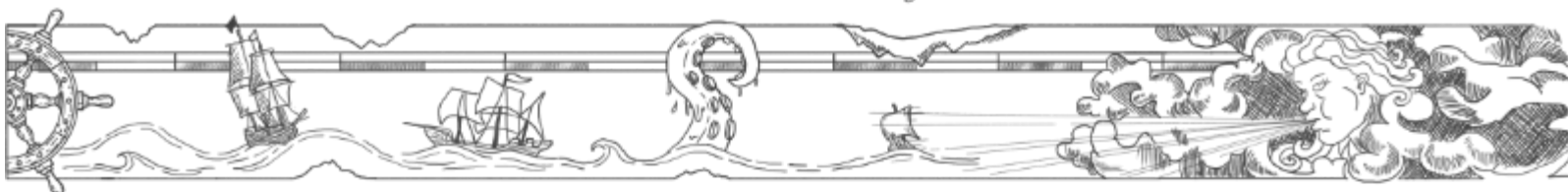
Cost. Each Perk costs 10,000 gp, modified by the size of the ship. Small ships = regular cost, Medium ships = $\times 2$ cost, Large ships = $\times 3$ cost.

Time. Each Perk takes $1d6 + 2$ days to be built and added to a ship.

Requirements. Some perks have specific requirements to be used. For instance, some perks are exclusive to medium or large ships. Requirements are denoted by an asterisk (*).

Perk List

Improved Sailing Bonus
 Bermuda Rigging
 Hull Reinforcement
 Jamaica Cedar Hull
 Ironclad Hull*
 Weirdways Hull
 Claw Crane
 Secret Compartments
 Buccaneer Tiller*
 Chef's Galley
 Sawbones' Infirmary
 Blood Red Sails
 Eldritch Speed Sails
 Improved Gun Deck
 Chained Cannonballs
 Shrapnel Cannons
 Otherworldly Cannon
 Mermaid Figurehead
 Skeleton Figurehead
 Shark's Maw Figurehead*
 Leviathan Figurehead*
 Fishing Charm
 Greater Hold
 Musical Accompaniment



Improved Sailing Bonus

The sailing bonus of the ship is improved by +1, up to a maximum of +5. This perk can be purchased multiple times.

Bermuda Rigging

The ship is outfitted with triangular cut sails common to ships made in the ports of Bermuda, making them more agile. The ship has advantage on Sailing Checks made to chase ships or escape a chase.

Hull Reinforcement

Extra panelling and bracing has been added to the interior of the ship, making it more durable. The Ship's Hit Points increase by 50. This perk can be purchased multiple times.

Jamaica Cedar Hull

The ship was made in the Caribbean, its hull made from the lighter and more durable wood of the Jamaica cedar tree. The ship's hourly movement increases by 1 mile per hour, and its daily movement increases by 10 miles per day.

Ironclad Hull

A marvel of engineering that's ahead of its time, the ship's hull is fitted with sheets of iron, protecting it against cannon fire. The ship takes half damage from cannon attacks.

***Requirement:** Small ships only.

Weirdways Hull

As the sea became strange, the ships that sail upon it must too. A weirdways hull is made from the wood of cursed trees, treated with oil made from Uberwhales. Once per day, a ship with a weirdways hull can ignore a random encounter with a hostile sea creature.

Claw Crane

A contraption of a more refined age, the claw crane makes loading cargo and salvage more efficient. The ship's crew can move cargo twice as fast, ignoring random encounters. The claw crane can also be used in ship combat at the Wave Master's discretion, dealing 6d6 damage.

Secret Compartments

A choice upgrade for smugglers, these secret compartments allow for 1/4 of a ship's total cargo capacity to be hidden. These compartments are well hidden, and are very difficult to discern or find.

Buccaneer Tiller

The rudder and steering mechanisms of the ship are made for maneuvering amid reefs and shallows. The ship moves at regular speed when sailing through difficult terrain.

***Requirement:** Small ships only.

Chef's Galley

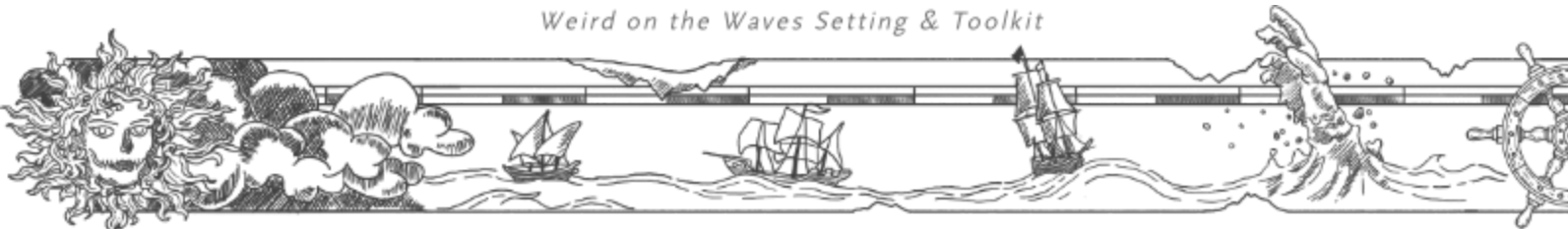
All the cookware, space, and spices needed to turn any fishing catch or ration into a hearty meal. Provisions eaten on the ship feed double the amount of characters.

Sawbones' Infirmary

A dedicated space with all the tools of the trade for keeping the sick alive and the wounded from dying. Characters aboard the ship gain a +2 bonus to saving throws against disease and sickness. All Checks made to heal crewmembers are made at +2.

Blood Red Sails

The sails of a reaver: a buccaneer who takes no quarter and shows no mercy. Enemy ships' morale checks are made at disadvantage.



Eldritch Speed Sails

Sailcloth soaked in the brine of otherworldly waters. They obey the winds of alien worlds, moving the ship unnaturally. Once per voyage, the ship can ignore the current wind roll and instead move with a Favourable Wind, regardless of wind direction.

Improved Gun Deck

Your guns and firing have been timed exactly, giving you an edge in combat. One of your guns can be fired twice per big action each round. Only needing to be reloaded once. You can purchase this perk multiple times for different guns.

Chained Cannonballs

Two cannon balls affixed by a chain: ideal ammunition to break masts and wreck sails. Once per combat, if you hit with a demi-cannon or culverin attack, the chained cannonballs tear through an enemy ship, imposing a -2 penalty to its Sailing Checks and attack rolls.

Shrapnel Cannons

Cannons loaded with cutlery, sharp debris, and chaff, able to rip through the bodies of sailors with ease. Once per combat, if you hit with a demi-cannon attack you can choose to instead deal half the damage directly to the crew.

Otherworldly Cannons

Cursed guns pulled from the depths of shipwrecks, loaded with shot fashioned from fallen star metal. Once per voyage, on a successful attack you can choose to deal maximum damage to an enemy ship. Roll 1d6. On a result of 1, the cannon backfires and the maximum damage is inflicted upon the ship as well.

Mermaid Figurehead

A wooden carving of this alluring and mysterious sea creature signals to those on the waves that this ship is a friend to the sea and those who dwell there. All mermaids encountered on the sea treat the ship as friendly when first encountered.

Skeleton Figurehead

Whether carved from wood or actual bones, the skeleton figurehead signals that this ship is a ship of death and destruction. All checks or rolls made to intimidate other ships are made with advantage.

Shark's Maw Figurehead

The bow of the ship is like the jagged open maw of a shark; an apex predator of the seas. The ship gains a +3 bonus when ramming other ships.

***Requirement:** Medium and Large ships only.

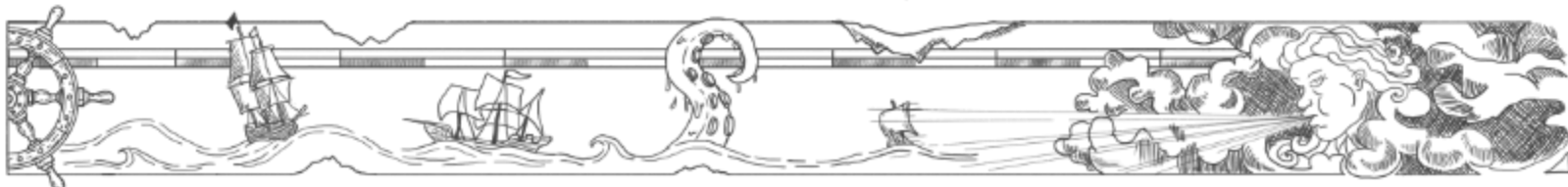
Leviathan Figurehead

The ship's bow is carved in the maddening visage of a monster from the depths; a mass of teeth and tentacles. To gaze upon this figurehead for too long is to go mad. With this figurehead, the ship can be magically raised from the depths if sunk.

***Requirement:** Medium and Large ships only.

Fishing Charm

A putrid collection of seaweed, scales, carapaces, and bone, this eldritch charm attracts a bounty from the sea when nets are cast into the water. All fishing checks are made at +3

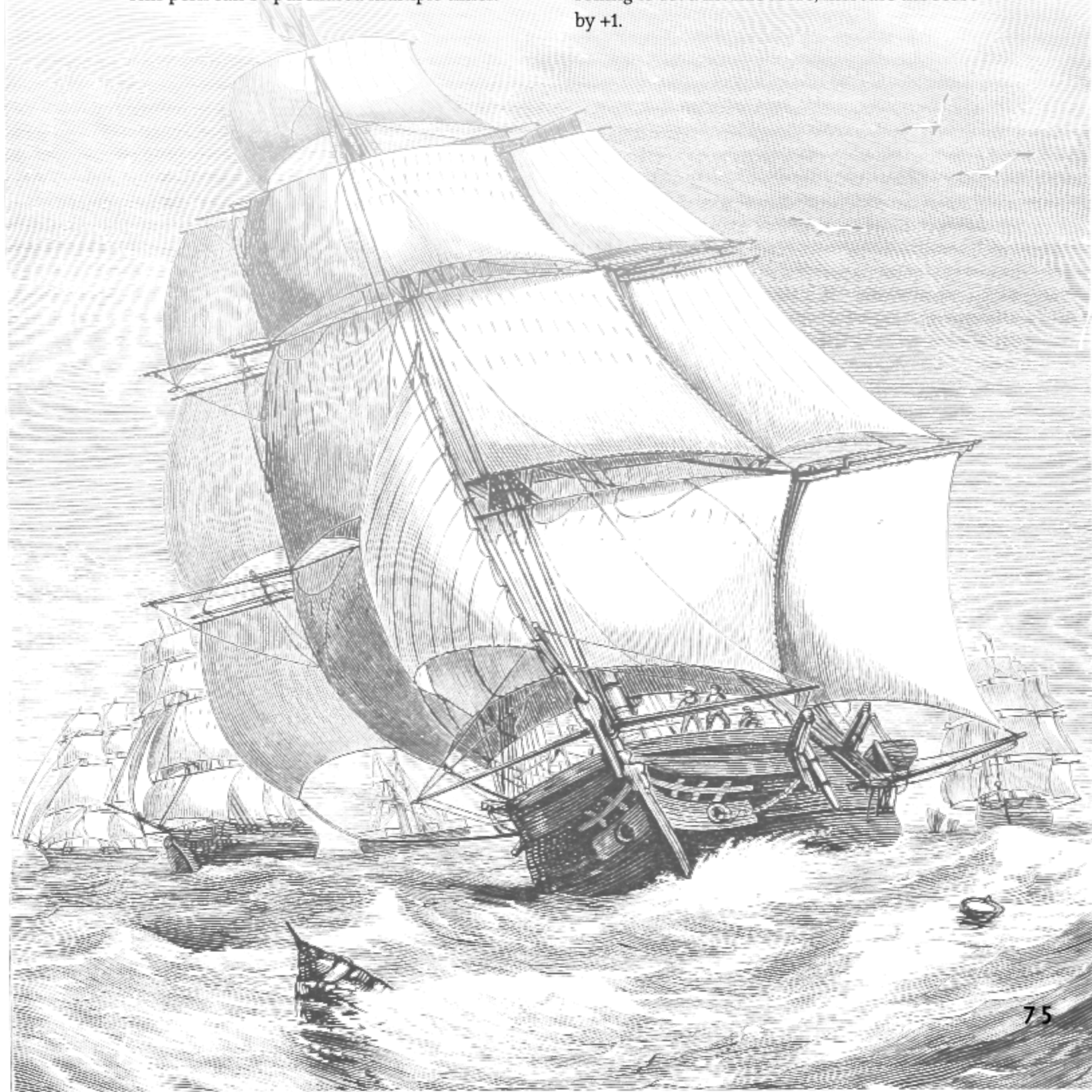


Greater Hold

Bulkheads are cut away and rooms are expanded to make more room for cargo. The ship's cargo capacity is expanded by 50 tons. This perk can be purchased multiple times.

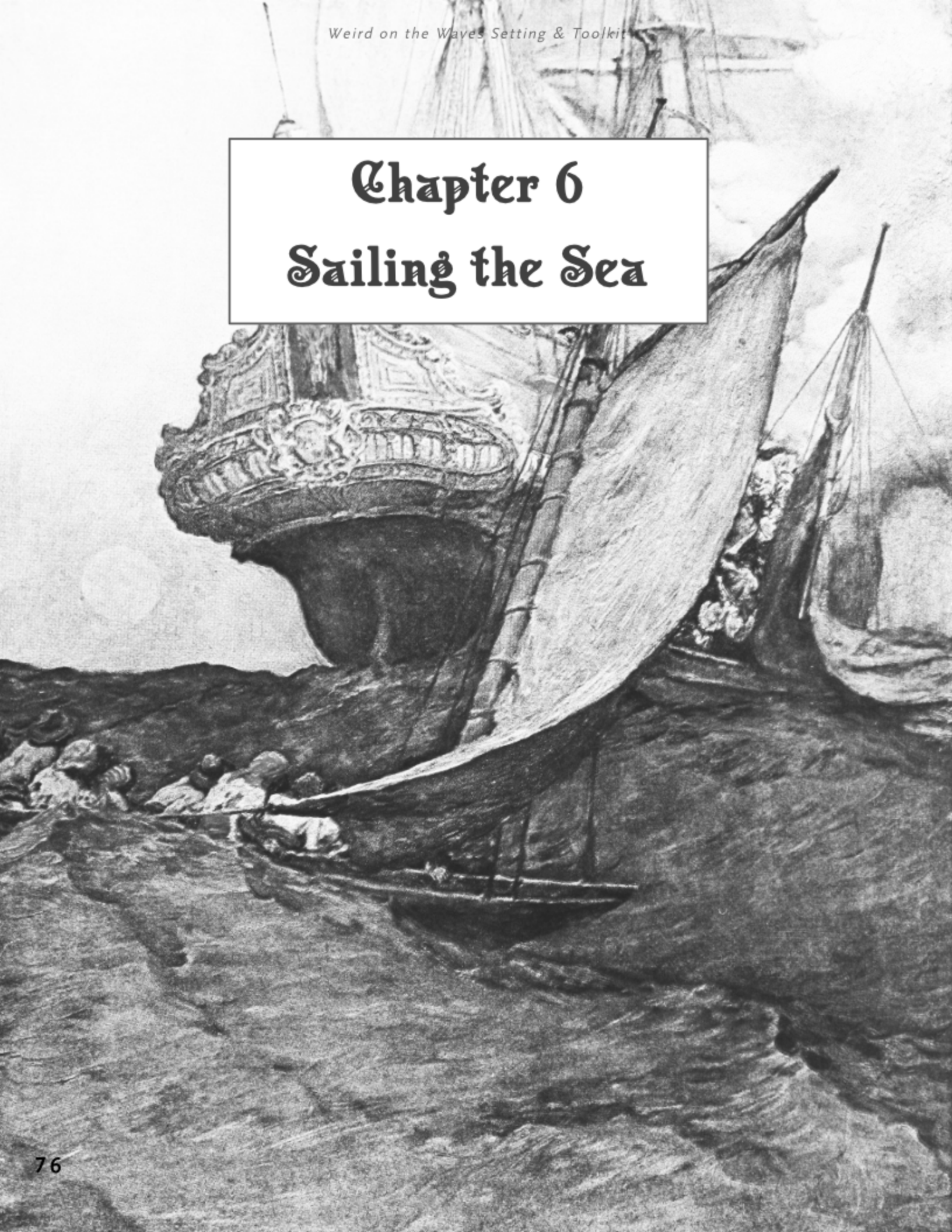
Musical Accompaniment

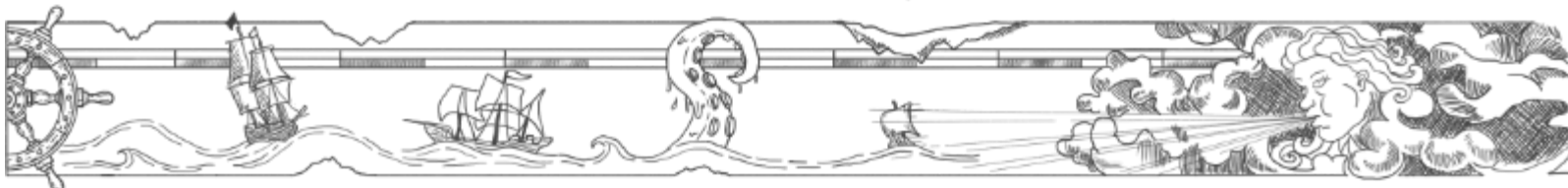
Dedicated crew who play the squeezebox, hurdy-gurdy, or sing out sea shanties to keep the ship's crew lively and in good spirits. When rolling to set a morale score, increase the score by +1.



Chapter 6

Sailing the Sea





Sailing the Sea

In *Weird on the Waves* the Caribbean Sea is a tempestuous force of nature that is set against the player characters. Represented by the Wave Master themselves, the sea acts in opposition to all who sail upon it.

Morale

Before every voyage, the party and the ship's captain must set the morale for their crew. If no crew has been hired on, no morale must be set. Morale is the measure of a crew's loyalty, resolve, and mental well being. The higher the morale, the more loyal your crew is to you and your ship.

Morale is measured on a scale of 2 to 12. 2 is the morale of a surly and mutinous crew. 12 or higher is the unshakeable morale of a dedicated crew.

Hiring a Crew

When at port characters can hire additional sailors, buccaneers, or other expert NPCs to join their crew. These crew members might be sailors waiting for work at the docks, or they might be fellow buccaneers who've been imprisoned or captured and need to be freed. Now matter how characters find them, getting NPCs to join your requires a successful Charisma check.

Hire a Crewmember: Roll 1d20 + Charisma modifier + any related modifiers. The prospective crewmember contests this with a Wisdom check. If the Charisma check equals or beats the NPC's Wisdom check, they join your crew!

Setting Morale

When a crew is assembled, the captain of the PC's ship (or whichever PC has the highest Charisma), sets the starting Morale for the voyage by making a Charisma check. The results of this check set the Morale using the following table.

Setting Morale

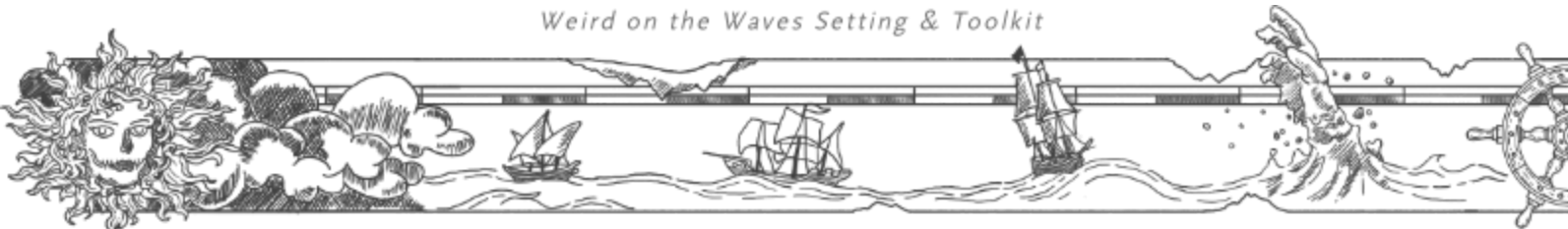
1d20	Morale	1d20	Morale
1	2	12-13	8
2-3	3	14-15	9
4-5	4	16-17	10
6-7	5	18-19	11
8-9	6	20+	12
10-11	7		

Raising and Lowering Morale

A Morale score can be adjusted just prior to or during a voyage. Favourable actions towards the crew raises morale, while unfavourable actions lower morale. Morale is always raised or lowered one point at a time. On the treacherous seas of the Caribbean, morale is lowered more often than it is raised.

Favourable Actions: Serving a toddy of rum, supplying extra rations, increasing the number of shares the crew gets, inspiring speeches, additional treasure, good omens.

Unfavourable Actions: poor sailing conditions, starvation or thirst, loss of treasure, poor leadership, bad omens.



Testing Morale

A crew's Morale is tested whenever something bad and unexpected happens. Morale testing events are often unforeseen and shocking, and are usually out of the control of the players. Things that test a crew's Morale include:

- Sudden change of command
- Loss of the captain
- Sudden changes in fortune (less treasure)
- Half or more of the crew is killed or incapacitated
- A huge sea monster attacks.

The Wave Master rolls 2d6. If the crew's Morale score is equaled or surpassed, they either rise up in mutiny (typically the next evening while the PC's are sleeping), or they surrender to enemy forces and betray the PC's or the captain.

Challenging Enemy Crew's Morale

An enemy crew's Morale can be actively tested by the PC's with all the same causes listed above. If an enemy crew loses half of its sailors, or if their captain is killed, their Morale is tested. If the enemy crew's Morale check is a failure, they surrender to the PC's.

Once surrendered, an enemy crew gives up their cargo and their ship. They can also be pressed into the PC's crew's service if a successful Charisma check is made (just like hiring a crew at port). The alternative to service is often death.

The Morale of Adversaries and Creatures

Just like in other fantasy roleplaying games, individual creatures and characters have Morale scores. These morale scores are tested in much the same way a crew's is: if they are reduced to half of their hit points, or their

leader is killed, they must make a Morale check. Failure causes them to surrender or flee, while success urges them to keep fighting.

Mutiny

Cruel seas, bad luck, and questionable character decisions can lead to failed Morale checks. If a ship's crew fails its morale check, they declare mutiny against the player characters. Every mutiny is different: some are swift and bloody, others are slow and calculated. All of them result in a negative situation for the PC's and their position as captain(s).

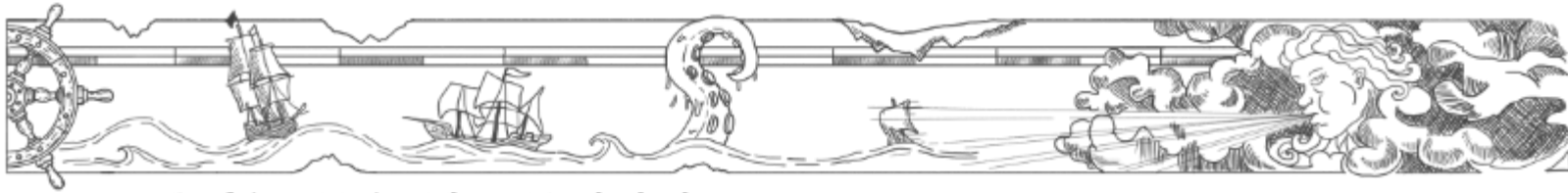
Wave Masters are encouraged to improvise and create mutinous situations based on the PC's interactions with their crew. Disliked or hated NPC's might quickly become villains, trusted and liked NPC's may leap to the PC's defense...or if the NPC's trust is shaken, perhaps they betray the PC's. The goal of every mutiny is the same: take control of the ship from the PC's and remove the PC's from power. Often this involves killing them, but imprisoning them, marooning them, or casting them away are alternatives.

When in doubt, roll for one of the following possible mutinies:

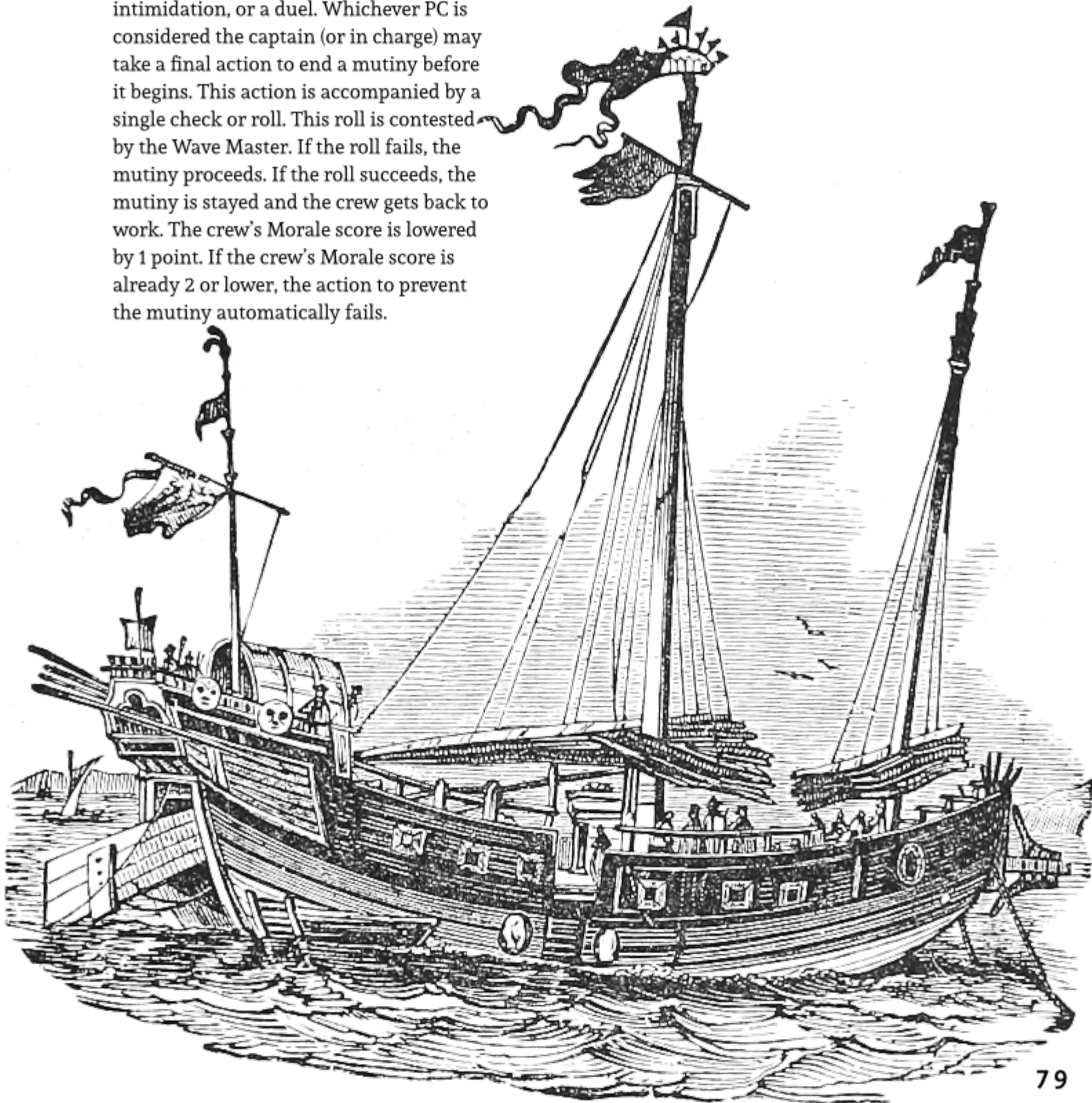
Random Mutiny

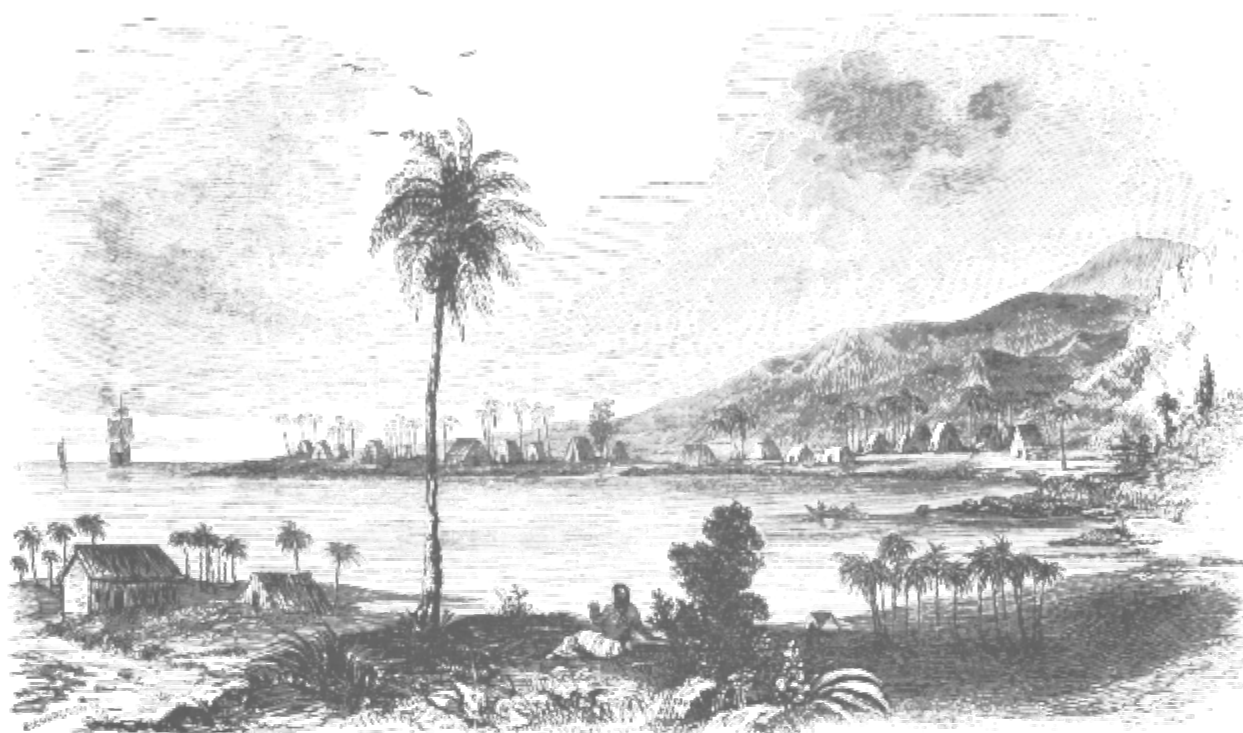
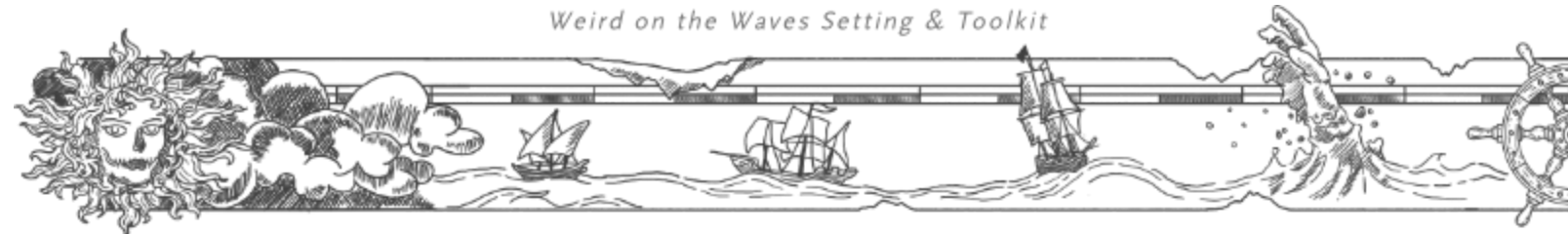
1d6 Result

- 1–2 **Attacked.** The crew turns against the PC's and attacks immediately.
- 3–4 **Taken Captive.** The crew is taken prisoner in the night, chained up in the brig or cargo hold to be sold to their enemies.
- 5 **Marooned.** The crew is held captive at gunpoint, then tossed ashore on the nearest small island (Generate a random island if there is no land within 50 miles).
- 6 **Cast Away.** The crew is tossed overboard to a rowboat or raft and left to either be rescued or die at sea.



Resolving a Mutiny. When a Morale check is failed and the crew plots a mutiny, the PC's have one last chance to make things right, either through charisma, intimidation, or a duel. Whichever PC is considered the captain (or in charge) may take a final action to end a mutiny before it begins. This action is accompanied by a single check or roll. This roll is contested by the Wave Master. If the roll fails, the mutiny proceeds. If the roll succeeds, the mutiny is stayed and the crew gets back to work. The crew's Morale score is lowered by 1 point. If the crew's Morale score is already 2 or lower, the action to prevent the mutiny automatically fails.





Wind and Weather

In a world run on cloth sails, the power of the wind determines what can be accomplished at any given moment. If the wind doesn't favour you, sailing becomes impossible.

At the beginning of every day of sailing, the Wave Master rolls once for weather and once for wind direction. The weather changes every day, or in response to a random event. The wind changes direction at least once a session.

Random Weather

1d8	Weather	Direction
1	No wind. Cannot sail.	East
2	Unfavourable wind. 1/2 Movement.	East
3–5	Steady wind. Normal Movement.	West
6	Favourable wind. ×2 Movement.	East
7	Storms. ×2 Movement, disadvantage on Sailing Checks.	South
8	Hurricane.* Ship must succeed on three Sailing checks (the sea has advantage) before three failures or be blown 2d6 × 10 miles off course in a random direction.	North

*Hurricanes count as that day's random encounter. Do not roll any other encounters for that sailing day.

Sailing With, Across, and Against the Wind

This is an optional ruleset you can use to add further complications to sea travel. Whether or not a ship is facing with, across, or against the wind can impact the speed at which it travels.

With the wind = Normal Movement.

Across the wind = -1/3 Movement.

Against the wind = 1/2 Movement or No Movement in favourable or stronger winds.

Sailing Checks

Successfully sailing any distance across the sea requires a Sailing check. Sailing checks are typically made at the beginning of a sailing day. They determine how smooth the voyage is. Additional Sailing checks may be called for to avoid obstacles.



How a Sailing Check Is Made

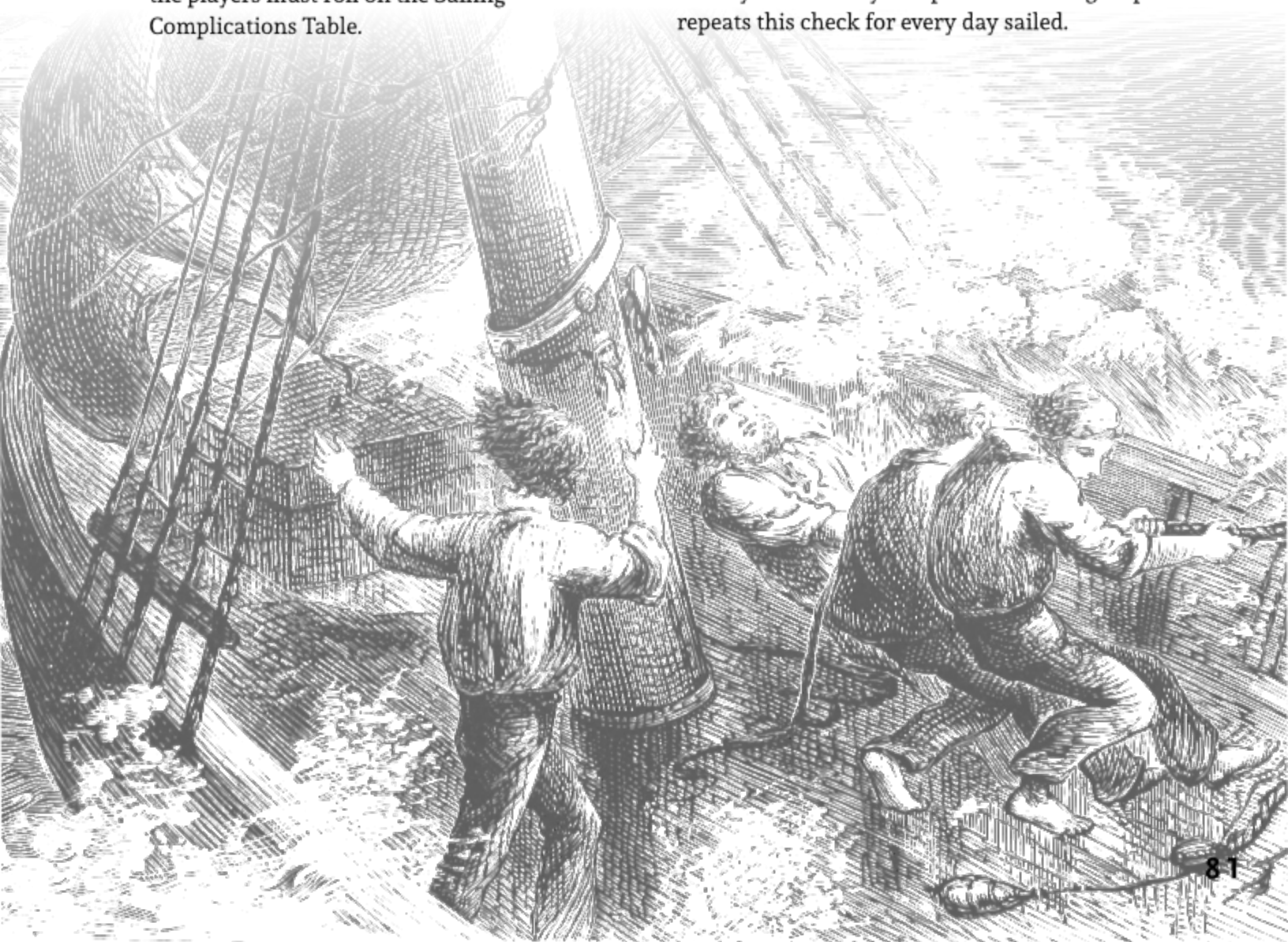
1. One character, usually the captain, rolls 1d20 + the higher of either their INT or CHA modifiers.
2. Add the Sailing Bonus of the ship to the Sailing check total.
3. The Wave Master rolls 1d20 + any applicable dice or modifiers.
4. The two rolls are compared. If the Sailing check equals or exceeds the Wave Master's roll, the check is successful! The day is sailed without incident. If the Sailing check is less than the Wave Master's roll, the check fails and the players must roll on the Sailing Complications Table.

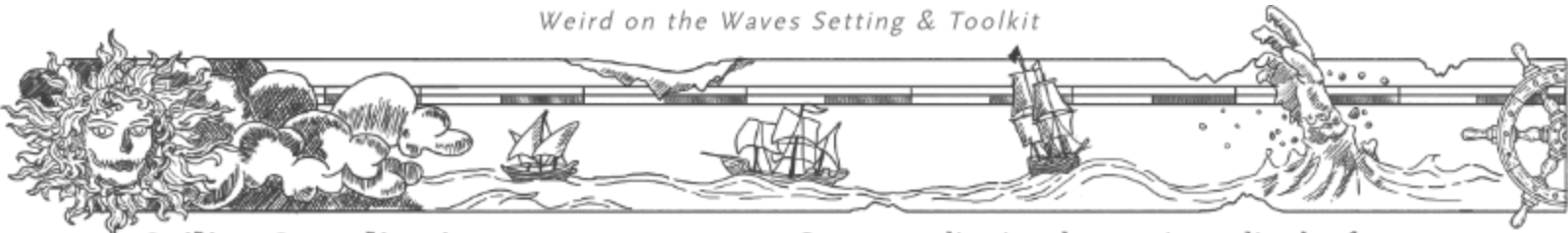
Example: Tanya's character Lady Shale is the captain of her party's ship, a sloop with a Sailing Bonus of +1. Her Charisma score is 15 and her Intelligence score is 10. She uses her Charisma modifier of +2 for the roll.

She rolls a d20 and gets a 16. To that she adds 2 for her Charisma and 1 for the ship's Sailing Bonus for a total of 19.

Shawndra, the group's Wave Master, rolls to contest this. She rolls a d20 and gets 15. She adds a Wave Die (1d6) to see if she can make the group's way more difficult, but only rolls a 2, bringing her total to 17.

Lady Shale is the victor! Her party's sloop sails 48 miles across the Caribbean sea in the day without any complications. The group repeats this check for every day sailed.





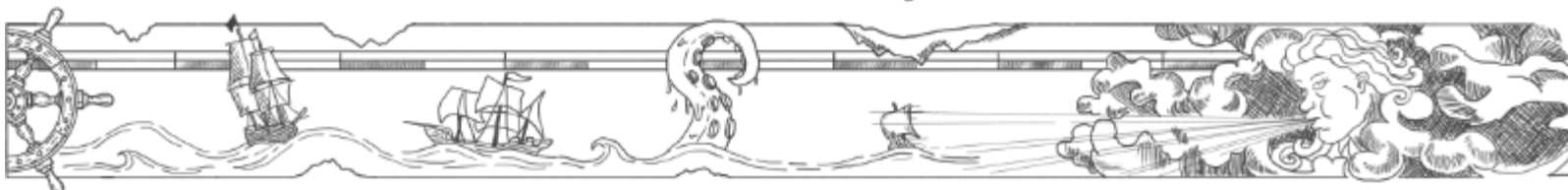
Sailing Complications

When a Sailing Check fails, characters must roll on the Sailing Complications Table. This table contains events, hazards, and ill omens that represent the will of the sea and its opposition to those who sail upon it.

Some complications happen immediately after being rolled, others are ongoing effects that last the whole sailing day.

Unless otherwise stated, when a hazard or encounter calls for a Sailing check to made, if it fails a roll on the Sailing Complications Table is not made.





Sailing Complications Table

1d20 Result

- 1 **Jammed Rudder.** Jammed rudder. Someone needs to go underwater to unjam it. Roll 1d6. What's jamming the rudder is 1-2. Jagged coral, suffer 5 damage to pull it free. 3. Barnacles, takes 1 hour to clear, roll for an Encounter. 4. Sea turtle shell; lucky find. 5. **Gwamnacles**, suffer 10 damage to pull it free or enter combat with them. 6. Rusted anchor, it's a flotsam mutant trap! Six **flotsam mutants** board the ship from a rowboat while the crew is distracted.
- 2 **Torn Sail.** Ripped apart by a rogue wind or loose rigging. The ship moves at half speed until it's repaired.
- 3 **Frenzy of Sharks.** The ship strikes a whale carcass and is trailing blood, causing ten ravenous **sharks** to follow the ship for 1d4 days. The sharks attack any creature or boat lowered into the water during this time.
- 4 **Jellyfish Volley.** A stray wave hits the ship, sending a mass of stinging jellyfish onto the deck. Everyone on deck must make a saving throw or be poisoned for 1d4 days.
- 5 **Albatross Killed.** An albatross flies straight into the mast/hull of the ship, dying on impact. The crew is cursed with bad luck for the rest of the day. All ability checks and saving throws are made at Disadvantage.
- 6 **Breached Hull.** The hull is breached by unseen debris. The ship begins to sink unless it is repaired.
- 7-8 **Dead Zone.** The wind dies down, halting sailing for the rest of the day. Roll a random encounter for something that appears on the horizon, slowly drifting closer.
- 9 **Disturbed Sunken Temple.** The ship collides with the top of a sunken stone temple. Its 12 **mermaid** (or other intelligent sea creature) worshippers assault the ship and demand religious treasures, blessings, or a sacrifice as recompense for the damage.
- 10 **Enormous Mermaid.** An enormous **mermaid cove matron** breaches herself onto the deck of the ship, threatening to tip Medium or smaller ships over. Once there, the mermaid refuses to budge unless bribed with either treasures (200 gp worth) or food (10 provisions worth).
- 11 **Hole in the Hull.** Easily repaired, but 1d4 provisions and/or 1d10 × 100 gp worth of treasures are sunk to the bottom of the sea.
- 12 **Top Accident.** A crew member drops a tool from the top/crow's nest of the ship. It strikes a random character or crewmember on deck, dealing 2d6 damage.
- 13 **Fire!** A fire starts on a lower deck, damaging crew and cargo until it is put out.
- 14 **Oncoming Storm.** The ship has sailed into a storm. The weather immediately changes to 'Storms' for the next three days. If rolled again in the same session, the weather changes to 'Hurricane'.
- 15 **Crew Overboard.** A rogue waves washes over the ship, sending 1d6 crew overboard, including anyone in the top lookout. Roll for a random sea creature encounter.
- 16 **Broken Wheel.** The ship's wheel breaks, locking the ship into sailing straight ahead. The ship cannot turn until the wheel is repaired.
- 17 **Character Overboard.** A random character is hit by a swaying boom, dealing 1d10 damage and knocking them overboard. Roll for a random sea creature encounter.
- 18 **Sailed Off Course.** You sail the normal distance for the day, but in the wrong direction. Where you end up is determined by the Wave Master.
- 19 **Caught in a Reef.** The ship careens into a hidden coral reef, immobilizing the ship for the rest of the day. Roll for a random encounter that sails past.
- 20 **Raft Collision.** The ship collides with a small raft. Roll 1d4 to determine what's on the raft: 1. A hungry **mer-catfish**, 2. A marooned **sailor**, 3-4. A random treasure chest.



Travel At Sea

Once a ship is on the sea, weather has been determined, and a Sailing check has been rolled and resolved, a crew can sail their ship in whatever direction they please. The ship travels a number of miles that day equal to the ship's movement, multiplied or divided by the weather modifier, then impacted by any miscellaneous modifiers like Ship Conditions, Hazards, etc.

Travel Distance =

Ship's Movement +/- Weather Modifier
+/- Miscellaneous Modifiers

Example: A crew is sailing a Buccaneer Brig from Havana to Tortuga. The ship's movement is 72 miles per day. The weather rolled that day is unfavourable (1/2 movement). The Sailing Check resulted in a mishap, which caused a ripped sail (1/2 movement until repaired). The Buccaneer Brig travels 18 miles this day.

Activities While Sailing

Each player character can perform a single activity during a sailing day. These activities can be performed individually or together. These activities are largely improvised by the players and the Wave Master, and can include but isn't limited to the following:

- Looking out for threats and ships.
- Drawing a map of the sea.
- Raising morale.
- Treating crew diseases and illnesses.
- Investigating cargo and supplies.
- Cleaning cannons and guns.
- Cooking a meal.
- Using magic.

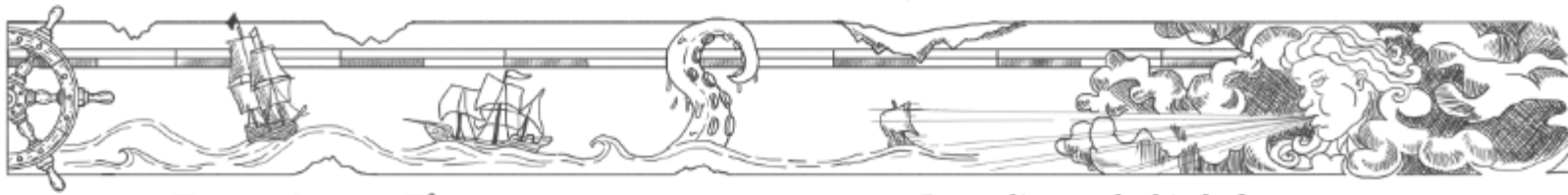
Each activity is challenged by the will of the Sea, and takes a check to see if it's successful. If the check is a success, the crew gains some kind of benefit: new information, an automatic success on a later task, a +1 bonus to the next Sailing check or attack roll, or a Morale improvement of +1. This benefit is ultimately up to the Wave Master. If the check is a failure, nothing happens.

Vision At Sea

Keen eyes on the horizon can mean the difference between victory and defeat on the waves. Characters can see up to 2 miles away when aboard a ship, or up to 3 miles away when at a ship's top, crow's nest, or rigging. Using a spyglass doubles the range of a character's vision.

Weather and fog can impact vision, obscuring other ships and hazards.





Random Encounters

Random Encounters at Sea

Encounters are ships, creatures, items, and phenomena encountered when sailing. They are the challenges and changes that make up the pieces of a story at sea. While many encounters are obstacles that must be overcome or avoided in order to progress, some are just experiences that enrich the world of the Caribbean. All encounters are able to be interacted with by the players.

Types of Encounters

There are two types of encounters at sea:

Typical Encounters and **Weird Encounters**.

Typical Encounters are the common threats and opportunities that abound on the waves around the Spanish Main: merchant ships, naval patrols, buccaneers, ocean life. These encounters are the lifeblood of the plunder runs of buccaneers. Weird Encounters are just that; weird. They are encounters that provide more story possibilities and strange occurrences influenced by the *Weird on the Waves*: mutated sea life, sea monsters, aberrant crews aboard strange ships, shipwrecks, supernatural weather, and epic encounters with storied buccaneers and sailors.

When To Roll For An Encounter

The average sailing day in the Caribbean features one encounter. At the beginning of each sailing day the Wave Master rolls 1d6. On a roll of 4-6, there is an encounter. Encounters are left up to the Wave Master's discretion. If a voyage has been uneventful, a WM is encouraged to add an encounter where they see fit.

Depending on the kind of encounter, the Wave Master either tells the players what's coming up on the horizon (in clear weather, characters can perceive ships and large objects up to 3 miles away, or 6 miles away with a spyglass), or keeps these rolled encounters a secret until they are sprung on the characters as they sail along. It's their choice based on the events in the encounter.

Encounter Distance

When ships or sea monsters encounter each and move into a chase or combat, they begin play 3d6 x 100 feet apart.

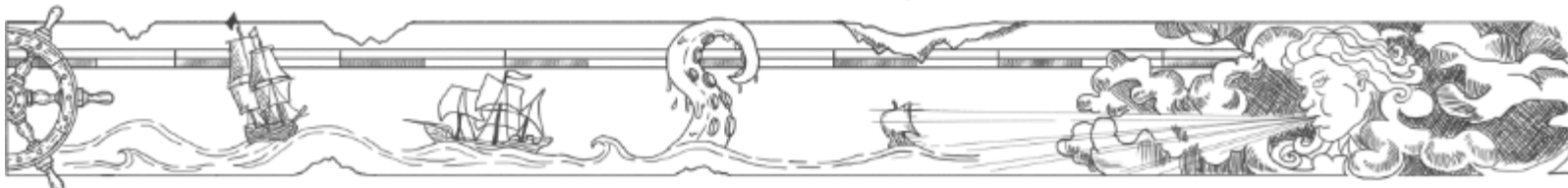
Avoiding Encounters

When a ship, hazard, or creature is spotted on the horizon, characters can make a single Sailing check to avoid it. If successful, the oncoming threat is avoided. If unsuccessful, there is a consequence:

- Enemy ships move to attack.
- Hazards cause damage or conditions to the ship, or to the crew.
- Creatures notice the ship and attack.

The exact nature of the consequence of failure is left up to the Wave Master. For example, an encounter where players are trying to sneak past an enemy naval ship fail their Sailing check. The WM might respond with that naval ship sounding an alarm and attacking. Alternatively, if it better helps the flow of play, the naval ship might notice the players' ship and secretly chase after it, revealing themselves at a more opportune time.

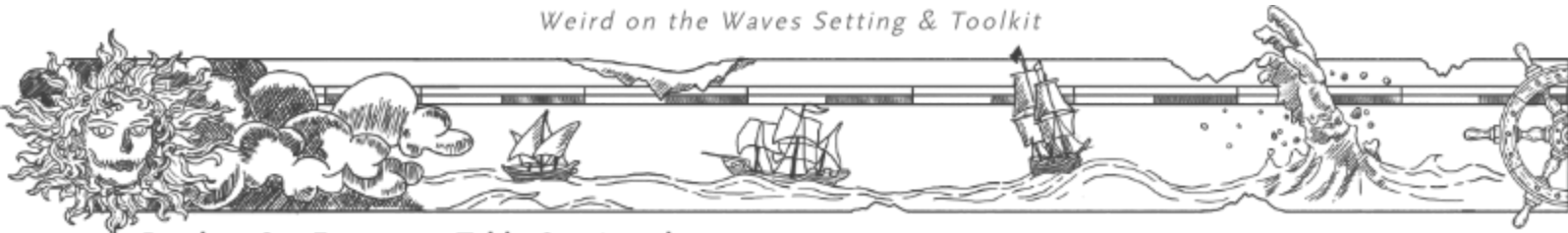




Random Sea Encounter Table (Roll 1d20 for Typical, 1d100 for Weird)

1d100 Result

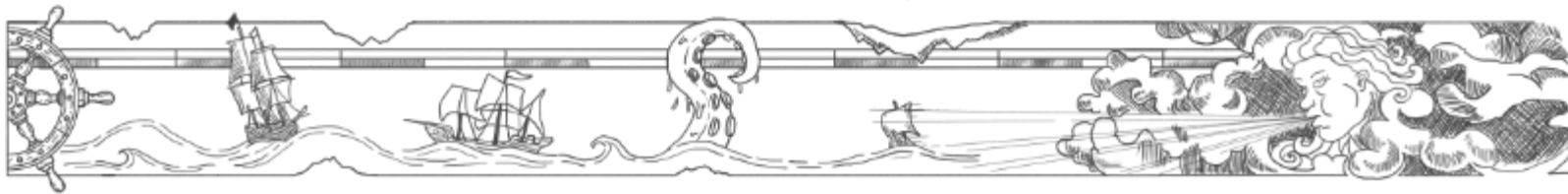
- 1 **Wreckage hazard field.** A 10 mile stretch of sunken ships in the shallows. Three Sailing checks must be made to pass through it safely. Chance of random cargo parcel or sea monster.
- 2 **School of sea turtles.** These creatures make for easy fishing. Gain 1d6 + 1 Provisions.
- 3 **Cast away sailor on a raft.** Their ship, a merchant sloop, was sunk by buccaneers. The pirates sail a buccaneer brig (medium ship, damaged with half its hit points) 20 miles north.
- 4 **A long fishing boat** (medium ship) has just had a big catch of fish and sea turtles. They're willing to sell fish (5 Provisions) and good fishing information (+10 to fishing checks made that day).
- 5 **Sandbar Hazard.** Make a successful Sailing check to avoid it or run aground.
- 6 **Small cargo ship** (Merchant sloop. Roll for cargo and flag).
- 7 **Medium cargo ship** (Merchant caravel. Roll for cargo and flag).
- 8 **Small cargo ship** run aground on a sandbar, signaling for help (Merchant sloop. Roll for cargo and flag).
- 9 **A convoy of three small cargo ships** (x3 Merchant sloops, sailing 100 feet apart. Roll for cargo and flag).
- 10 **A buccaneer sloop** (small ship) is losing a battle with a merchant caravel (medium ship). The buccaneers signal your ship for aid (Roll for both ship's cargo and the merchant ship's flag).
- 11 **Naval Brig** sails by (Medium ship. Roll for cargo and flag). Unless the characters are allied with this navy, the brig attacks if it suspects they are buccaneers.
- 12 **Coral Reef Hazard.** Make a successful Sailing check to avoid or crash into it, breaching the hull.
- 13 **Floating cargo crates.** Gain 1d4 + 1 Provisions.
- 14 **Shipwreck.** A trove of 4 small cargo parcels rest inside a sinking medium ship. The ship is beyond repair and will sink in 2d6 + 1 rounds. Four **sharks** swim nearby, attacking one round after the cargo is disturbed.
- 15 **Whale encounter.** Make a successful sailing check to avoid or be smashed into for 20 damage. If attacked, the whale retreats when lowered to half hit points.
- 16 **Friendly buccaneers.** A buccaneer brig (Medium ship. Roll for cargo) and their captain wants to trade information about naval routes and news.
- 17 **Treasure Route.** A treasure galleon (Large ship. Roll for cargo and flag) with a naval frigate escort (Small ship).
- 18 **Whirlpool hazard.** Make a successful Sailing check to avoid or be capsized.
- 19 **Naval Brig.** An enemy naval brig (medium ship) sails on an intercept course. Its captain aims to sink your ship!
- 20 **Small island.** A small deserted island on the horizon. Buried on the island is a pirate treasure of 500 gp in coins and silver ore, guarded by ten skeleton pirates.
- 21–22 **Strange merchant ship.** This small patchwork vessel is captained by a mutated merchant. They sell all manner of useful goods at 25% off regular prices, as well as poisonous sea creatures, healing coral, and valuable information.
- 23–24 **Überwhale encounter.** The Überwhale surfaces and attacks. It attempts to swallow tiny and small ships whole.
- 25–26 **Shark Encounter.** A school of twelve **sharks** are in a feeding frenzy. Investigating the scene reveals a human torso wearing a golden skull amulet. If retrieved, the skull amulet is worth 200 gp but is cursed. Any creature that wears the amulet slowly begins to rot until they become an undead skeleton.
- 27–28 **Naval Revenge.** A naval **captain** (roll for flag) on a rowboat with six **sailors** and a single demi-cannon. The victims of a buccaneer attack, the captain tries to commandeer your vessel to give chase to the pirate ship that sunk their frigate 30 miles south of your position (Large ship. Roll for cargo). The captain is desperate and won't take no for an answer.
- 29–30 **Mermaid follower.** A single **mermaid** curiously follows your ship. If treated well they can be recruited onto your crew, answering to the name Snaptooth.
- 31–32 **Screegull Attack.** An angry flock of **screegulls** attacks the ship.
- 33–34 **Flotsam mutant ship.** A flotsam mutant brig (small ship, no cargo) rams and boards your ship. Ten **flotsam mutants** attack.
- 35–36 **Ship Graveyard.** The sea grows shallow. The wrecks of twelve ships of varying countries stick out of the sea like gravestones. Make three successful Sailing checks to avoid it or travel at half speed through it. The graveyard contains 6 random cargo parcels. If investigated, a **wave strider** attacks soon after.



Random Sea Encounter Table Continued

1d100 Result

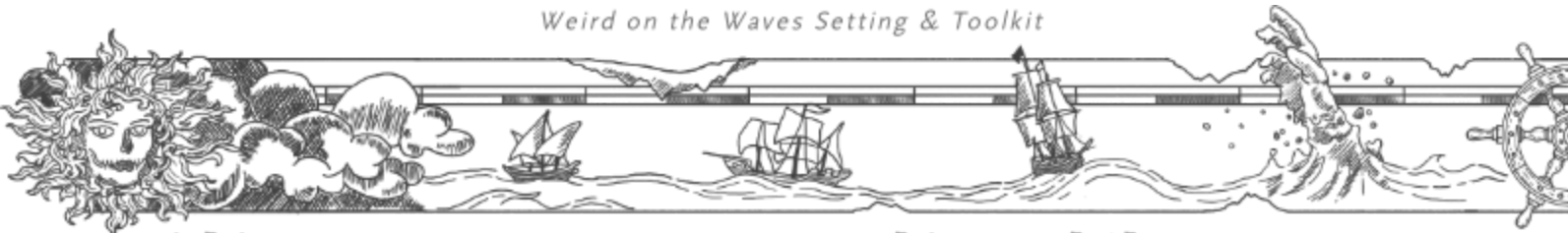
- 37–38 **Unship approaches.** A unship disguised as a brig (medium ship, no flag) sails towards you. Once it's within 50 feet, it attacks.
- 39–40 **Chinese explorers.** A reinforced Chinese junk (stats as merchant sloop) with twelve **sailors** aboard. They are looking to trade gold coins for information on naval patrol routes. They seem very lost.
- 41–42 **Missionary Galleon.** A large gilded warship (treasure galleon, roll for cargo) that looks like a cathedral with sails. Within is a crew of 100 Catholic missionaries (90 **commoners**, 10 **island priests**) on a divine crusade to bring heathens back into the embrace of God. They insist on searching and converting all non-Spanish vessels.
- 43–44 **Poison Fog.** A massive sheet of unnatural green noxious fog hangs over the sea. Make a successful Sailing check to avoid it or all characters and crew must make a saving throw. Failure causes them to be poisoned. In addition, all the ship's provisions instantly spoil.
- 45–46 **Gwornacle shoal.** The ship approaches a barnacle covered rocky shoal. Make a successful sailing check to avoid it or the ship's hull is breached, depositing 2d6 **gwornacles** into the ship's hold.
- 47–48 **Water tentacle.** A curious **water tentacle** rises out of the sea and pulls a random crewmember overboard, then it reaches back out for more.
- 49–50 **Siren Rock.** In a shallow, rocky part of the sea, a trio of sirens cry out to lure ships to crash their ships into the rocks. Whoever is at the helm must make a Sailing check at disadvantage to avoid or else crash the ship against the rocks. Roll 1d6. On a roll of 1-4, the sirens are three **sealion traps**. On a roll of 5-6, the sirens are three **mermaids** who can be communicated with.
- 51–52 **Vampire ship.** A merchant sloop (small ship, roll for flag and cargo) drifts towards you. The ship is vacant, save for a coffin in the lower hold, containing a resting vampire.
- 53–54 **Coconaut ship.** A trimere (buccaneer brig, roll for cargo) crewed by twenty **coconauts** and ten **coconaut bruisers** sails towards you menacingly. They move in to board your ship.
- 55–56 **Buccaneer depot.** You see a small island (1/4 mile square) with a cave at the southern shore. Within it is a depot for buccaneers, containing two row boats, three cargo parcels, ten provisions, and 100 gp worth of materials. Roll 1d6. On a roll of 1-4 the depot is deserted. On a roll of 5-6 it is occupied by a buccaneer sloop and its crew.
- 57–58 **Menagerie Ship.** A large ark carries a zoo's worth of common and exotic animals. Its **captain**, an eccentric Portuguese merchant, wants to trade. The captain sells livestock at a 50% discount, and sells all the animals available in the Pets section.
- 59–60 **Plague ship.** A brig (Medium ship. Roll for cargo) floats adrift, its sails raised, a black flag and a flag for help flying. Within are twenty cursed **sailors**, attended to by two healthy **sailors**. The ship passed through an unnatural storm and now they're all mutated. Five violent **flotsam mutants** are locked up in the brig, ready to break free and take over.
- 61–62 **Scurvoid Crate.** A crate of 10 Provisions floats towards the ship. Opening it reveals the goods, but also frees a **scurvoid bunch** that attack.
- 63–64 **Vengeful fishwife.** A fisher's wife (**sailor**) captains a sloop armed with whaling gear and harpoons. The fishwife is on the hunt for the **Uberwhale** that ate her husband and son's ship, and can pay the characters 100 gp upfront if they help her find the **Uberwhale**. She plans to kill the beast, but hopes her family may yet be alive inside its belly. The **Uberwhale** is 20 miles to the north.
- 65–66 **Weakened warship.** A naval man o' war (Roll for cargo and flag) is sailing towards the greater antilles, but is slowly sinking. Without aid, the ship will sink before they reach the islands. They signal for aid. If repaired, a fleet of buccaneer ships arrives soon after to attack.
- 67–68 **Escaping Governor's child.** Rowing towards you is a rowboat with a single occupant: the **noble** child of the Governor of Port Royal. They were taken captive in a buccaneer raid on the port, and escaped aboard a rowboat in the night. They promise a handsome reward (50,000 gp) for their safe return to Port Royale. 7 miles away, a buccaneer galleon (large ship, roll for cargo), pursues them.
- 69–70 **Mutineer Castaway.** A lone buccaneer **captain** floats on a raft approaching the ship. They request to join your crew, spinning a tale of a mutiny on their ship not two days ago. This captain works to urge your crew to mutiny against you. As long as they're aboard your ship, Morale checks are made with 3d6, using the two highest results.
- 71–72 **Swampship.** A moldering, fungus covered brig (medium ship. Roll for cargo and flag) floats by, leaving a trail of green slime in its wake. Make a Sailing check to avoid or your ship becomes infected with virulent mushrooms, weakening the hull. All sailing checks are made at -3 until the ship is thoroughly scrubbed clean.
- 73–74 **Mermaid messenger.** A **mermaid** approaches your ship bearing a message from 'The Mermaid Queen' addressed to the most Charismatic character on the ship. They are requested at the bottom of the sea to "make good on their promise to consummate their marriage vows". If the characters don't follow up on this within a week, 12 **mermaids** hound their ship, attacking every day.
- 75–76 **Beautiful vista.** A rainbow appears through the spray of the sea. This good omen gives characters advantage on all Sailing checks made that day, and an automatic success on Morale checks.
- 77–78 **Escaped slaves.** A rowboat with seven escaped slaves from a Dutch ship. If treated as paid **sailors**, they offer to crew aboard your ship.



Random Sea Encounter Table Continued

1d100 Result

- 79–80 **Demigod Castaway.** An abnormally strong island native (**sailor**) begs to be taken aboard. They offer to work as a crewmember to repay the debt of saving their life. This castaway is actually a benevolent demigod seeking to wrest control of Cuba from the Spanish. Unless harmed or betrayed, they act as a friendly NPC to the characters. Their stats are similar to an angel.
- 81–82 **Enormous Shipwreck.** A sunken Spanish treasure galleon can be seen from the deck of the ship. If recovered, it holds 100,000 gp in gold and silver ingots. Roll three times for random sea creatures within.
- 83–84 **English Blockade.** Four English warships (naval brigs) form a loose blockade. Their crew searches any passing ships for stolen English goods. The zealous captain orders any ship flying a buccaneer flag to be sunk, and their crews captured to be tried for piracy.
- 85–86 **Gwarnacled whale.** A **whale** covered in **gwarnacles** rams the ship. Make a Sailing check to avoid or the ship is attacked; **gwarnacles** flying onto the deck of the ship.
- 87 **Deserted Island.** Quiet, peaceful, a perfect rest stop.
- 88 **Treasure Island.** Signs of buccaneer activity. Corpses, wreckage, empty rum barrels. A chest with 1000 gp is buried somewhere on the island.
- 89 **Mermaid Island.** A colony of **mermaids** make their home in the bay of this island. If approached peacefully, they're willing to trade trinkets, weapons, and food for pearls (100 gp each). The mermaids offer seven pearls (700 gp) to anyone willing to kill or dispatch the nearby water tentacle that keeps harassing them.
- 90 **Haunted Island.** Shipwreck with four cargo parcels, guarded by ghosts.
- 91 **Spanish Waypoint Island.** A Spanish Galleon (large ship, roll for cargo) is anchored here. Half its crew is hunting and fishing on the island, sick with disease.
- 92 **Artillery Crab Island.** An **artillery king crab** and two smaller **artillery crabs** live on this island, guarding a large treasure cache (gold and silver coins, 5 tons (60,000 gp) at its centre.
- 93 **Cursed island.** A deserted island. Exploring it reveals dozens of corpses buried in the sand. All who walk upon the island are cursed. Until the curse is removed, a wave strider stalks them and their ship. The accursed suffer from terrible dreams of rotting, beached sea creatures and something enormous falling from the sky.
- 94 **Witch's island.** Home to a Caribbean medicine woman (**sea witch**) who sells healing potions and helpful elixirs.
- 95 **Dead Man's Island.** The sight of a buccaneer standoff. Dead privateers, abandoned pistols, a wrecked rowboat. Clutched in the hand of a dead sailor is a scrap of a map leading to a sunken treasure of 5000 gp in jewels and raw silver 20 miles to the south. The sunken treasure is guarded by a random sea monster.
- 96 **Pirate Landsmeet.** Six buccaneer ships of varying sizes and reputations encircle a small island. They've gathered to discuss an upcoming raid on the Spanish Main. If the characters prove themselves worthy, they're invited to take part. Unbeknownst to them, a Dutch flotilla of three naval brigs (medium ships. Roll for cargo) are waiting to ambush them the next day in retaliation for prior attacks.
- 97 **Cultist island.** A group of twenty English colonists turned cultists are preparing to sacrifice three Spanish colonists. If they are successful, they summon a demon.
- 98 **Sunken Temple.** An alien temple devoted to an otherworldly old god has surfaced. It's a 12 room stone complex filled with gold relics of a monstrous civilization, worth a total of 12,000 gp. It's guarded by two random sea monsters.
- 99 **Discovered Sunken Temple.** The same as the previous entry, but a Dutch merchant ship (medium ship. Roll for cargo) is exploring it. The Dutch are armed and eager to keep this discovery to themselves.
- 100 **Roll again twice.** Combine the two resulting encounters together.



Fishing

While hard tack, dried meats, and fresh produce made up a part of sailor's diets in the 17th century Caribbean, the most common thing sailor's ate was fresh caught seafood off the sides of ships. When Provisions run low, characters can turn to fishing as a way to keep themselves and their crew fed.

How to Fish

To make fishing checks, the ship must be anchored. Fishing takes up a day's worth of time. To fish, a character makes a d20 roll contested by the Wave Master. If trained in the Maritime Skill, the character can add their skill bonus to the roll. Every other character that helps in some way, either with an item or a good idea, grants a +1 bonus to the roll. When successful, roll 1d6. On a roll of 1 to 5, you catch that many Provisions worth of fish. On a roll of 6, roll on the 'what did I fish up' table.

What Did I Fish Up?

1d12 Result

1	Shark
2	Mermaid
3	Confused coconaut
4	Artillery crab
5	Acquatic ooze monster
6	Random treasure chest
7	Gwarnacled shark
8	Message in a bottle (Random voyage lead)
9	Angry whale
10	Octopus
11	1d4 Flotsam mutants
12	Giant Jellyfish

Tracking and Chases

Once on the sea, buccaneers spend much of their time tracking ships, then either chasing them down to plunder or being chased by naval ships and enemy privateers. The rules for tracking and chasing ships are as follows:

Lookout Checks and Spotting Ships

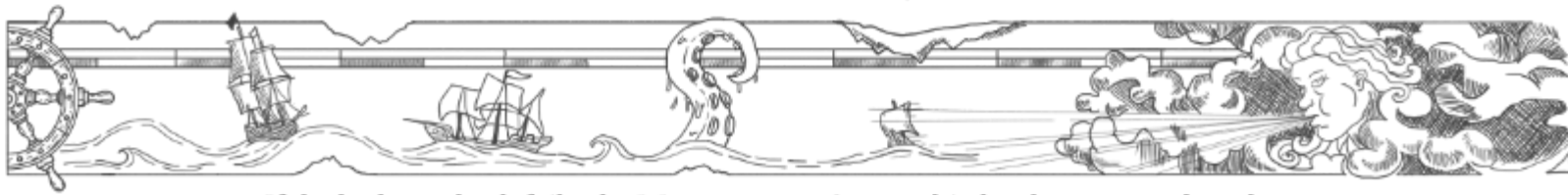
Characters can see up to 2 miles ahead of them, or 3 miles if looking from a ship's top, crow's nest, or rigging. A spyglass doubles how far a character can see. Environmental hazards like rain or fog can obscure ships from sight.

Most ships are easy to spot on the open water, with no rolls needed to determine if they're seen, but if the weather is bad or a situation is tense enough (like in combat), a Lookout check is needed to determine the location of a ship.

A Lookout check is a d20 roll plus any applicable modifiers:

- Wisdom modifier
- Skill modifier
- Environmental modifiers (light, weather, hazards, obstacles)
- Other characters assisting
- Etc.

The Lookout check is opposed by a check from the Wave Master. If the Lookout check is successful, the character spots all ships within their range of vision. The character can discern the size of the ship, its make and manufacture, the colour of its sails, and any flags it is flying.



If the lookout check fails, the Wave Master determines the consequences:

- The enemy ship is spotted, but spots the PC's ship at the same time.
- What the PC's see is limited. The ship may be seen, but its make and flag are obscured so it can't be determined if they're friend or foe until they're within half a mile.
- The ship goes completely unnoticed and the PC's must suffer the consequences, if any.

Lookout checks can only be made once per round in combat, and cannot be repeated by other players in the same round.

Avoiding Enemy Ship's Sight

Because of the sheer size of most sailing ships, it is almost impossible for them to 'sneak' or go unnoticed unless aided by weather or lack of light. However, players are encouraged to get creative and use their surroundings on the sea to avoid the Lookout checks of enemy ships.

On the players' turns, one character can attempt a Ship Stealth check. A Ship Stealth check is a d20 roll plus any applicable modifiers:

- Sailing bonus
- Environmental modifiers
- Other characters assisting
- Etc.

The Ship Stealth check is opposed by a Lookout check made by the Wave Master. If the check is successful, the PC's ship goes unnoticed by the enemy ship, which gives the PC's a surprise round of actions against the ship. If the check fails, the enemy ship immediately becomes aware of the PC's ship and can act accordingly.

Once a ship has been spotted on the open seas, the player characters must determine what they plan to do.

Encountering Other Ships

When another ship has been spotted, characters have a number of actions available to them. They can Avoid, Parlay, Chase, Flee, or Attack.

Avoid

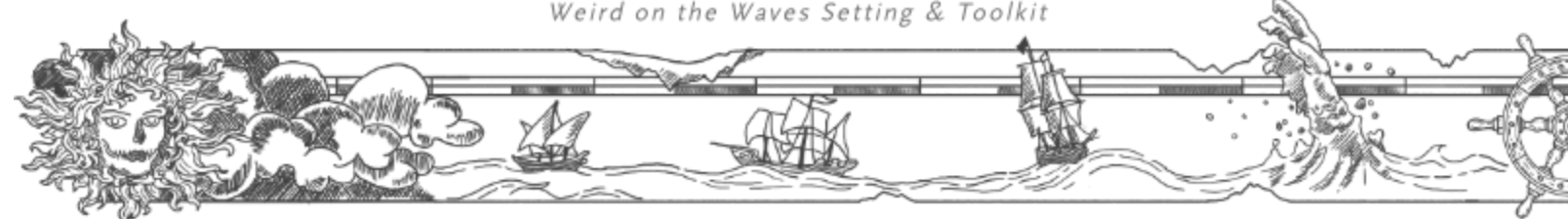
Some vessels don't make for good plunder, and should be avoided. If players decide to avoid a ship, they sail away from their path. Most merchant ships and allied naval ships avoid each other, so as not to risk a crash. If the ship is an enemy ship (rival buccaneers, privateers, enemy navy), the PC's must make a successful Ship Stealth check to avoid them. If the check fails, it's up to the Wave Master to determine if the enemy ship chases or attacks the PC's.

Parlay

Friendly or indifferent ships are often hungry for news or information, and parlaying with other vessels' crews is the fastest way to get that information on the high seas. If the PC's are in need of info, directions, or trade, they can signal to ship within range that they want to parlay. No check or roll is required. The Wave Master must determine whether the other ship is willing to parlay.

Once parlay has been established, communication commences. This can happen in a variety of ways:

- **Shouting across the sea.** Two or more ships move within 500 feet of each other and shout their requests back and forth. Often flags are used to aid in communication.



■ **Gangplank meeting.** Two or more ships sail alongside one another and drop anchor. A gangplank is extended between them and crews can meet to share information or trade.

■ **Coming aboard.** Some prefer to come aboard others' ships from a rowboat, so as to keep their own vessels out of firing range.

What information or supplies a parlaying ship has to offer is determined by the Wave Master. What the parlaying ship's crew wants can be determined by this table:

Parlay Requests Table

1d12	Result
1–5	Trade for provisions
6–7	Directions to a nearby island
8	Rumours and gossip
9	News of naval activity in the area
10	News of monstrous activity in the area
11	Trade for materials and repair work
12	Trade of treasured information (treasure maps, naval intel, voyage hooks)

Parlay Into Piracy. Often a parlay meeting can turn into piracy, with one side agreeing to talk but getting ready to attack. When a crew threatens a captain or another crew to surrender or turn over their goods, a Charisma contest must be made. Each side rolls a d20 and adds their Charisma modifier and/or any applicable modifiers.

If the PC's are successful, the opposing ship loses must make a Morale check. If it fails that, the ship surrenders to reasonable terms (theft of cargo with no lives lost). If it succeeds at either, the opposing ship can Flee or Attack.

If the PC's fail the Charisma contest, their ship must make a morale check if they have any crew. If they succeed, the crew fights alongside the PC's. If they fail the morale check, the crew either surrenders or turns against the PC's.

Chase

When the PC's take off after an enemy ship, they enter into a chase with them. A chase is a d20 contest between two or more ships. To make a Chase roll, each ship rolls 1d20 + Sailing Bonus + Movement Bonus + Miscellaneous modifiers. A ship's Movement Bonus is determined by its movement speed compared to the other ship. Whichever ship has a greater movement speed gets a +2 Movement Bonus.

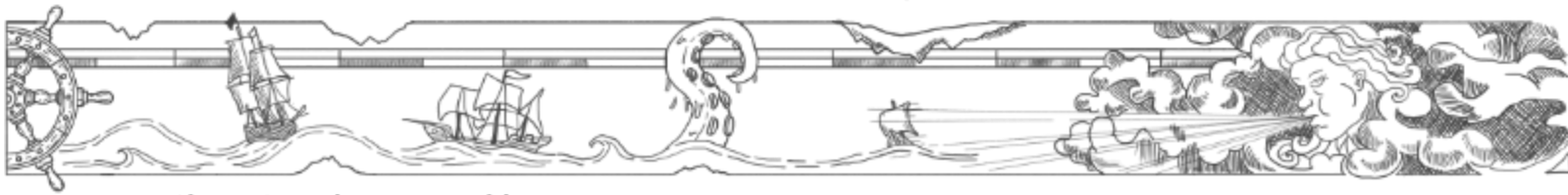
The first ship to get to three successful rolls is considered the victor. If it is the pursuing ship, the ship is 2d4 x 100 feet away from the fleeing ship before it gets a surprise round against it. If the victor is the fleeing ship, the fleeing ship escapes and cannot be tracked or found for another 24 hours.

Chase Complications. Wave Masters can introduce an extra wrinkle to chases by rolling for chase complications. A chase complication is a random event that impacts one or more of the ships involved in a chase. They range from slight inconveniences to entire encounters that stop a chase dead in the water.

If a Wave Master deems it appropriate, they can roll for a chase complication after each side has made their chase rolls. The Wave Master rolls 1d20 and consults the following table.

Flee

If an enemy ship pursues the PC's ship, they must surrender, attack, or flee. Fleeing is a d20 contest between two or more ships. To make a Flee roll, each ship rolls 1d20 + Sailing Bonus + Movement Bonus + Miscellaneous modifiers. A ship's Movement Bonus is determined by its movement speed compared to the other ship. Whichever ship has a greater movement speed gets a +2 Movement Bonus.



Chase Complications Table

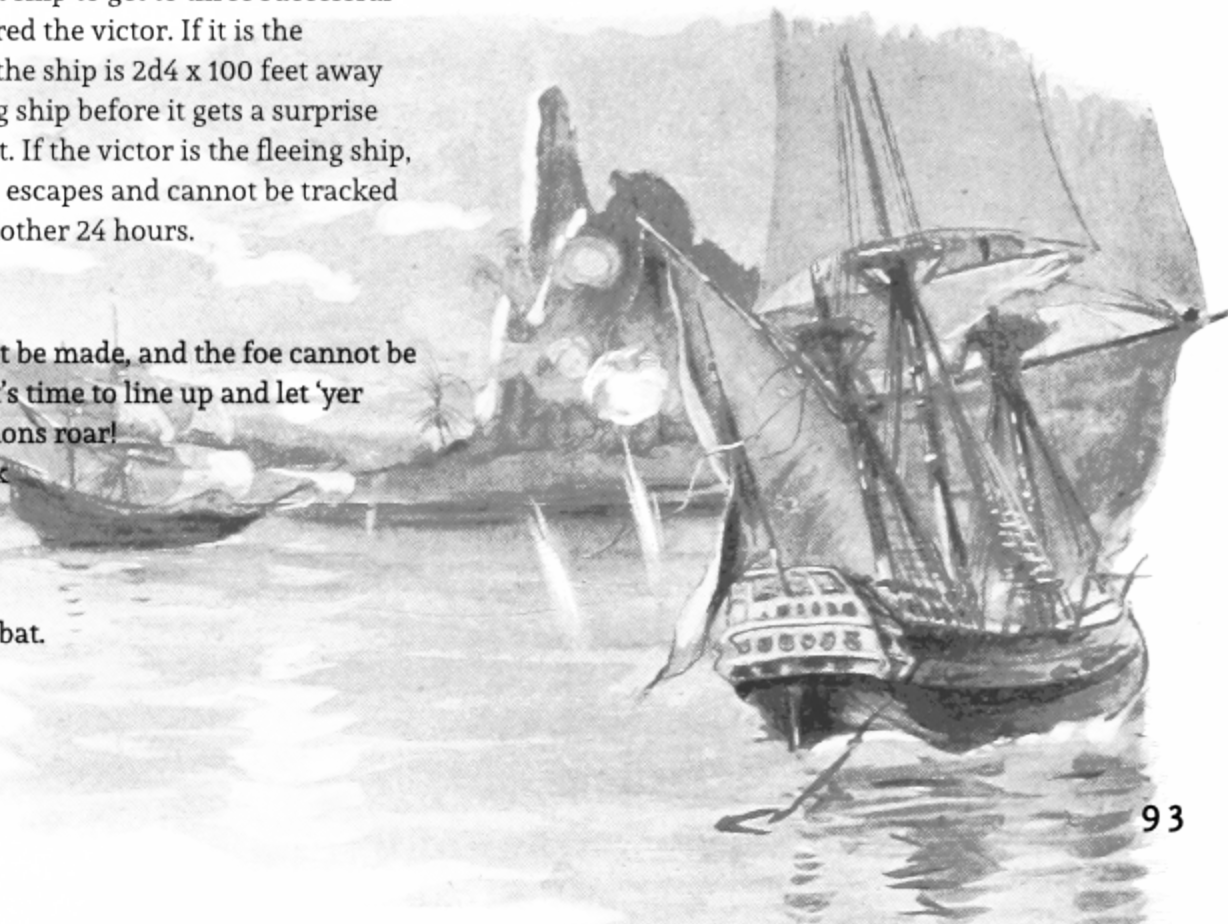
1d20	Result
1	A freak wind blows in, pushing ships off course. All chase participants must make a Sailing check contested by the Wave Master. Success means your ship continues sailing on its course. Failure means your ship is blown off course, which counts as a Chase Roll failure.
2	An albatross strikes one of the ships, landing dead on the deck with a sickening crunch.. Roll to determine which ship. That ship must immediately make a Morale check.
3	A rogue wave slams against both ships. All major characters must make a saving throw or be tossed overboard. Both ships suffer 10 points of damage from the wave.
4	A school of sea turtles swims in the path of the chase, rattling against the hull. Unless the players can think of a clever way to bypass them, both ships' next Chase rolls are made at -2.
5	You've accidentally sailed into the shallows! Both ships must roll to avoid being immobilized. An immobilized ship automatically loses the chase.
6	A sudden storm blows in, darkening the sky and obscuring vision with rain. Chase rolls are made at disadvantage.
7	A shipwrecked sea witch waves you down. She's floating on a raft and calling for help. If helped aboard she joins your crew and offers her services to you. If ignored, she casts spells to hinder your ship.
8	A ship approaches. A ship belonging to a nation or faction other than you or your pursuer sails on an intercept course towards you. The Wave Master randomly rolls for the ship's allegiance. If the ship is an enemy to either of the chasing ships, it attacks.
9	Swarm of mosquitos. A freak swarm of mosquitos clouds the area around both ships. All crew must make a saving throw against disease. On a failed roll, the crew contracts yellow fever and automatically fails their next Chase roll.
10	Wave Strider! A wave strider rises up from the depths between the pursuing ship and its quarry. In order to continue chasing, the pursuing ship must evade the attacks of the wave strider.
11-20	No complication.

The first ship to get to three successful rolls is considered the victor. If it is the pursuing ship, the ship is 2d4 x 100 feet away from the fleeing ship before it gets a surprise round against it. If the victor is the fleeing ship, the fleeing ship escapes and cannot be tracked or found for another 24 hours.

Attack

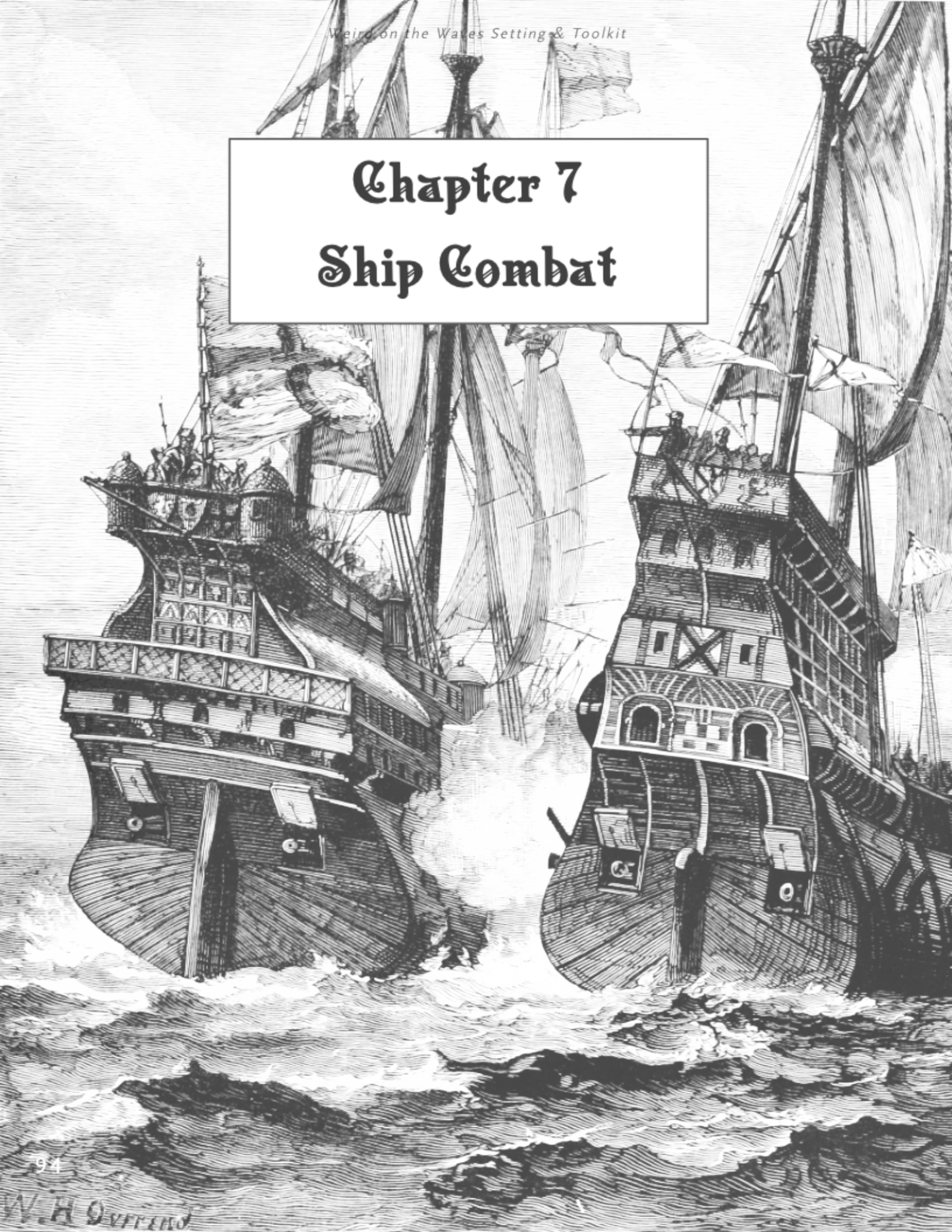
If parlay cannot be made, and the foe cannot be avoided, then it's time to line up and let 'yer broadside cannons roar!

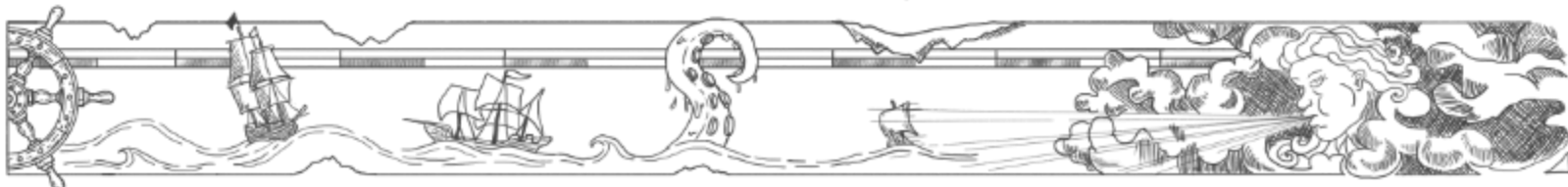
When an attack is declared it's time to roll initiative and begin ship combat.



Chapter 7

Ship Combat





Ship Combat

Battles on the high seas are chaotic and deadly. The deafening roar of cannons, the acrid smoke of gunpowder stinging the eyes and lungs, wooden hulls and masts splintering apart into jagged shrapnel that pierces the body, the deck beneath you lurching and rolling with the waves, growing wetter and more treacherous as the ship takes on water. Before you know it, all that's left for you is the cold briny depths below.

Ships are repairable, but not indestructible. Fellow sailors may die in droves due to stray cannon fire or a black powder explosion. But...if you're clever and ruthless enough, your ship can overtake another vessel long enough for you and your fellow buccaneers to take it over. Victory over another ship can mean treasure, supplies, and new crew mates, but it must be collected quickly. There's always a bigger threat under the sun...or under the sea.

The following rules detail the order of ship combat and the actions a party of player characters can take when it's time to fight on the sea.

Tracking Positions

Ship combat can require a lot of movement, positioning, and keeping in mind the direction of the wind for sailing and turning. Whenever possible, it's recommended that a hex grid or battle map grid (physical or digital) is used to track the movement and position of ships. One hex/square equalling 100 feet, on a map that's 2000 to 3000 feet square is usually a robust enough scale to maneuver in.

If this method of tracking positions isn't feasible, and 'theatre of the mind' is the only means used to keep track of things, Wave Masters are encouraged not to sweat tracking exact distances and positioning, and to ignore wind direction rules. Ease and speed of play is much more important to the experience than following exact rules. The three big things to keep in mind when playing this way are these:

- How far away are the ships each round?
- What, if any, hazards are present?
- If the PC's wish to flee, they must get 500 feet away before the end of their turn.





The Order of Combat

A typical ship combat encounter is a clash between two or more ships at sea. Sailing, taking aim, cannon fire, reloading, hasty repairs, boarding actions, and sword fighting and spellcasting. *Weird on the Waves* organizes this chaos into an ordered series of rounds, turns, and actions. The time taken by these is longer than the standard 6-10 second combat rounds between individual creatures.

A round on a ship represents five minutes. During a round each ship or sea monster takes a turn. During a turn, each player character takes an action. Once each player character has taken an action, the turn is over and the next ship or sea monster takes their turn. Once all the turns have been taken, the next round begins. This continues until one or more sides has surrendered or been defeated.

When combat begins, it progresses in the following order:

1. Establish starting positions. The Wave Master decides where all the ships and sea monsters are located. Based on the players' actions and the reactions of enemies, the current weather and terrain, the WM figures out how far away each ship is from one another. If unsure, ships typically begin combat $2d6 \times 100$ feet away from each other.

1.5 Determine wind direction (optional). If playing on a battle map or hex grid to track positions during combat, the Wave Master is encouraged to roll to determine the direction of the wind. When sailing with the wind, ships move normally. When sailing against the wind, ships move at half their movement. This can greatly impact fleeing ships and ramming.

2. Determine Hazards. Sea hazards like shallows, coral reefs, fog can be both hindrance and help in the thick of combat, as they every ship in different ways. Roll 1d6. On a roll of 6, there is a hazard present. The Wave Master determines what hazard it is and how it effects the sea around the PC's and their targets.

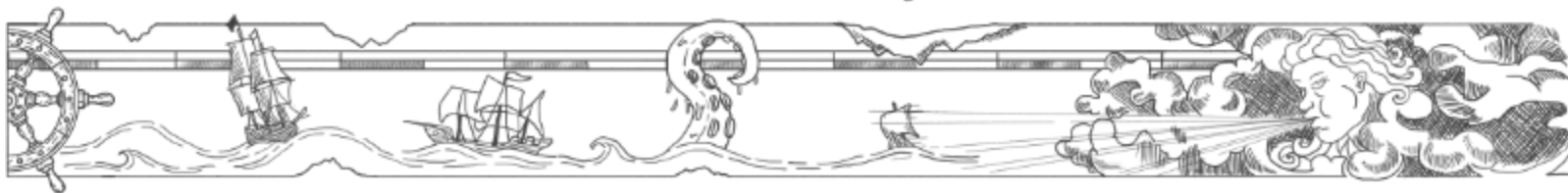
3. Surprise round. If one ship has gone unnoticed by another, the unnoticed ship can take a full round of actions before initiative is rolled.

4. Roll initiative. Each ship or sea monster involved in the combat encounter rolls initiative to determine the order of their turns. Each participant rolls $1d6 + \text{Sailing Bonus}$. The total of the roll is that participant's place in the initiative order. The order progresses from highest to lowest.

5. Take turns. Each ship takes a turn in the initiative order. Each turn is divided up into actions. For PC controlled ships, each PC takes a big action and a small action, or two small actions, during the ship's turn. Enemy ships and sea monsters take a number of actions (big or small) indicated on their stat block.

6. Begin the next round. Once everyone involved in the combat has taken a turn, the round ends and a new round begins, following the initiative order. This continues until the combat stops.





A Ship's Turn

On a PC controlled ship's turn, each player character gets to take a big action and a small action, or two small actions. These actions break down like so:

Big Actions

These are grand actions that take a great deal of concentration and skill, and usually result in big changes in battle.

■ **Attack.** You fire a single kind artillery at an enemy ship, or you cast an offensive spell.

■ **Move.** You sail the ship up to a number of feet equal to the ship's Movement Per Round. This action can only be taken twice per round.

■ **Ram.** You sail your ship directly into another ship, grievously damaging one or both ships.

■ **Lookout.** You spend your entire action looking out for incoming threats or hazards, noticing details that might be otherwise lost in the chaos of combat.

■ **Improvise.** You take an action not covered in the rules, its result and consequences adjudicated by the Wave Master.

■ **Board.** If the conditions are right, you board an enemy ship, transitioning the party from ship combat to personal combat.

Small Actions

These are supplemental actions that take less concentration, usually resulting in keeping the ship going and fighting strong.

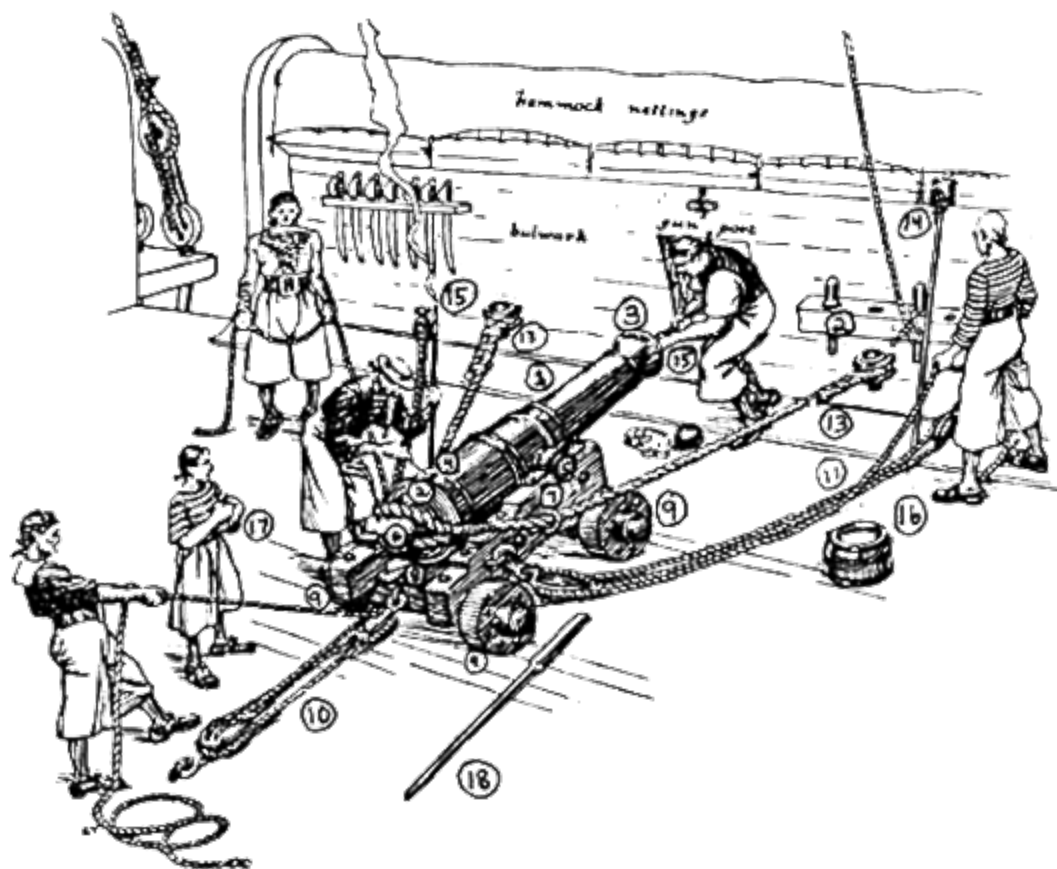
■ **Repair.** You repair something wrong with the ship or its crew.

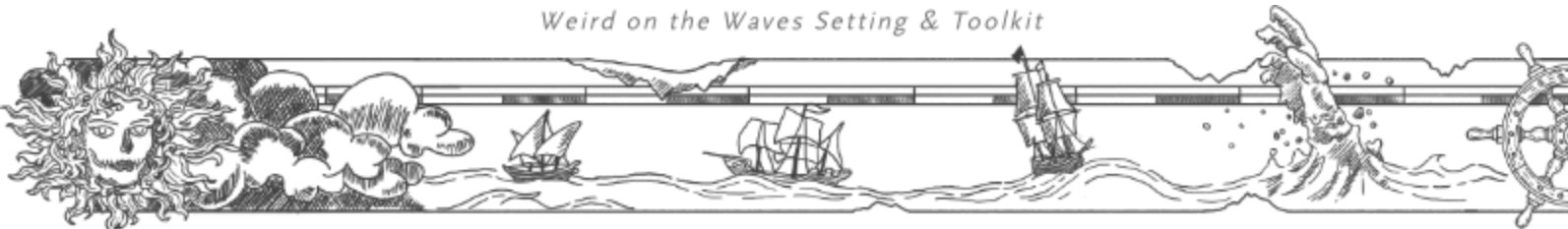
■ **Aid.** You aid another PC's action, granting them advantage on their next roll.

■ **Reload.** You spend your entire action reloading a single kind of artillery, enabling it to fire again.

■ **Move Between Decks.** You move between the crow's nest, main deck, and lower decks.

Each round of ship combat takes roughly five minutes, meaning each player's turn takes anywhere between one to two minutes. These times are abstracted, and the amount of things that can be accomplished in a single action is ultimately determined by the Wave Master.





Action Breakdown

Each action in a ship combat can only be taken a certain number of times. Reloading artillery takes time, and there is only so much speed that can be coaxed out of sails. Here is how each action breaks down:

Attack (Big Action)

An attack action involves firing a single kind of artillery at an enemy. Attacking is a contest between ships, with each side rolling $1d20 + \text{Sailing Bonus} + \text{any miscellaneous modifiers}$. If the attacking ship wins this contest, you roll the artillery's damage. If the enemy ship wins the contest, the attack misses. If the roll is a tie, the attacking side hits.

Attacks with artillery must be within either short or long range to be able to hit. Attacks made at long range are rolled twice, taking the lower result. An artillery attack made beyond long range automatically fails.

You can only fire artillery that you are on the same deck as.

Move (Big Action)

A move action involves sailing a ship a number of feet equal to its Movement Per Round. During combat, modifiers for weather and wind are ignored (but specific modifiers and conditions for storms and hazards still count). This movement can be in any forward direction. Moving must be done on the main deck of the ship, where the sails and rigging can be accessed.

Ships can take up to two move actions per round. Moving backwards or turning around 180 degrees costs an entire move action.

Specific ocean terrain can impact movement: shallows, coral reefs, and other hazards can be sailed through safely, but costs double a ship's movement per round to sail

through. For example, if a sloop has a Movement Per Round of 200 feet and needs to sail through 50 feet of shallows, it costs 100 feet of movement to sail through it.

Ram (Big Action)

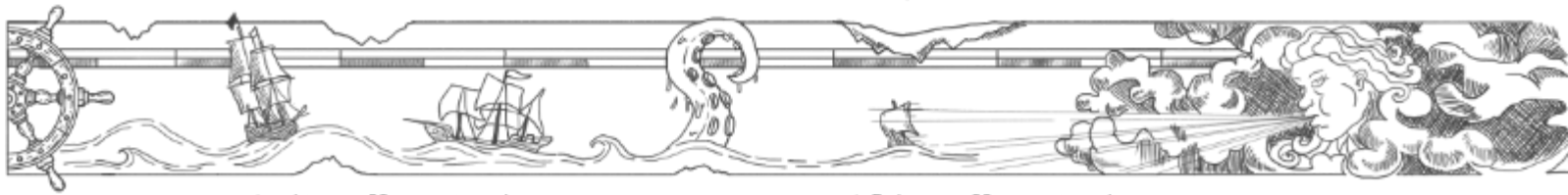
A ram action involves sailing a ship directly into another ship or creature, damaging one or both of them and immobilizing both. It is a combination move and attack. Successfully ramming a ship or creature deals damage in proportion to the size of the ship:

- Tiny ships = $1d12$ damage
- Small ships = $1d4 \times 10$ damage
- Medium ships = $1d6 \times 10$ damage
- Large ships = $1d10 \times 10$ damage

To ram a ship, move your ship up to its Movement Per Round until it collides with another ship or creature. Make a ram attack roll ($\text{Sailing Bonus} + \text{Miscellaneous Modifiers}$ VS the Wave Master's roll).

If the attack is successful, the opposing ship or creature takes damage and both are immobilized. If the attack misses the Wave Master rolls $1d6$. On a roll of 1-3, the attacking ship misses the opposing ship. On a roll of 4-5, the attacking ship takes the damage instead and both are immobilized. On a roll of 6, both ships take the damage and are immobilized.

Getting Free of Being Rammed. Being rammed immobilizes ships. Their hulls intertwined in a grisly mess of splintered wood and beams. Freeing a ship from being immobilized takes a successful Repair action.



Repair (Small Action)

A repair action involves patching up a ship or its crew while in the heat of battle: boards hastily nailed over breaches in the hull, water bailed out of a flooded deck, fires put out, and crew's wounds bandaged. The nature of 'repairs' is always fluid, but their purpose is to fix problems on a ship before they get worse. You must be on the same deck as where the damage is to repair it.

A repair action requires making a Maritime skill check. This check is opposed by a check from the Wave Master, or compared to a set number to beat. If the Maritime check is successful, the repair works as intended. If it fails, the repair fails. A repair check can be used to do any of the following:

- Repair the ship's hit points by an amount equal to $1d6 + \text{Maritime bonus}$. Costs 10 gp of Materials.
- End one ongoing condition (Immobilized, Slowed, On Fire, etc). Costs 25 gp of Materials.
- Fix one specific instance of damage (cracked mast, hull breach, torn sail, etc). Costs 25 gp of Materials
- Heal $1d6 + \text{Maritime skill bonus}$ worth of hit points to one or more crew NPC's who have been hurt/killed within the last round. Does not cost Materials. Skill training and/or Doctor's Tools required.

More info on repairs, both in combat and out of combat, can be found in Chapter 8.

Aid (Small Action)

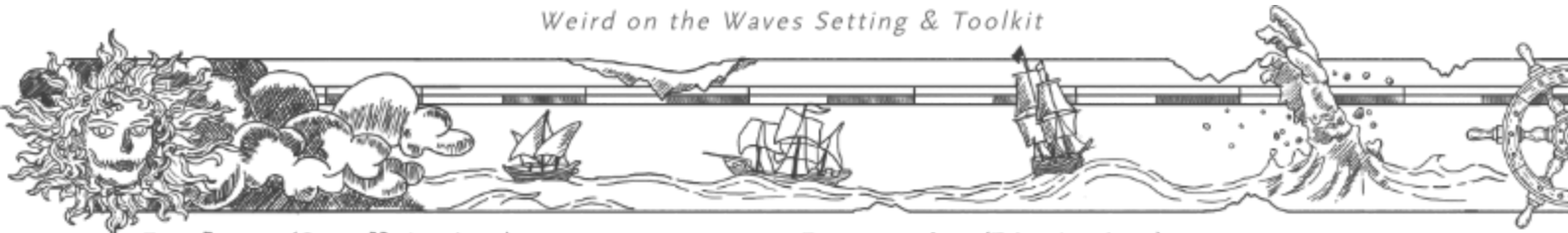
The aid action is used to aid other characters in their actions on the ship: helping to precisely aim a battery of cannons to ensure a blow, assisting in a repair to guarantee the ship stays afloat, or keeping eyes peeled for danger while a friend looks out of a spyglass.

Taking the aid action involves spending your entire action to grant advantage to another character's roll. This can be used with the attack, repair, lookout, and improvise actions. Multiple characters can aid another's action, increasing the amount of d20 rolls they can choose the higher result from. You must be on the same deck as the character you're aiding.

Reload (Small Action)

The reload action is used to reload a single kind of artillery. Reloading guns is a laborious process: black powder was stuffed down the barrel of the cannon, followed by a 'wad' (a wad of cloth, oakum, old rags, etc) to ensure cannonballs fit snugly in the cannon, then the cannonball itself was loaded in. Short fuse was inserted into the cannon's touch hole, ready to be lit. After being fired, the barrel of the cannon must be cleared and cleaned with a wet sponge, ridding it of powder char and leftover burning wad so that more black powder could be safely loaded without risking explosion. On naval and buccaneer ships, this process required an entire crew of people and could take almost a minute.

When reloading artillery, roll $1d6$. On a roll of 4–6 the reload is a success and the gun is ready to fire. On a roll of 1–3 the reload doesn't happen. Cannonballs clang to the deck, black powder is spilled, or the wad falls apart. When this happens, another reload action needs to be taken to reload the artillery.



Lookout (Small Action)

The lookout action is used to keep aware of oncoming threats, approaching ships, spot unseen hazards, and notice hidden weaknesses. A character climbs to the top of a ship's tallest mast and sees what they can see amid the chaos of battle, providing valuable information to the rest of the crew.

To perform the lookout action, roll 1d20 + Maritime skill + any additional modifiers. This roll is contested by the Wave Master. If the roll is successful, you spot any oncoming threats or hazards within your range of vision. A successful lookout roll negates the effects of smoke, fog, rain, and other vision obscuring hazards on attack rolls for that round.

You must be in the top/crow's nest to perform the lookout action.

Move Between Decks (Small action)

The Move Between Decks action has your character hustle from one area of the ship to another. Ships are usually divided into the following areas:

- Top/Crow's Nest
- Main Deck
- Gun Deck (medium and large ships only)
- Galley or 2nd Gun Deck (large ships only)
- Cargo Hold

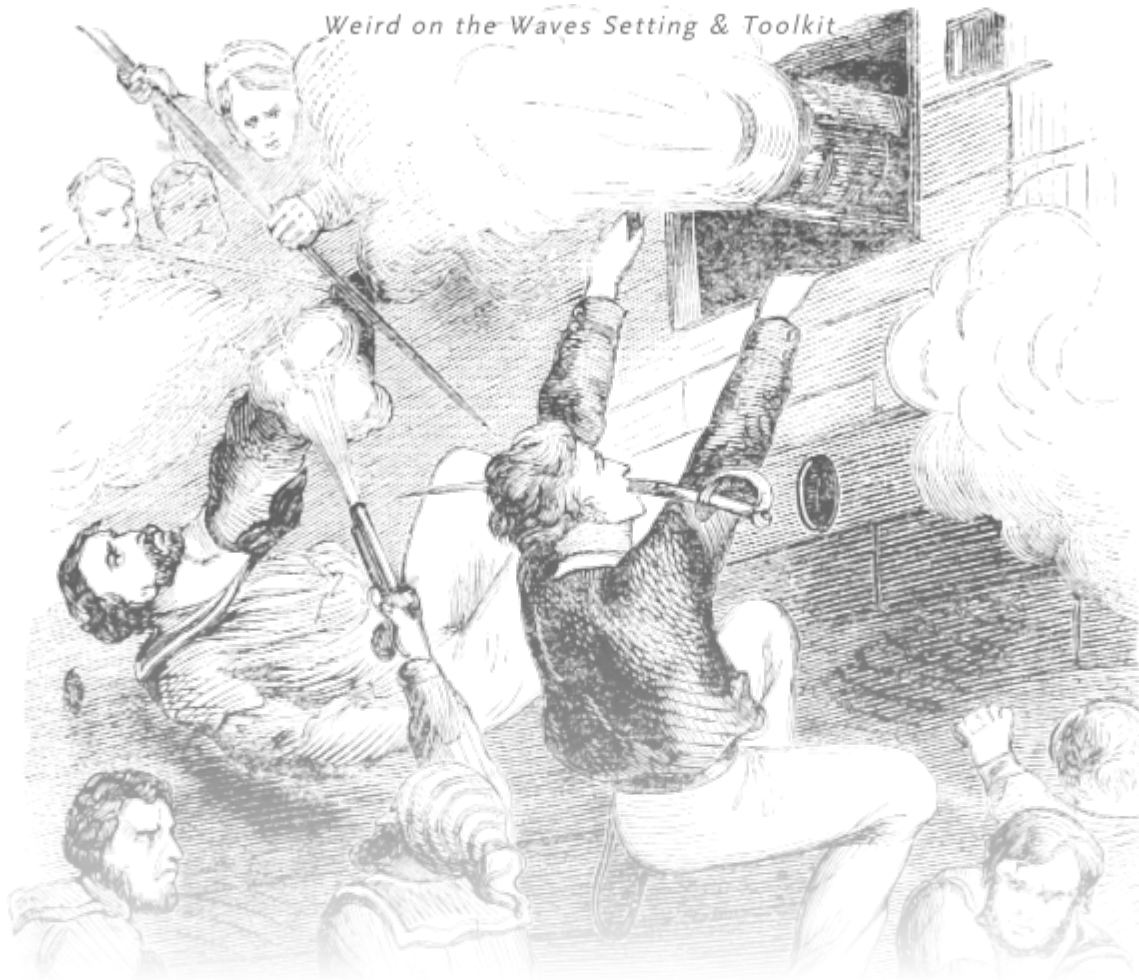
Moving from one deck to another takes a Move Between Decks action, one deck per action. For a character to get from the Crow's Nest of a sloop (small ship) to the Cargo Hold takes two actions.

Improvise (Big Action)

The improvise action is used to do something that doesn't fit inside of any of the other actions listed. If a player has an idea or action they want to perform or a task they want to accomplish, it is up to the Wave Master to decide if it's possible, and what forces the Waves might bring to challenge it.

Simple improvised actions have simple and direct outcomes: a character sings a shanty to inspire their crewmate and provide a bonus on their next roll, a signal flag is flown to warn off an oncoming vessel, or a leg is stuck out to trip a boarding pirate, knocking them off balance. If there is little chance harm can come to the improviser, the action usually succeeds without needing to roll dice. This is always up to the Wave Master's discretion.

Complicated improvised actions have more dramatic outcomes: A sailcloth is used to capture air like a balloon, slowing the sinking of a ship. A cannon is loaded with cutlery and rubbish in an attempt to make a more deadly shrapnel attack. A sailor uses their overheard knowledge of monsters to try and calm an attacking sea monster through song. These actions have more severe consequences, and thus require a check. The improvising character rolls 1d20 + any relevant modifiers VS the Wave Master's roll. If the character is successful, their improvised action happens as intended. If the character fails, the Wave Master presents a consequence appropriate to the situation.



Board

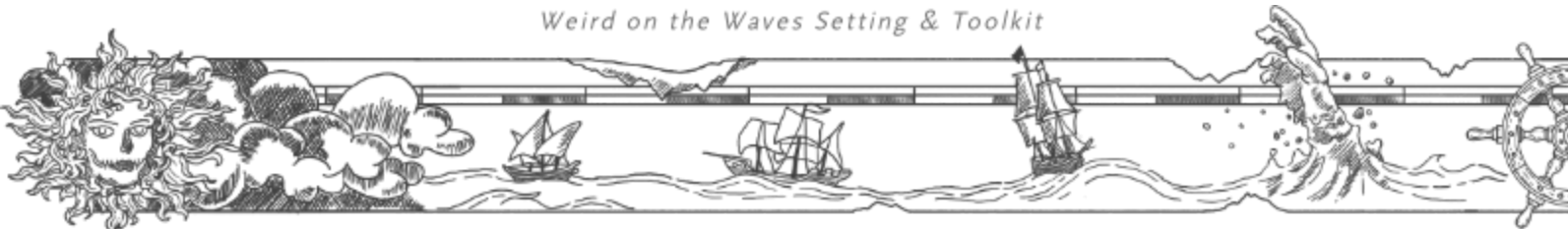
The boarding action involves characters moving from their own ship to an enemy ship. To perform a boarding action, both ships must be adjacent (within 10 feet of each other) and the boarders must have a means of getting across to the enemy ship: a rope to swing on, a gangplank to rush across, or rigging to leap down from.

Boarding often transitions the action of ship combat to personal combat between characters and creatures. A new initiative order is rolled and the duration of rounds and turns changes. Boarding is covered in greater detail later on in this chapter.

Making Attacks

Whether you're attacking with artillery, ramming with your ship, or attacking with a magic spell, attacking while aboard a ship follows this structure:

- 1. Choose a target.** Pick a target within your attack's range: a ship, a sea creature, a location, or an object.
- 2. Determine modifiers.** You add your ship's sailing bonus to every attack, as well as any miscellaneous modifiers for advantage, special equipment or weapons, or situational bonuses or penalties. The WM determines if there are any additional penalties to the attack roll based on cover or regional effects like weather.
- 3. Roll the Dice.** You roll 1d20 and add all of the modifiers from step 2.
- 4. Resolve the Attack.** The WM rolls for the opposing ship. If your roll equals or exceeds the Wave Master's roll, the attack is a hit! On a hit you roll damage, unless the particular attack or spell has rules that say otherwise. When attacking a sea monster, your attack roll is compared to the Armour of the enemy creature. If the roll equals or exceeds the Armour value, the attack is a hit.



Modifiers to the Roll

When a character aboard a ship makes an attack roll, the most common modifiers added are as follows:

- **Sailing Bonus.** The Sailing Bonus of the ship. This bonus is added to any roll or check made that involves the movement or maneuvering of the ship.
- **Perk Bonuses.** Some perks grant additional bonuses to artillery, spell, or ramming attacks.
- **Condition Penalties.** Some conditions grant penalties to attack rolls.
- **Advantage/Disadvantage.** If the Wave Master deems it appropriate, this allows you to roll twice and take the higher result.

Rolling 1 or 20

Weird on the Waves has rules for critical hits and critical misses for attacks in addition to the rules in your ttrpg of choice.

Natural 20. If the d20 roll for an attack is a natural 20, the attack hits regardless of the opposing roll from the Wave Master or the Armour of the enemy creature. Rolling a critical hit also grants the PC a Weal Die (1d12) to use on a following roll, or grant to another PC. More info is available in the Wave Master section in Chapter 9.

Natural 1. If the d20 roll for an attack is a natural 1, the attack is a failure regardless of the opposing roll from the Wave Master or the Armour of the enemy creature. Rolling a critical miss grants the Wave Master a Woe Die (1d10) to be rolled immediately or later on in the voyage. More info is available in the Wave Master section in Chapter 9. In addition, rolling a natural 1 on an artillery attack causes a misfire.

Misfires. When cannons misfire, it can be disastrous for a ship. The ship immediately takes 6d6 damage and the player who rolled the natural 1 must make a saving throw for the ship. If they fail to roll a 10 or better, the ship is now on fire.

Cover

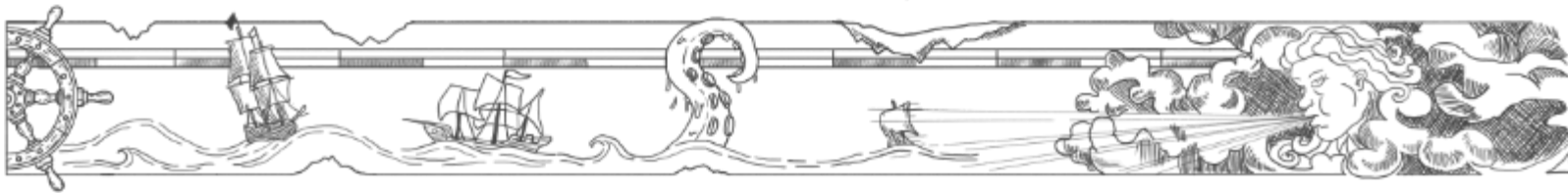
Ships battling on the Caribbean Sea are often islands unto themselves: monolithic shapes firing cannonballs at one another across a vast stretch of open ocean. However, some sea battles are filled with fog, smoke, rain, shipwrecks, jagged reefs that rise from the depths, sandbars and small islands with palms, and other ships.

Cover provides a ship or creature a bonus on its roll when attacked. Here are the different levels of cover and what can provide it:

Half Cover. Half cover provides a +2 bonus to an opposed attack roll. This cover obscures half of a ship, and can take the form of floating wreckage, coral reefs, fog and other mist-like shrouds.

Three-Quarters Cover. Three-Quarters Cover provides a +5 bonus to an opposed attack roll. This cover obscures most of a ship, and can take the form of other ships, smoke screens, and heavy rain and storms.

Full Cover. A target with full cover is completely blocked or obscured and is impossible to hit by conventional means. Some artillery and spells can still target things behind full cover with their range of effect.



Damage and Sinking Ships

Ships have health the same way living characters do: sturdy hulls protect their insides and sails grant them the power to move, but these things can be damaged and broken. A ship that cannot sail or hold cargo is effectively dead in the water, and is of no use to a buccaneer. Here's how that works in *Weird on the Waves*.

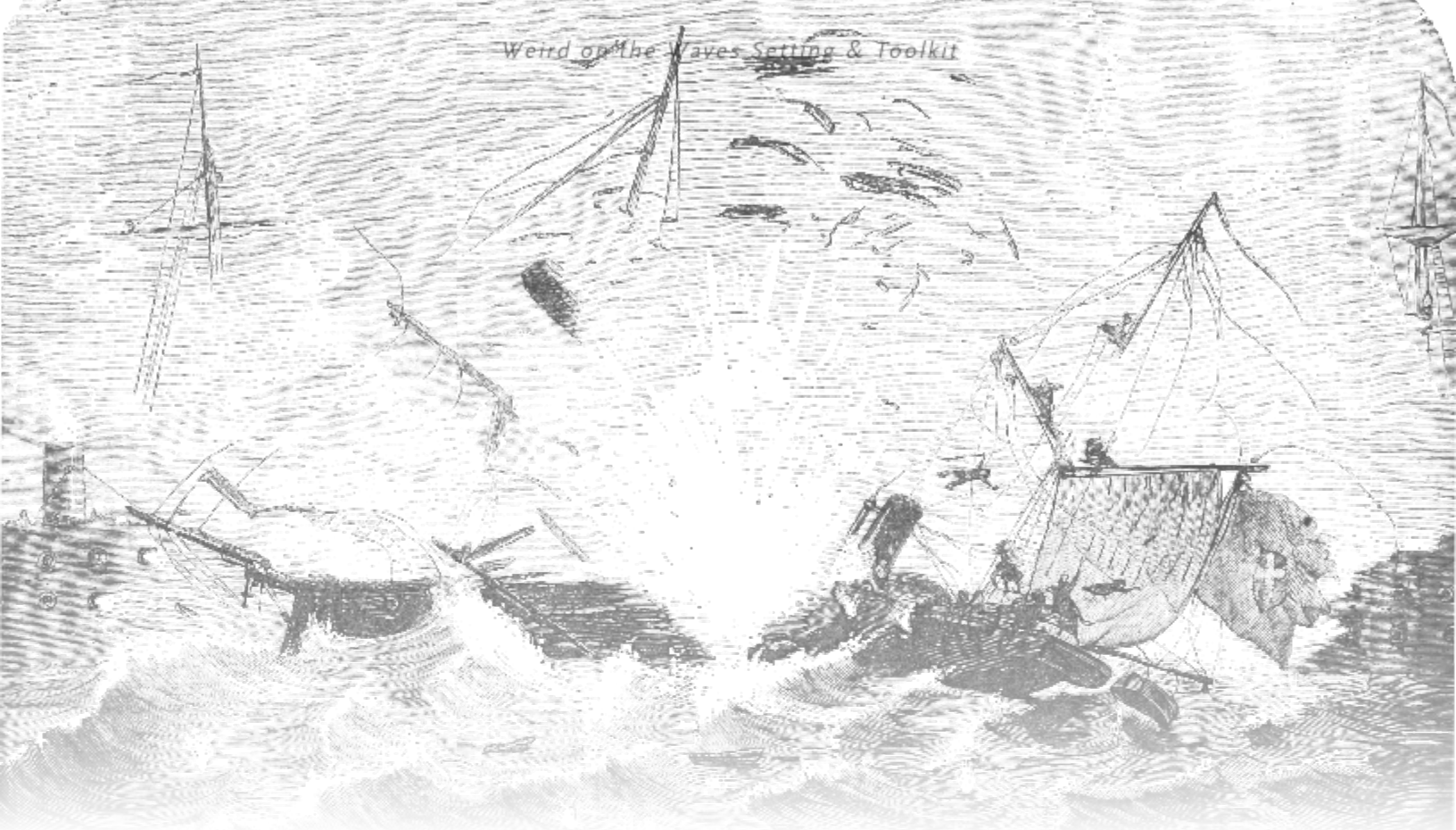
Hit Points

The life of a ship is measured in its hit points. Hit points are an abstract means of gauging how close a ship is to sinking or breaking apart. Hit points can be lowered by direct damage from cannonballs and attacks, but they can also be lowered by things like fire and taking on water. The more hit points a ship has, the stronger and more durable it is.

A ship's hit points can be any number from the ship's maximum down to 0. Whenever a ship takes damage, that damage is subtracted from its hit points.

It is vital that a ship be kept above 0 hit points, because once it reaches 0 it is done for.





Sinking

When a ship drops to 0 hit points it is considered sinking. A sinking ship sinks into the sea $1d6 + 1$ rounds later, disappearing into the depths. A sinking ship cannot be repaired once it has reached 0 hit points except under very special circumstances determined by the Wave Master. What characters and crew do with the time allotted to them before their ship sinks is up to them.

What Happens When The PC's Ship Sinks

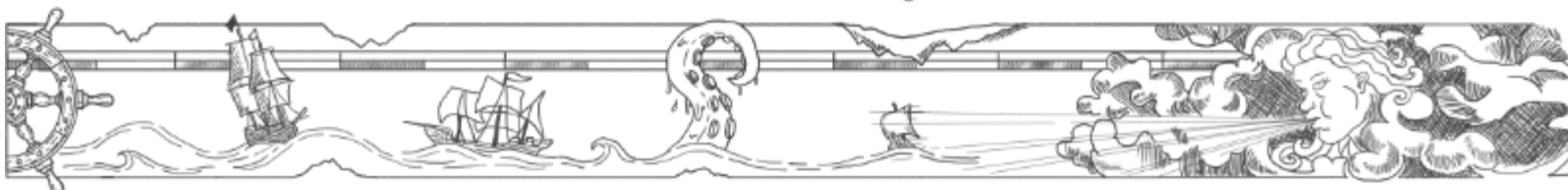
Once the PC's ship sinks, they are now swimming in open water. They must get to land or another ship or risk drowning after a number of hours. Enemy merchant and naval ships often take prisoners, and will rescue adrift PC's and their crew if they surrender. What happens to imprisoned PC's is up to the Wave Master. They may get a chance to escape capture later or, or it may be the end for them. Buccaneer ships seldom take other buccaneers hostage, opting instead to kill them.

If no ships or land are available, PC's can attempt to build a raft out of the floating wreckage of their sunken ship. To build a raft, the PC's must succeed on three Maritime checks, rolling a 10 or better three times. If they succeed, a sturdy raft is built and the PC's can begin sailing away. If they fail three times before they succeed three times, there isn't enough wood and rope to build a raft. The PC's are left to the mercy of the sea.

The Wave Master can roll for an encounter after $1d4$ days. This encounter spells either salvation or doom for the cast away PC's.

Enemy Ships and Sinking

Most Wave Masters have a ship sink immediately after it drops to 0 hit points, giving perhaps a round or two for enemy sailors to escape or surrender before ducking out of combat. Notorious buccaneers' ships or notable villain's ships are common exceptions; the Wave Master might have their ships take the full $1d6 + 1$ rounds to sink, so that their crew might be taken prisoner or given the chance to escape.



Conditions

Many things can plague a vessel other than just damage. Conditions are ongoing negative effects that can hinder and harm a ship's stats, hit points, and crew. Here are the main conditions encountered in *Weird on the Waves*, though Wave Masters are encouraged to create unique ones specific to their games.

Ending Conditions. Most conditions can be ended with a Repair check (rolling better than a 10 or 15), though some can only be ended through specific actions adjudicated by the Wave Master.

Slowed

A slowed ship's movement (miles per day/hour/turn) is reduced to half. A slowed ship is easier to hit by +2.

Causes: Sails are torn, cargo capacity is exceeded, something is weighing the ship down or clinging to it from below.

Fixes: A successful Repair check (10 or better).
Immobilized

An immobilized ship's movement is reduced to 0. An immobilized ship is easier to hit and to board by +5.

Causes: Masts are badly damaged, sails are destroyed, no wind*, the ship is beached or stuck by something like rocks, reefs, or creatures.

Fixes: Removing the obstacle that's stuck the ship, or a successful Repair check (15 or better).

■ **No wind.** If a ship is immobilized by a lack of wind, the condition cannot be ended by anything except a change in the weather or a force approximating wind.

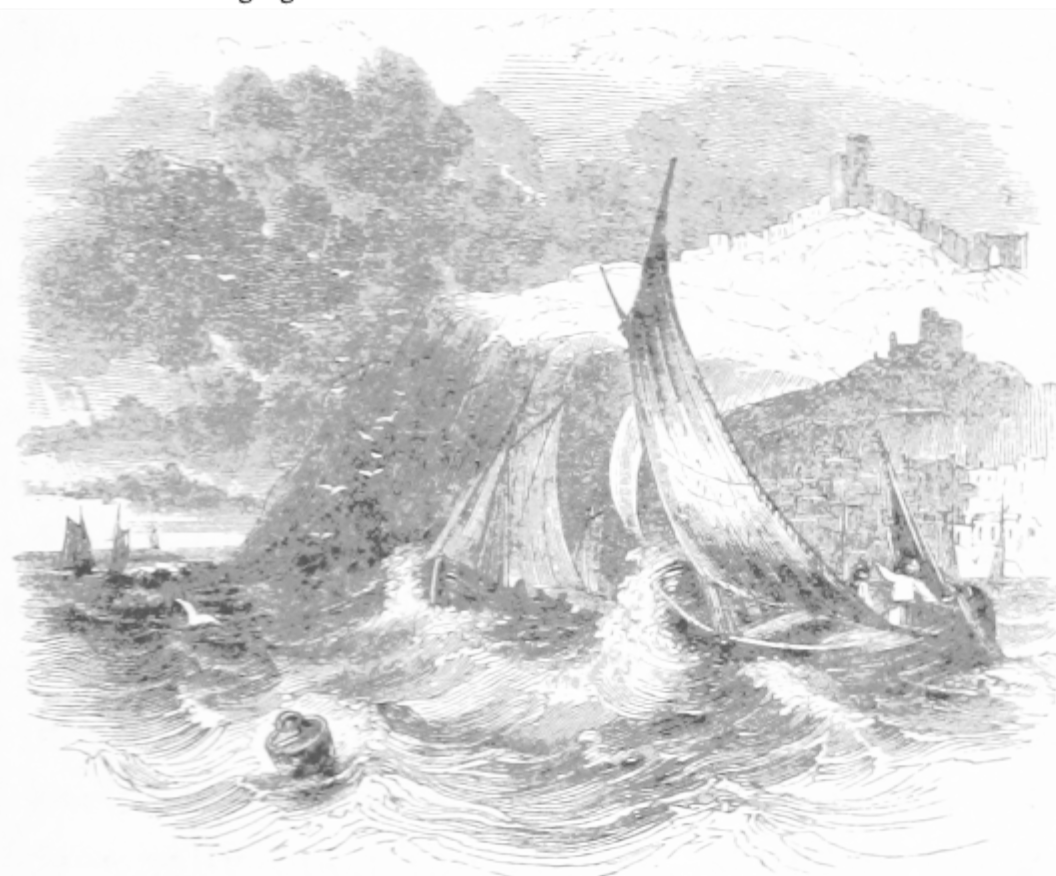
■ **Beached.** If a ship is immobilized by a shallows hazard (being beached), it takes a number of characters equal to the ship's Minimum Crew to unbeach it. This process takes a number of minutes equal to the ship's Minimum Crew.

Breached

A breached ship's hull has been compromised. It takes on water at the start of every round, causing 5 damage.

Causes: crashing into jagged rocks or coral reefs, critical hits from artillery attacks, hits from chain-shot ammunition.

Fixes: A successful Repair check (10 or better). A character can take an improvised action to bail water out of the ship, which prevents the loss of 5 hit points the following round.



Infested

An infested ship's cargo hold, bilge, or hull is infested with vermin or parasites. Depending on the nature of the infestation, either the ship takes ongoing damage or resources are depleted over time.

Causes: Taking on infested cargo, ramming an infested ship, staying overnight at an infested port, creatures deposited by a monster's attack.

Fixes: A successful Repair check (15 or better while at sea, 10 or better when anchored at port). This check cannot be made while in combat.

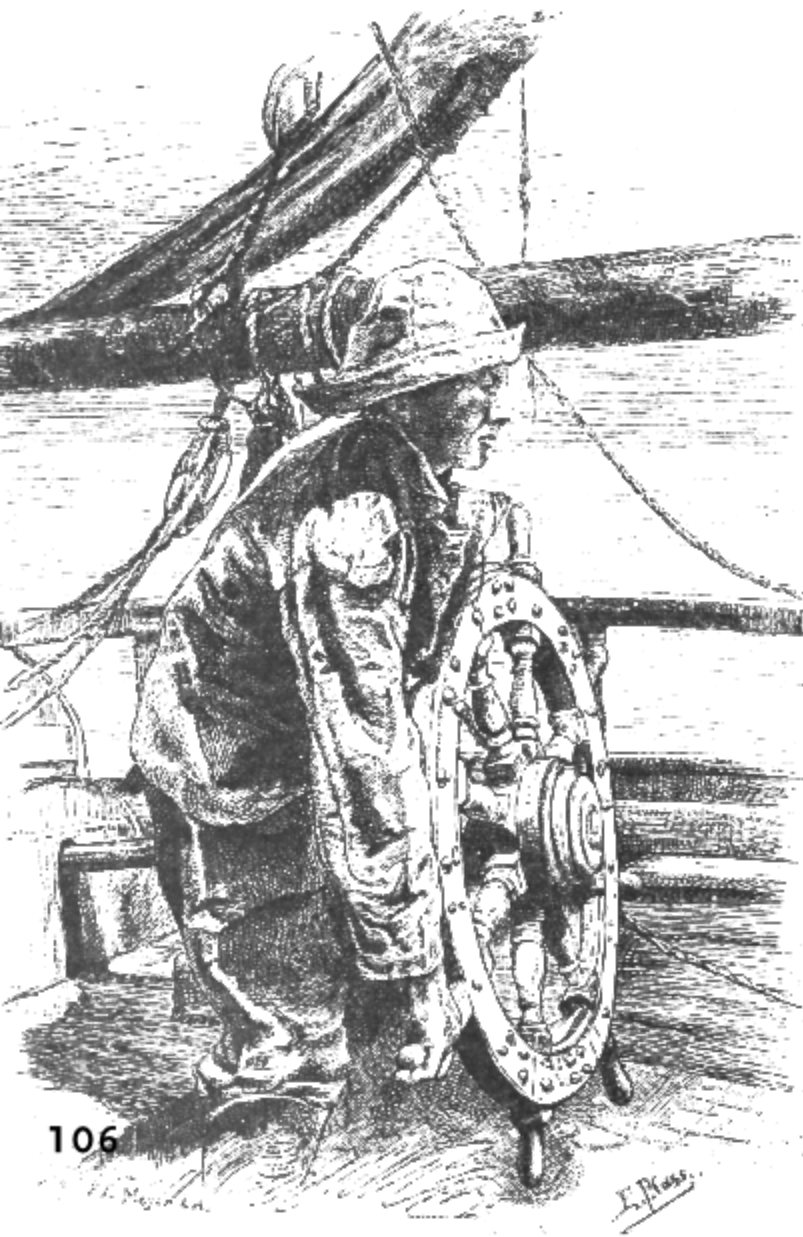
Types of Infestation. Here are the five most common kinds of vermin and parasite infestations found in the Caribbean.

■ **Rats.** The most common vermin, brought to the Caribbean by European ships. Rats eat away at food stores and spread disease wherever they are found. When a ship is infested with rats, the ship loses 1 point of Provisions at the start of each day. If the ship has no Provisions, the rats devour 10 gp worth of cargo at the start of each day. While infested, any saving throws PC's or crewmembers make against disease suffer a -5 penalty.

■ **Barnacles.** Rocky crustaceans that cling to ship's hulls, barnacles are a sign of an old and poorly maintained ship. When a ship is infested with barnacles, its movement score is reduced by 10 miles a day/0.5 miles an hour/25 feet a round. When a PC fails a Repair check to remove barnacles, they take 1d6 damage.

■ **Fleas.** Blood-sucking parasites that feed on animals and humans, fleas spread rashes and diseases. When a ship is infested with fleas, the ship's Morale score is lowered by 2 (to a minimum of 2). While infested, any saving throws PC's or crewmembers make against disease suffer a -2 penalty.

■ **Ghosts.** Ghostly apparitions and haunting noises that frighten even the toughest of mariners. It is unclear whether ghosts are spirits of those who've died, or are just some kind of otherworldly presence. What is known is that ships infested with ghosts have their Morale score lowered by 2 (to a minimum of 2). While infested, any saving throws PC's or crewmembers make against fear or madness are made with disadvantage.



On Fire

A ship on fire has its deck and/or holds wreathed in flame. The ship, crew, and any flammable cargo takes 5 damage at the start of every round. If the ship has black powder in its cargo hold, one player must roll 1d6 each round the ship is on fire. On a roll of 1, the powder explodes and deals 10d6 damage to the ship and its crew.

Causes: mortars, black powder explosions, critical hits, and other fiery threats.

Fixes: A successful Repair check (15 or better), or a substantial amount of water or sand to douse the flames.

Panicked

A panicked crew loses their nerve and acts irrationally. All sailing checks, attack rolls, and morale checks are made at disadvantage.

Causes: Long nine gun attacks, sea monsters, supernatural events, other unexplained phenomena.

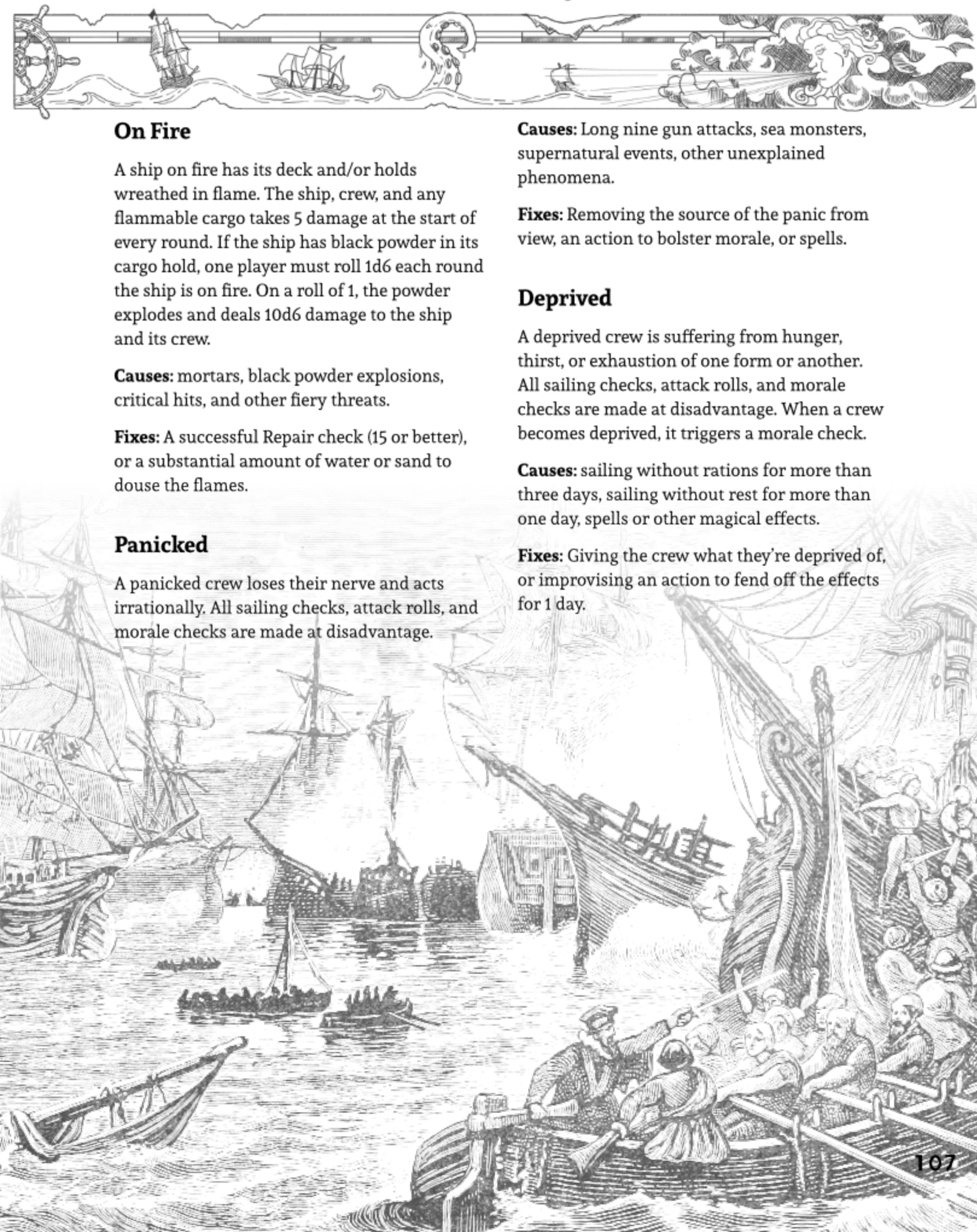
Fixes: Removing the source of the panic from view, an action to bolster morale, or spells.

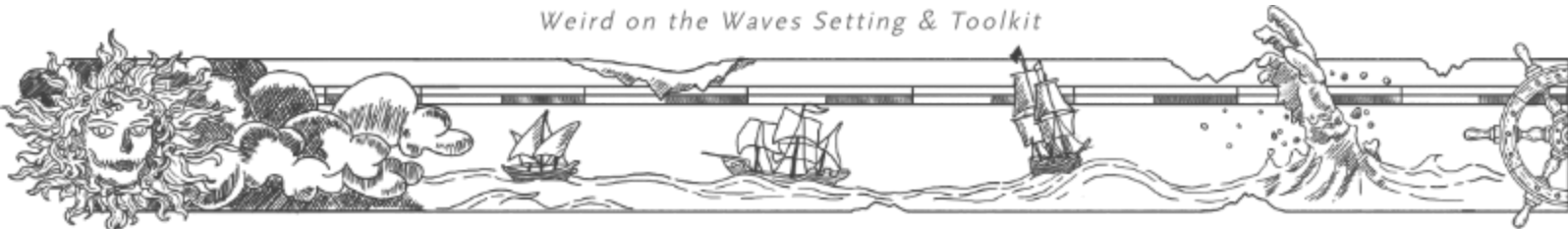
Deprived

A deprived crew is suffering from hunger, thirst, or exhaustion of one form or another. All sailing checks, attack rolls, and morale checks are made at disadvantage. When a crew becomes deprived, it triggers a morale check.

Causes: sailing without rations for more than three days, sailing without rest for more than one day, spells or other magical effects.

Fixes: Giving the crew what they're deprived of, or improvising an action to fend off the effects for 1 day.





Boarding

A naval frigate or merchant galleon is a treasure unto itself, but it does no one any good if it's been sunk to the bottom of the ocean. What separates buccaneers from other sailors and mariners is their skill at boarding and seizing vessels. The following rules show how ships can be boarded peacefully, stealthily, and in combat.

Boarding Peacefully

Sometimes to exchange goods or information, you must venture aboard another ship or receive people onto your ship. If parlay is established between two ships, how boarding works is up to the group. No rolls or checks are needed. Boarding in this fashion takes anywhere between 5 and 20 minutes.

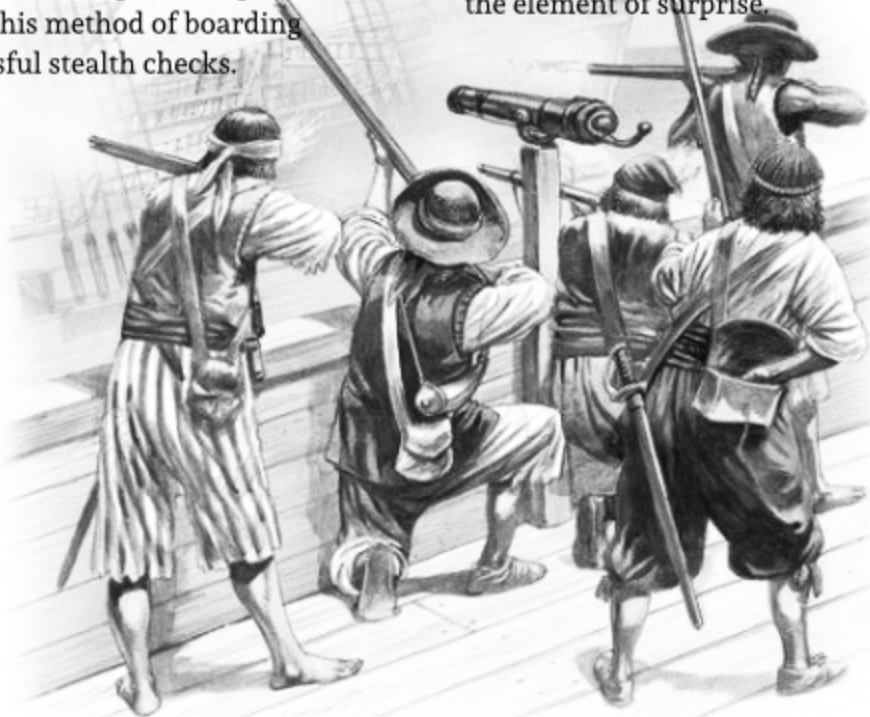
Boarding Stealthily

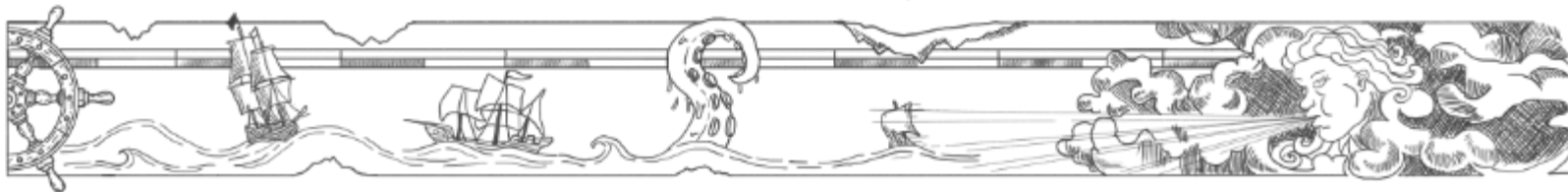
Buccaneers of the 1600's seized many a ship without firing a single cannon. Their favourite method of boarding and taking a ship was to send a boarding party in a rowboat to a target, under the cover of darkness, and stealthily climb up the hull of a ship and surprise a sleeping crew. This method of boarding requires successful stealth checks.

To board a ship stealthily, you and your crew must be sailing/rowing a ship smaller than the ship you're boarding. Only a tiny ship can board a small or medium ship stealthily, and only a small ship can board a large ship stealthily. All others are too easily spotted or heard.

Approaching a ship. When you sail towards another ship, that ship can make a check to spot you. Conditions like darkness, fog, and stormy weather greatly improve your chances of approaching unnoticed, while approaching on a clear day with little wind makes a ship easily spottable.

Stealthily boarding a ship. Once you've reached the hull of a ship undetected, you must stealthily climb aboard. Every crew member that climbs aboard must make a stealth check. The lowest of these stealth checks is contested by the Wave Master, rolling for the ship's crew to detect the boarders. If the boarders equal or exceed the Wave Master's roll, they successfully board the ship undetected. If they roll less than the Wave Master's roll, they fail and are detected as soon as they come aboard, losing the element of surprise.





Simple Boarding System

If you aren't using your own game system's rules for stealth and detection, here is a simple way to track stealthy boarding using just 1d20 and some tables:

Approaching a ship. One player rolls 1d20 and adds any of the modifiers below if they apply. If the total is 20 or higher the approach is a success. If the roll is under 20, the characters are spotted before they reach the ship.

Boarding a ship. One player rolls 1d20 and adds any of the modifiers below if they apply. If the total is 20 or higher the boarding is a success. If the roll is under 20, the characters lose the element of surprise and are expected when they get on deck.

Approaching Modifiers

Detail	Modifier
Approaching at night	+10
Stormy weather	+5
Fog	+5
Strong Wind	+2
Enemy ship's lookout is impaired / asleep	+2
Clever player idea	+2
Clear day	-10
Quiet day	-5
Enemy ship's lookout is alert	-2

Boarding Modifiers

Detail	Modifier
Character is trained in stealth / sneaking	+2 each
Enemy crew is impaired / asleep	+5
Fog / Stormy weather	+5
Clever player idea	+2
Character has a penalty to stealth / sneaking	-2 each
Quiet day	-5
Enemy ship has guards posted	-2

Boarding in Combat

When an enemy ship is vulnerable and its crew in bad shape, it's time to board them! Boarding a ship while in combat is a dicey proposition but it's the only way to seize and claim an enemy ship short of outright surrender.

When can you board a ship?

■ Ships are constantly moving and shifting, attacking any other vessel that comes too close. The Board action can only be used when one or more conditions are met:

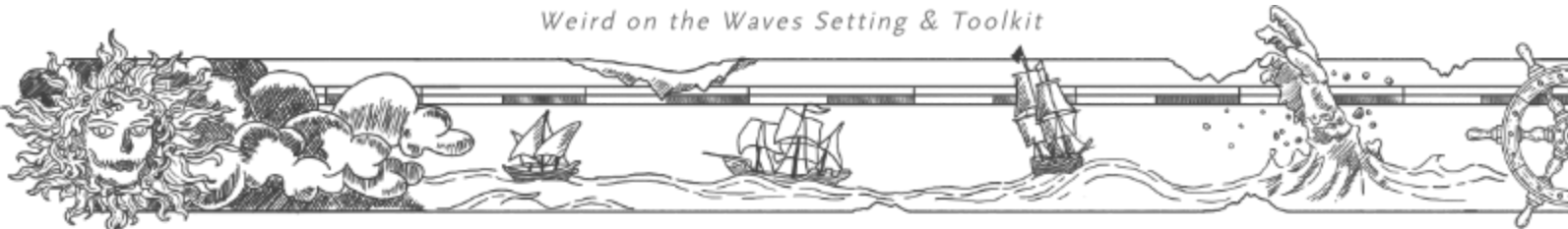
- The enemy ship is immobilized.
- The enemy ship has been successfully rammed.
- The enemy ship's hit points have been lowered to half or more.
- The enemy ship's crew's hit points have been lowered to half or more.

The Boarding Action

1. In combat, one PC takes the Board action. Both ships must be adjacent (within 10 feet of each other).
2. The PC rolls 1d20 + Maritime skill + any other relevant skill + miscellaneous modifiers.
3. If the PC's check is 10 or over, they and the PC's board successfully. If the check is 9 or lower, the PC that rolled falls overboard into the ocean.
4. Once boarded, a new initiative is rolled.
5. Combat continues in personal combat time. 1 round = 6-10 seconds.

Boarding and Initiative

Boarding changes the time structure from ship combat (1 round = 10 minutes) to personal combat (1 round = 6-10 seconds). If any characters do not board and stay behind on the ship, they can take actions as they normally would in ship combat time but only one kind of action can be performed per round. Artillery can only be fired once, and the ship can only be moved once. the ship can only be moved once.



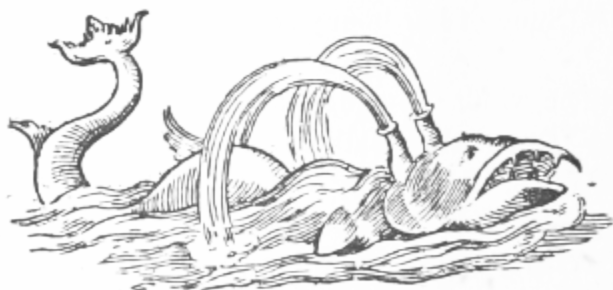
Fleeing From Combat

When rival privateers kill your captain with a crack swivel gun shot, you may think to run away. When the Spanish galleon you've overtaken is reinforced by a small armada at the horizon, you may want to escape. When victory over an English naval brig seems certain but suddenly a monstrosity rises from the depths, you might want to flee. There are many reasons to leave a sea battle behind and escape quickly, and here is how it's done.

On its turn, the PC's must declare their intent to flee from combat. Each player must then use their big actions to move the ship away from the target they are fleeing from. If the PC's ship gets 500 feet or more away from their target, ship combat ends and a chase begins. See the chase rules in Chapter 6.

Sea Monsters and Combat

Sea monsters are a very real threat in *Weird on the Waves*; nightmarish mutations of sea life, hulking abominations from the depths of the ocean, and terrible beasts thought to be the stuff of myth and legend. These creatures are known to be ship killers, and engaging with them is very different from combat between ships. While cannons and artillery are designed to smash apart relatively slow moving vessels, they are often ineffective against fast moving sea monsters that move through and beneath the sea with ease.



Tracking Initiative with Sea Monsters

Sea monsters are a singular threat that requires the full attention of all the characters on a ship. Personal Initiative is used to track time when combatting a sea monster. If a sea monster interrupts combat between two or more ships, the initiative track is rerolled as Personal Initiative.

Sailing Around Sea Monsters

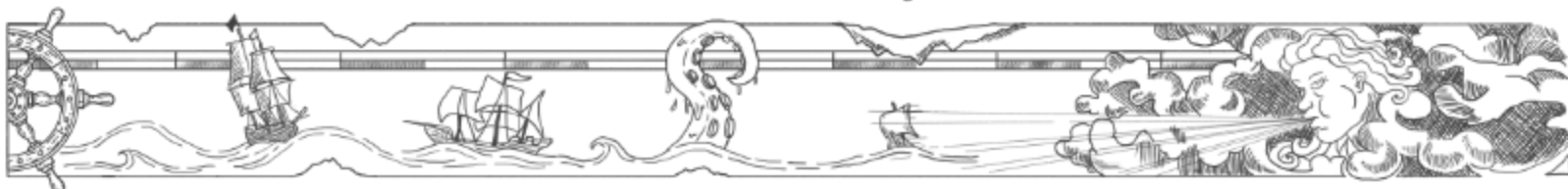
Sea monsters that are as big as a ship are treated the same way a ship of that size is when it comes to movement. If fleeing from a sea monster, a chase begins the same way it would between two or more ships.

Attacking Sea Monsters

Sea monsters can be attacked much the same way enemy ships can be attacked, but with a few exceptions and changes:

Ramming. Sea monsters can be rammed. The ramming attack roll is compared to the sea monster's Armour. If it equals or exceeds it, the attack is successful. Damage is rolled as normal for ramming attacks. No 1d6 roll is made when a ramming attack misses.

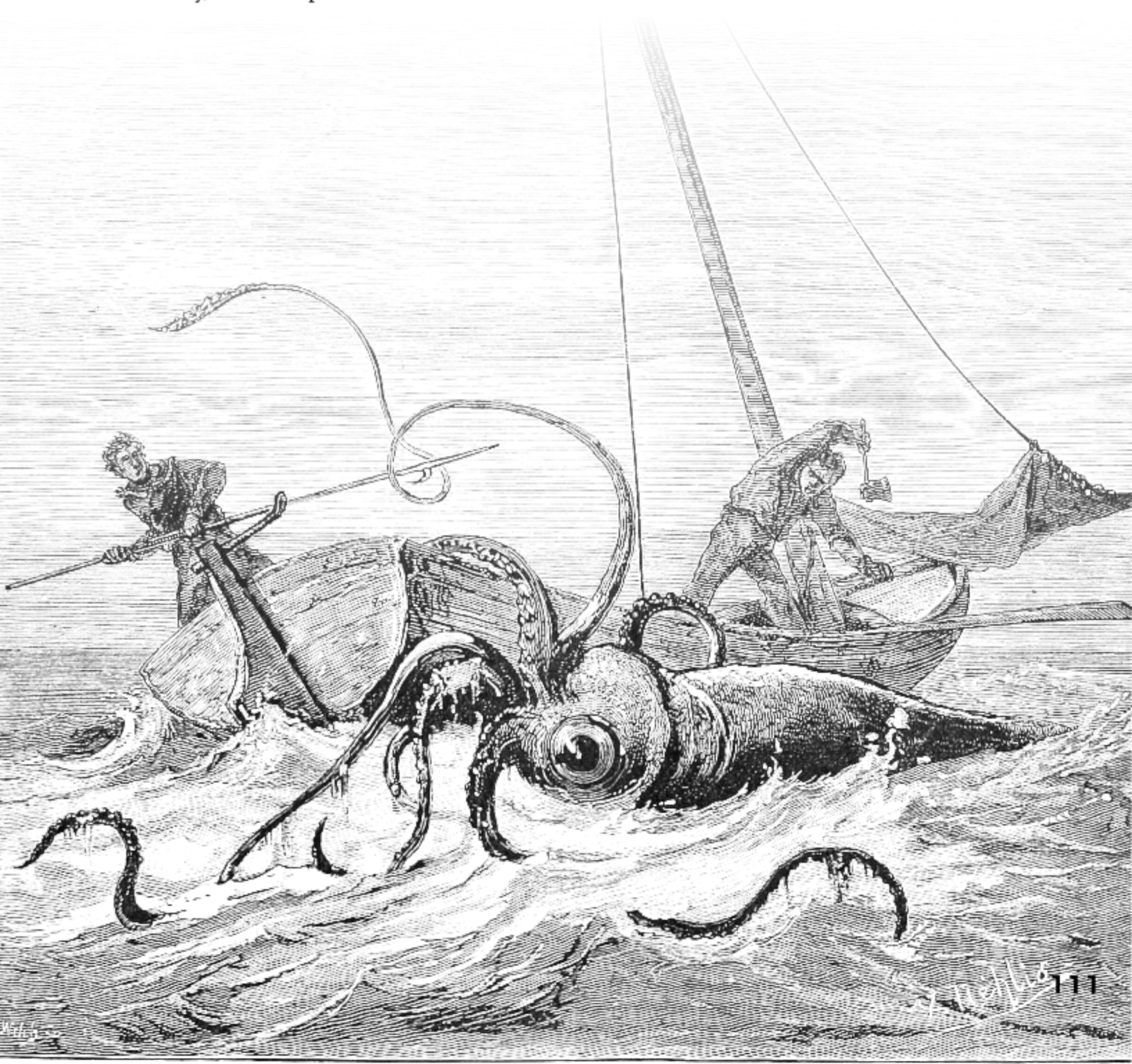
Firing Artillery. The effectiveness of artillery against a sea monster is adjudicated by the Wave Master. Sea monsters often attack at close range, and demi-cannons, mortar cannons, and long nine guns are long range weapons that take time to aim and position. Sea monsters move too quickly to be affected by these guns. Swivel guns and fire barrels are more effective. The most effective artillery against sea monsters is the ballista, which can have 360 degree field of attack and can be angled upward. When in doubt, if the players are creative and have clever ideas on how to set up an artillery attack, the attack may succeed.



Crew Actions. When combating a sea monster, every PC gets a turn in a round of combat. If the PC's ship has any crewmembers aboard, the entirety of the crew is counted as a single NPC with its own turn. The actions taken on this turn are decided by the PC's but rolled by the Wave Master. They can sail the ship, fire artillery, or make repairs.

Monsters Attacking Ships

The threat of a sea monster isn't just to individual characters, but to their ship. Because of their often tremendous sizes, any melee attacks a sea monster makes against a ship automatically hit. They only roll to hit when targeting individual creatures.





Hazards

The sea is a dangerous place, even without the threat of pirates and monsters. The natural features and weather of the Caribbean can impede ships as well as damage them.

Spotting Hazards

Some hazards can be easily spotted up to one to two miles away, while others hide beneath the sea and are difficult to spot. Even experienced mariners sometimes don't see a shallow area or a coral reef until their ship is upon it. When sailing, a successful Lookout check reveals a hazard before the ship collides with it, giving the characters the chance to roll to avoid the hazard or interact with it in some other way. If the Lookout check fails, the characters fail to spot the hazard and sail right into it.

Crossing Hazards

Hazards often require succeeding on a check or roll to cross safely. No matter the size of the hazard, only one roll is needed to cross safely. If this check or roll is failed, the ship suffers a penalty or condition. Unless otherwise stated, failing this check or roll means the ship crosses the hazard but suffers a consequence as a result. There is no need to roll again.



Common Hazards

Here is a list of common hazards that can be encountered on the waves:

Coral reefs

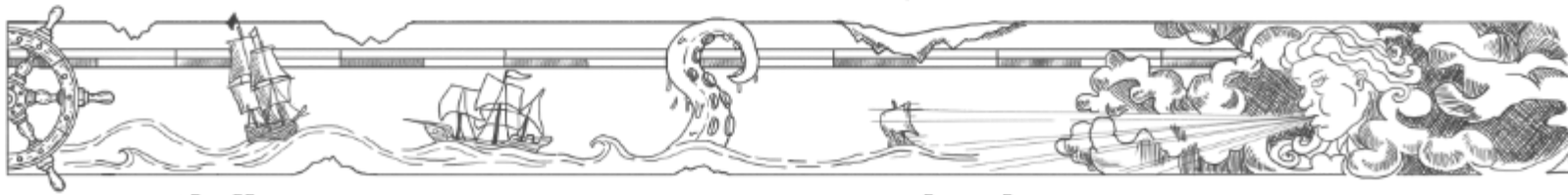
Vibrant and colorful reefs of living stone and vegetation, home to entire ecosystems of sea creatures. Coral reefs are most often found clinging to shallows, atolls, and coastlines, and can make crossing these areas difficult.

- Only tiny or small ships can cross coral reefs without penalty.
- When crossing coral reefs, medium or large ships must make a Sailing check opposed by the WM. Failure causes the ship to be Slowed. Failure by 10 or more causes the ship to be Immobilized.
- When a ship enters a coral reef, encounters with hostile sea life are more common.

Fog

An area of thick mist that clings to the sails of ships and obscures everything within it. Fog is a boon to captains trying to keep their ships hidden, and a bane to all others; the danger of fog is the other hazards and dangers it hides. Fog is most often found before storms, in mornings, and along coastlines.

- Fog causes -5 to Lookout checks and rolls to spot things.
- Fog provides 3/4 cover to all ships passing through it.
- When a ship passes through fog, the WM can spend a Wave Die to hide another hazard within it: jagged rocks, coral reefs, encounters, etc.



Shallows

Beaches, sandbars, atolls, and other areas too shallow to keep a ship sailing in. The larger a ship is, the more difficult it is to pass through shallows without getting Immobilized.

- When crossing shallows, ships must make a Sailing check opposed by the WM. Failure causes the ship to be immobilized and beached in the shallows.

- The larger a ship is, the greater a penalty to its Sailing check it suffers when crossing shallows. Tiny ships are unimpeded, small ships suffer a -2, medium ships suffer a -3, large ships suffer a -5.

- When a ship is immobilized by shallows, it is considered beached. It takes a number of characters equal to the ship's Minimum Crew to unbeach it. This process takes a number of minutes equal to the ship's Minimum Crew.

Wreckage

The flotsam and jetsam of sunken ships and debris from battles on the sea. The coming of the Weird on the waves has increased the number of shipwrecks dramatically, making for difficult waters to cross.

- When crossing wreckage, ships must make a Sailing check opposed by the WM. Failure causes the ship to be slowed and to take 3d6 damage (ignores Damage Threshold).

- The Wave Master rolls 1d6. On a roll of 5 or 6, there is a random cargo parcel floating amid the wreckage that can be claimed. The WM also rolls for an encounter.

Jagged Rocks

Rocky shorelines, sunken islands or temples, mysterious formations of stone, all pose a threat to the wooden hulls of sailing vessels. Colliding with this hazard can spell certain doom for unprepared or unaway crews.

- When avoiding jagged rocks, ships must make a Sailing check opposed by the WM. Failure causes the ship to collide with the rocks, dealing 4d8 damage (ignores Damage Threshold) and inflicting the Breached condition.

- Jagged rocks are often where mermaids and gwarnicles are found.

Rogue Waves

A massive wave taller than the masts of most ships, able to capsize and sink a vessel in mere moments. Rogue waves are difficult to spot in time and even harder to sail through.

- Rogue waves can appear as hazards, as chase complications, or as random encounters.

- When sailing through or around rogue waves, ships must make a Sailing check opposed by the WM. Failure causes the ship to be turned broadside against the wave as it crashes over it. The ship takes 35 (6d10) damage from the water (ignores Damage Threshold).

- All characters on the ship must make a saving throw or be tossed overboard.



Whirlpools

Swirling vortices of sea water that threaten to suck ships down to the bottom of the ocean. Some whirlpools are caused by tides colliding and storms, while others are summoned by sea witches or other Weird beings with evil intent.

- Only large ships can cross whirlpools without penalty.
- When crossing a whirlpool, ships must make a Sailing check opposed by the WM. Failure causes the ship to be sucked into the whirlpool, taking 8d12 damage and suffering the Breached condition. All characters on the ship must make a saving throw or be tossed overboard.
- Whirlpools are considered to be like storms in regards to swimming through them.

Becalmed Zones

The slow death of ships at sea. A becalmed zone is an area of the ocean devoid of wind. Sails find no purchase and ships grind to a halt. Some believe becalmed zones are a curse inflicted on pirates, while others think they're the work of evil magic. Becalmed zones are typically $1d4 + 1$ miles in diameter.

- Becalmed zones are almost impossible to detect (Disadvantage on Lookout checks), and are only given away by a few signs: birds avoid them, the sea looks a queer stagnant colour within them, ocean sounds grow eerily quiet close to them.
- When avoiding a becalmed zone, ships must make a Sailing check opposed by the WM. Failure causes the ship to be immobilized from a lack of wind. The weather immediately changes to No Wind. Traditional repair checks cannot be made to end this condition.

■ The becalmed zone lasts for $7 (2d6 + 1)$ days. After which the Wave Master rerolls the weather condition (Rerolling any 1's).

■ A ship that's becalmed for five or more days loses 2 points of its Morale score and triggers an immediate morale check using the lower score.

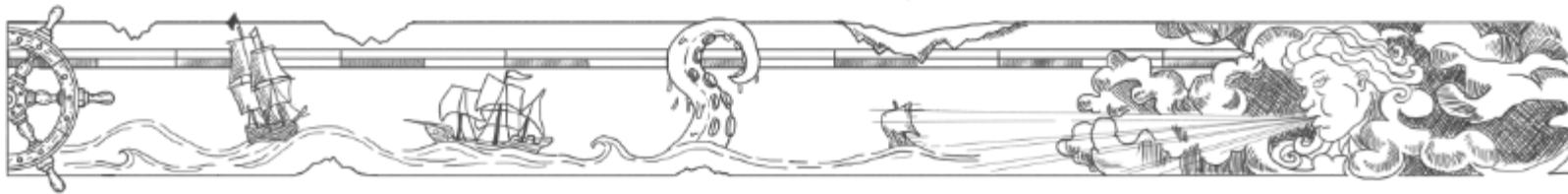
■ Every day a ship is becalmed, roll for the chance of an encounter.

Ghostly Lights

Sometimes called will o' wisps, these eerie lights appear to sailors sailing at night or in fog. Some believe these lights are the spirits of people who've died at sea. The truth, however, is much, much more sinister...

- This hazard only appears at night or in foggy areas.
- When avoiding ghostly lights, ships must make a Sailing check opposed by the WM. Failure causes the rest of the ship's day of sailing to be lead off course. When the crew discovers where they've ended up, it triggers a morale check.
- The Wave Master gets to choose the ship's new direction. They may also lead the ship either into a new hazard or random encounter.
- Ghostly lights often lead to encounters with unships and wave striders.





Hurricanes

Buccaneers used to call hurricanes 'ship killers': storms so massive and powerful they were like the finger of god, sent to destroy them.

Hurricanes are a common occurrence in the Caribbean, forming when two or more storm fronts collide on the ocean.

- When crossing a hurricane, ships must make a Sailing check opposed by the WM. Failure causes the ship to take 48 (4d20) damage from water and suffer the Breached condition. All characters on the ship must make a saving throw or be tossed overboard.

- Ships must repeat this Sailing check until they succeed in order to escape to the other side of a hurricane. Failure causes the ship to take an additional 48 (4d20) each time.

- Hurricanes are considered to be like storms in regards to swimming through them.

Weird Zones

The Weird that inhabits the waves changes the ocean itself in strange and unpredictable ways. This often manifests as a weird zone: a mile wide area of the sea filled with strangeness and danger. Every weird zone is different and presents different challenges.

The borders of a weird zone are ever shifting. Once entered, they can only be escaped by crossing to the other side and withstanding their effects. Every time a weird zone is entered, the Wave Master rolls for a random effect. WM's are encouraged to invent and create new results once a result has been rolled for already.

Weird Zone Table

1d10	Result
1	A gaseous miasma rises from the ocean's surface. The air itself is flammable. Every firearm or artillery shot automatically misfires. Any open flames (lanterns, candles, etc) have a 1 in 6 chance of setting a ship on fire. Roll a random encounter.
2	Everything floats upward, rising into the sky at a rate of 10 feet every minute. Fish, debris, people, ships, everything. Momentum, wind, and weather persist. Once something drifts out of the zone, it plummets out of the sky. Roll a random encounter.
3	All living creatures slowly shrink. Within 10 minutes, characters are the size of mice. If the ship is infested with rats or fleas, the infesting creatures attack. Roll 1d6. On a roll of 6, a flock of 1d4 + 1 unaffected seagulls swoops down to snack on the now miniaturized crew.
4	The sea is filled with eyes. Visions of giant eyeballs beneath the waves appear before everyone. All crewmembers must make a saving throw against a random form of madness. This triggers a morale check. The madness lasts until the affected characters have exited the weird zone.
5	Doppelganger ships appear! Any ship that enters this zone is approached by an exact copy of that ship and crew. These doppelganger ships' crews are extremely hostile and attack outright. Their cargo is an identical copy of the original ships' cargo.
6	A zone of teleport. The characters and their ship, along with two random encounters, are immediately teleported to a random location on the map. The encounters appear within 100 feet of the character's ship. The teleport leaves behind a sickly sweet stench of spoiled molasses.
7	The sea boils, killing or agitating all sea life within the zone. The temperature rises sharply, triggering a Morale check. Swimming through the water causes 2d6 damage every minute.
8	Spring emerges. All natural materials begin to flower and grow rapidly. All wood twists and grows, sprouting branches, leaves, and flowers. Firearms have a 1 in 6 chance of misfiring. Roll a random encounter.
9	Hyper colours. All creatures in the zone must make a saving throw against maddening effects. Those who fail see the world around them in vibrant colours and otherworldly hues, causing intense euphoria. Morale scores increase by two points (up to 12), but all affected creatures have disadvantage on Lookout checks and checks to notice things. Roll a random encounter.
10	Weird island. A strange uncharted island appears before the characters. This island is randomly generated, but is filled with monsters. If the players have not yet played the included adventure 'The Horrors of Pig Island', this is an opportunity to use it.

Ending Ship Combat

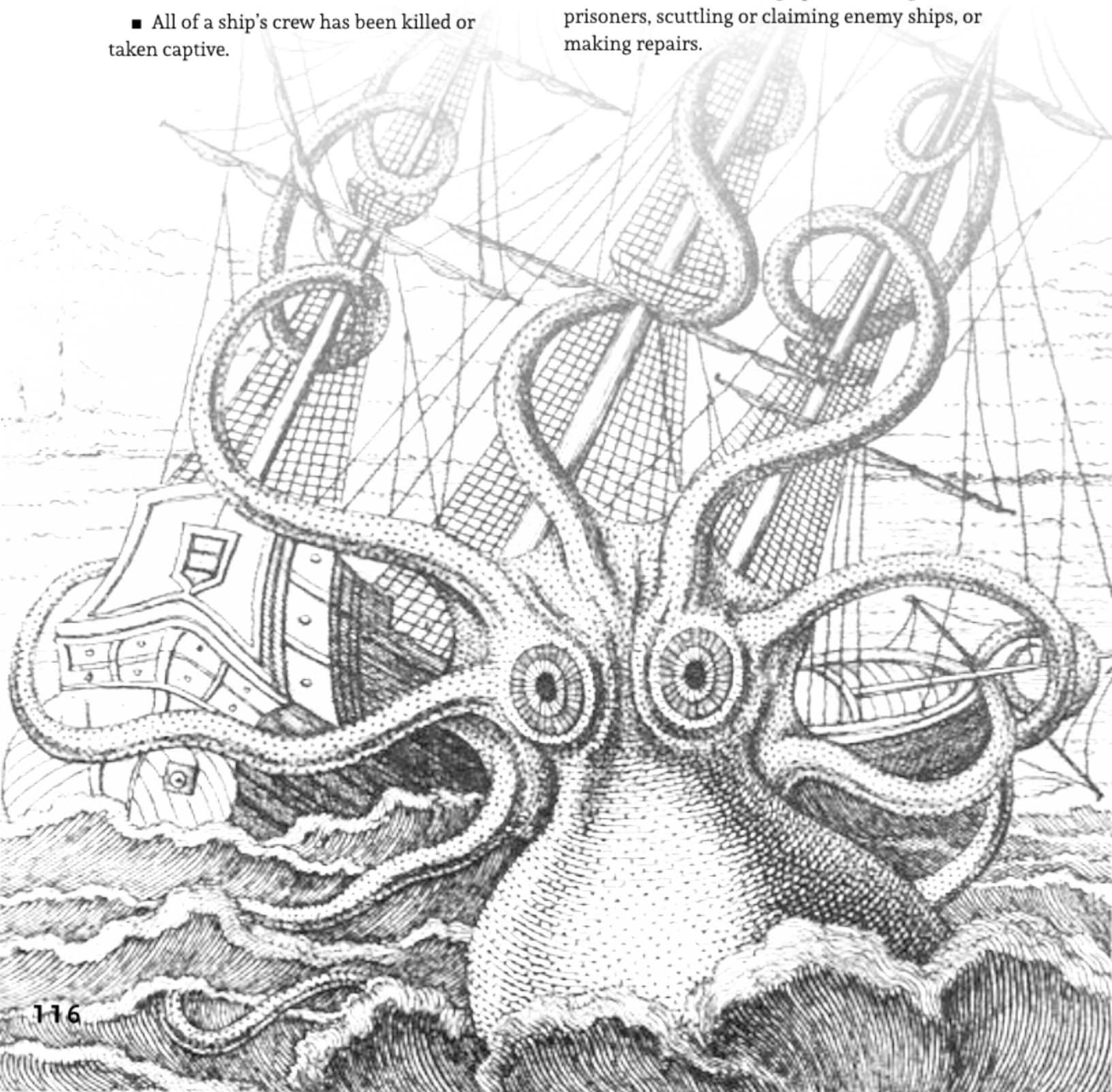
Ship combat ends when the guns go silent and the last sailor has stowed their cutlass or firearm. Here are some of the common events in game that signal the end of combat and tracking initiative:

- One or more sides surrender.
- All of a ship's crew has been killed or taken captive.

- Either the PC's or the enemy's ship has been sunk or destroyed.

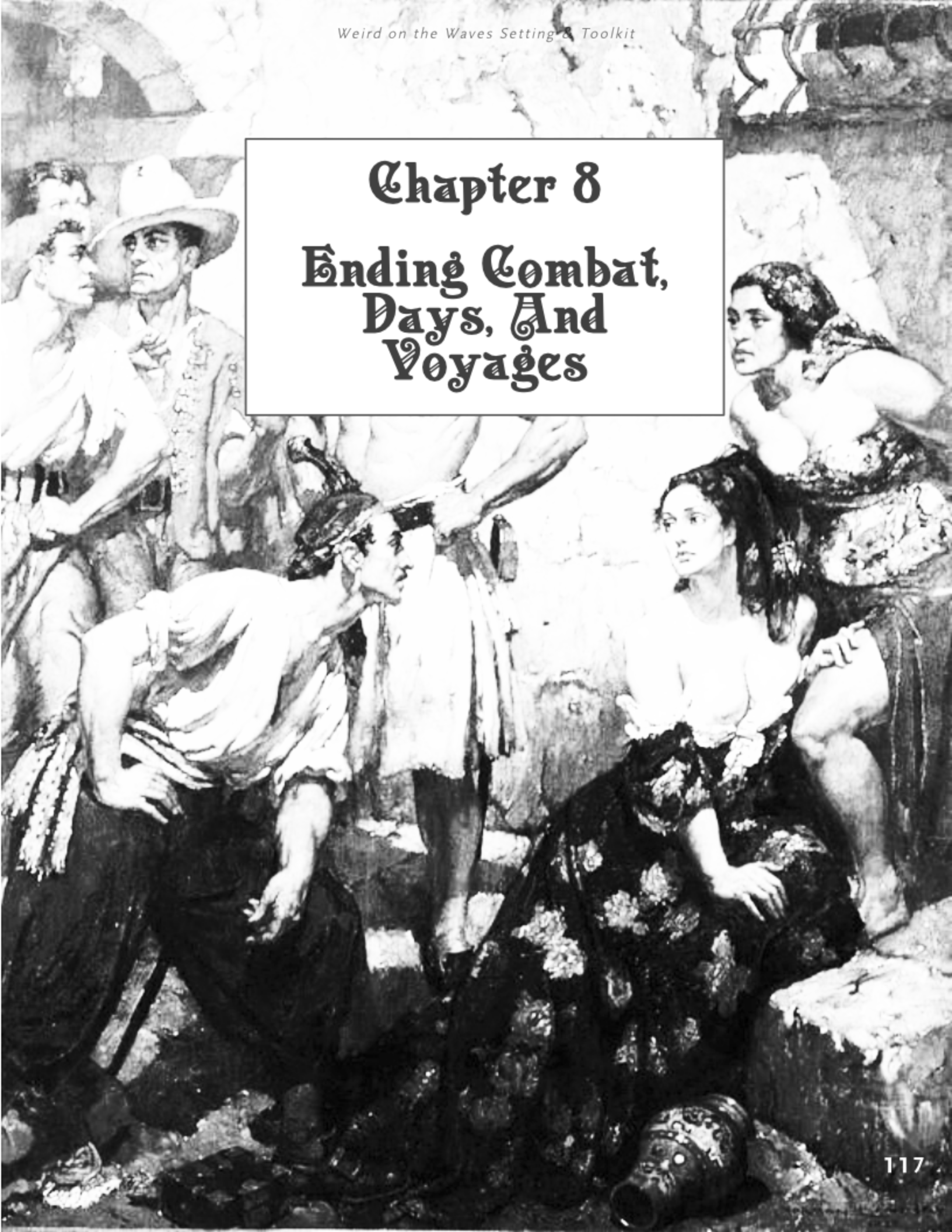
- The combative ship has escaped or been escaped from.

When combat ends, initiative is no longer tracked. Characters can take actions at will and must now deal with the aftermath of fighting on the seas, be it dividing up loot, taking prisoners, scuttling or claiming enemy ships, or making repairs.



Chapter 8

Ending Combat, Days, And Voyages





Ending Combat, Days and Voyages

Once the roar of cannons has died down, when the air is still and the waters calm, it is time to end a sailing day. Once the precious booty has been stowed in the hold and your ship returns to its port of call, it's time to end a voyage. Endings are important moments, filled with closure, change, and when characters are lucky, growth.

This chapter covers making ship repairs in combat, at sea, and at port. It also covers the actions PC's can take at the end of combat, at the end of the sailing day, and at the end of a voyage.

Making Repairs

A bosun steadies a nail against a board, patching a breach in her ship's hull as briny sea water leaks in. An irate buccaneer patches a tear in the mizzenmast sail of their crew's brig, hoping to help coax more speed out of them after a battle. A defeated captain hastily bales water out of a rowboat with a bucket, keeping it afloat long enough for him to make it to shore.

There are many kinds of repairs in *Weird on the Waves*. Repairing a ship is a process that causes a ship to recover hit points, end conditions, and return to fighting shape. Some repairs can be done in the moment with a single action, others take days or even weeks to complete and can only be done when at port.

Types of Repairs

There are three kinds of repair actions that can be taken in *Weird on the Waves*.

In Combat Repairs

Made in the heat of combat, these repairs take one action to perform and require a successful Repair check. Repairs cost a set amount of Materials (measured in gp). These materials are only consumed when a repair is successful. A failed repair check does not consume materials.

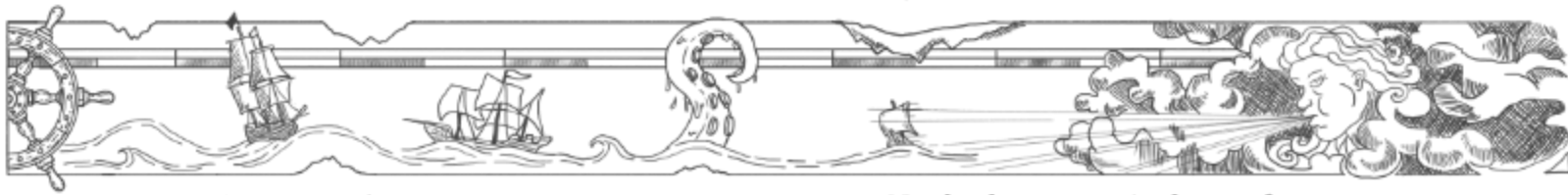
Making checks: As a small action, PC's can perform a repair check by rolling 1d20 + Maritime skill bonus. This is compared to the difficulty of the repair (10 or 15). If the check is successful, the repair is accomplished. If the check fails, another small action must be taken to try again.

Restoring hit points: 1d6 + Maritime bonus amount of hit points restored. Costs 10 gp in Materials.

Ending conditions: Ends one condition present. Costs 25 gp in Materials.

Fixing specific damage: Certain kinds of damage are too big or too specific to fall under just hit point loss. Cracked masts, torn sails, jammed rudders, and other problems must be fixed directly. Costs 25 gp worth of Materials, or another cost specified by the Wave Master.

Healing crewmembers: Heal 1d6 + Maritime skill bonus worth of hit points to one or more crew NPC's who have been hurt/killed within the last round. This requires training in a specific skill or the use of Doctor's Tools.



At-Sea Repairs

Repairs made either at the end of a sailing day or when a ship is anchored at sea. These repairs cost a set amount of Materials to perform with no roll or check needed. These repairs take a number of hours to accomplish, and often require most or all of a ship's crew to carry out. Only one type of At-Sea Repairs can be performed in a single day (Restoring a ship's hit points, ending a condition, fixing a specific kind of damage, etc).

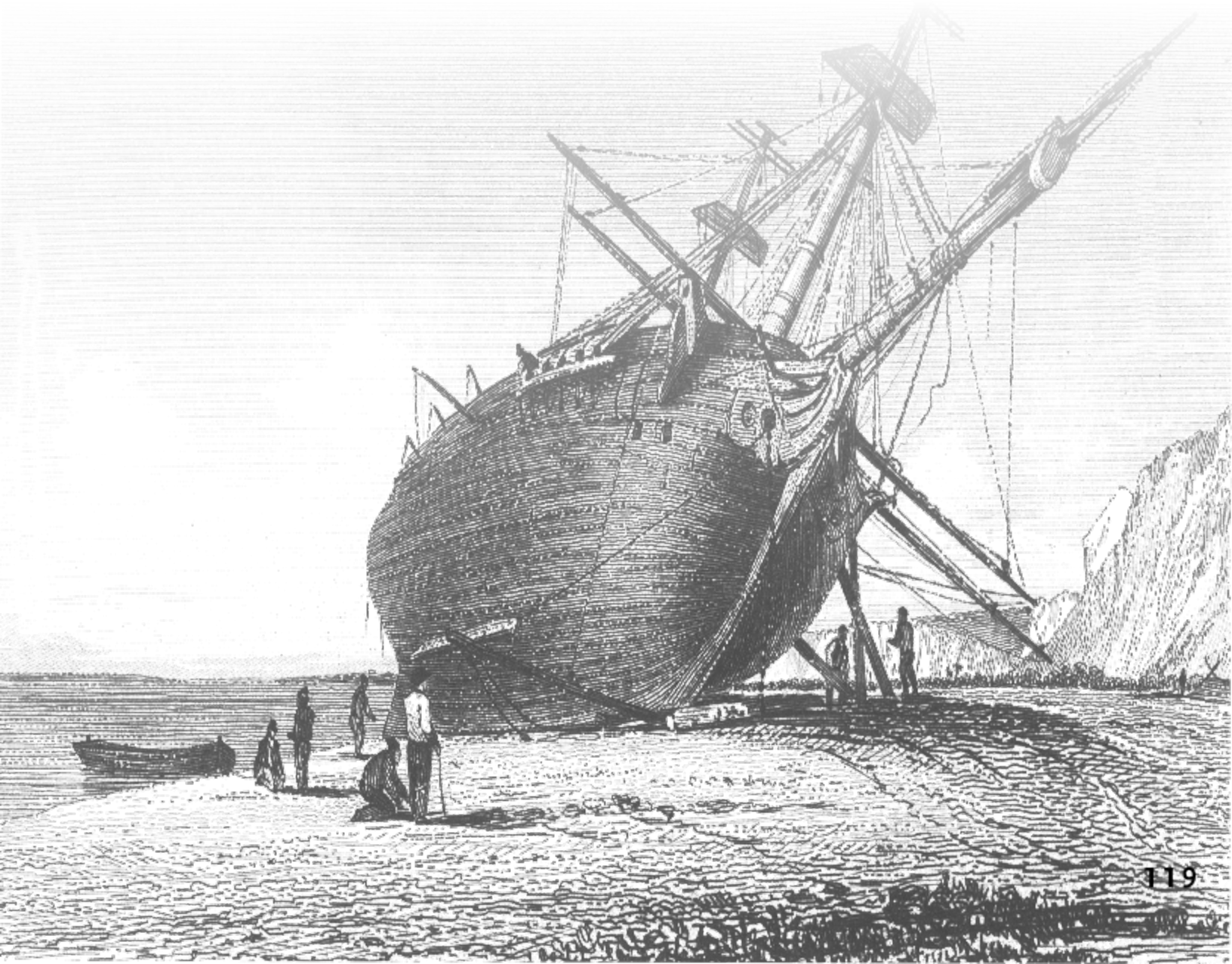
- No checks are required to perform at-sea repairs.

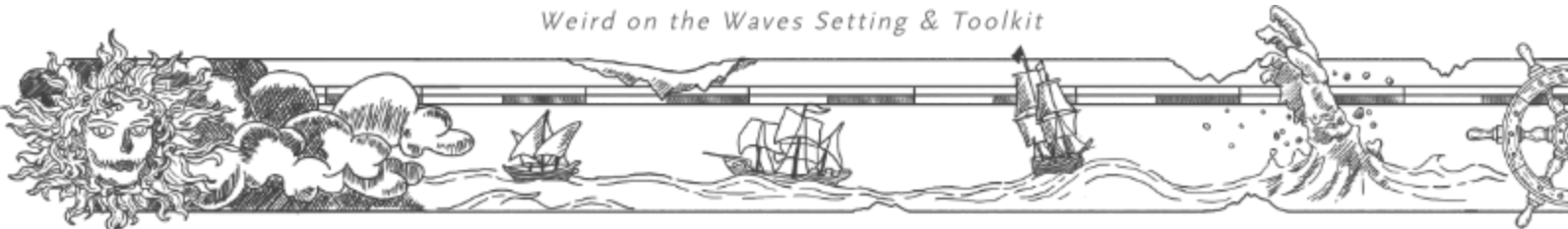
- At-sea repairs are completed at a rate of one per day.

Restoring hit points: 10 + Maritime bonus amount of hit points restored at a cost of 10 gp worth of Materials.

Ending conditions: One condition is ended at a cost of 25 gp worth of Materials.

Fixing specific damage: One specific damage is repaired at the cost of 25 gp worth of Materials.





Port Repairs

Repairs made once a ship is safe at port or put into dry dock on a shipyard or beach. These repairs are carried out by shipwrights and experienced carpenters, and are a paid expense. Port repairs take up to 2d6 days to complete, and can only be performed when the ship isn't sailing. Port repairs restore a ship's hit points to maximum, remove all lingering conditions, and fix any major issues with the ship.

The cost of a port repairs is multiplied by the size of a ship. The larger a ship is the more costly it is to repair at port. Tiny/Small ship repair costs are $\times 1$, Medium ships are $\times 2$, Large ships are $\times 3$.

The total cost of a port repair job breaks down like so:

$$\begin{aligned}
 &\text{Amount of hp to be restored} \\
 &+ 25 \text{ gp for each condition or specific damage} \\
 &\quad + \text{dock fees} \\
 &\quad + \text{miscellaneous costs} \\
 &\quad \times \text{the size of the ship} \\
 &= \text{total cost in gp}
 \end{aligned}$$

Dock Fees

Every port is different, and every shipwright and dock master has different rates and customs. The dock masters of Tortuga are known for waiving dock fees for buccaneer ships, while the shipwrights of Havana charge enormous sums for even the smallest of repairs. The celibate Protestant shipwrights of Providence are rumoured to only accept dock fees in the form of fresh food cargo or livestock, while the native Carib people's dock masters demand gold and sundries from non-natives in exchange for repairs.

For Wave Masters, use the following guide to inform the price of dock fees based on their location:

Dock Fees:

Tiny islands = 10,000 gp

Outposts/trade towns = 5000 gp

Major colonies = 3000 gp

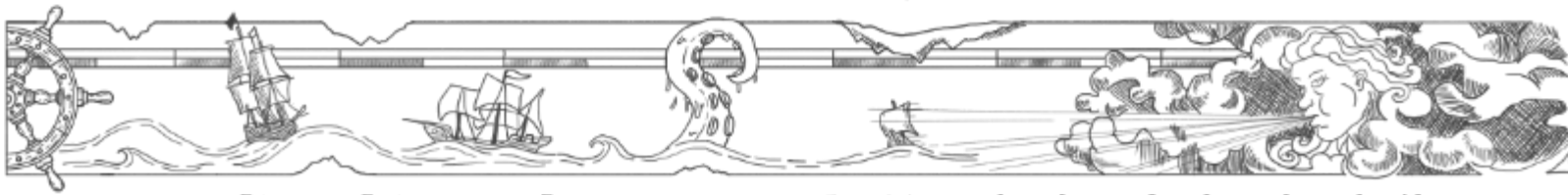
Island capitals = 1500 gp

Materials

Most repairs require materials to complete. Materials are things like wooden planks, beams, nails, glue, cloth, tools, and other supplies needed to fix parts of a ship. Materials are measured in gold pieces (gp), and are tracked separately from other forms of wealth and treasure. 10 gp worth of materials weigh 0.1 tons.

Using treasure instead of materials. Sometimes when a ship is badly damaged, a crew doesn't have the luxury of an abundance of materials. In a pinch, other cargo and treasure can be used in its place. When making repairs without materials, 100 gp of assorted cargo and treasure can be substituted for 10 gp worth of materials.

The exact nature of the treasure and cargo matters less than its overall value. Clothing and textiles can be used to repair sails just as much as the burlap from sacks of flour or tea can. Chests and barrels can be broken down to patch holes in a hull, as can wads of silver and gold. Once treasure/cargo has been used as materials in a repair, it is considered spent and gone.



Ending Ship Combat

Once combat is over, if the PC's aren't in immediate danger and must sail away, they can take a number of actions to clean things up and secure their victory over another ship and its cargo.

Gain Crew

If an enemy ship surrenders, its sailors and passengers often choose to become buccaneers and join the PC's crew rather than choose imprisonment or death. These new crew members are only as loyal as their fear and greed allows, so a new Morale score is rolled and set for the PC's ship.

Maroon or Take Prisoners

Some sailors, particularly navy officers, refuse to be taken prisoner. Other crew, like wealthy merchants or politicians, are worth more to the PC's as prisoners to hold to ransom to their home country or colony. When faced with NPC's who won't become buccaneers, the player characters are faced with a few choices:

Killing prisoners

Stubborn officers or hateful privateers are often better off dead. Killing an NPC who's surrendered is a choice made by the PC's alone, and is done without any rolls needed. Sometimes killing a notorious pirate in front of a lot of witnesses can elevate the PC's status as buccaneers (but never without consequences: the more notorious they are, the more friends they might have that will want revenge).

Marooning prisoners

Buccaneers were often merciful if it struck their fancy to be so. Some prisoners were offloaded onto a deserted island with enough

Provisions to last them a few days where they'd wait for rescue, others were set adrift on a rowboat to row back to civilization. Doing so is more costly in gold and provisions to PC's, but earns them a reputation of being fair and merciful.

Taking Prisoners

Some NPC's are too valuable to let go of: wealthy merchants, naval captains, nobles, governors, and other high value targets make for excellent prisoners to hold to ransom. The value of these prisoners is determined by the table below. When a voyage is over, a prisoner can be ransomed back to their home country or colony. The PC doing the ransoming makes a Charisma check opposed by the Wave Master. If the PC succeeds, the home country pays the ransom. If they fail, the WM rolls 1d4 to determine the home country's response (see table below). Ransom money is immediately received, and can be divided up as part of the total treasure for determining XP earned at the end of the voyage.

Ransoming Prisoner NPC's

Prisoner	Ransom Value
Merchant	1d4 × total value of their cargo in gp
Religious Leader	1d6 × 100 gp
Naval Officer	1d8 × 100 gp
Naval Captain	1d4 × 1000 gp
Admiral	1d6 × 1000 gp
Governor	2d4 × 1000 gp
Noble	2d6 × 2000 gp

Failed Ransom Check

1d4	Response
1	Half the ransom value
2	1/4 the ransom value
3	No ransom, prisoner abandoned
4	No ransom, prisoner's allies attack next voyage



Stealing Cargo, Artillery, and Breaking Up Ships

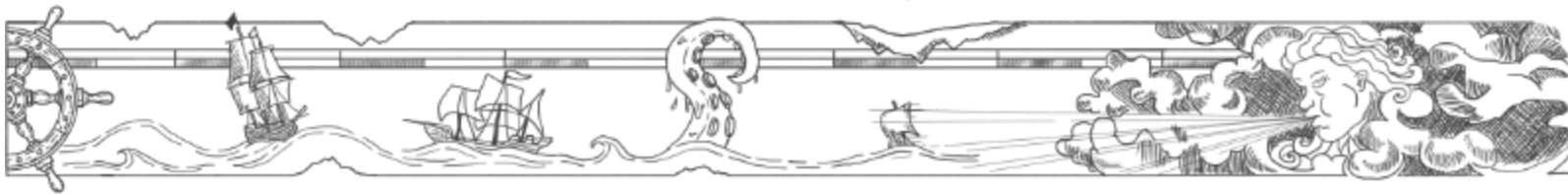
Once an enemy ship's crew is dealt with, their cargo, artillery, and supplies are ripe for plundering. Buccaneers were known to spend entire days stripping a ship of its valuables, taking everything that wasn't nailed down, then breaking down the decks of the ship for spare parts. This process is lucrative, but time intensive; the longer a buccaneer ship stays out in the open after a victory, the bigger target they become to navies, privateers, and other pirates.

Moving Cargo and Artillery. Moving up to 10 tons of cargo/artillery takes 1 hour. If moving cargo takes longer than 5 hours, the Wave Master rolls for a random encounter. The claw crane perk reduces the time spent moving cargo by half.

Breaking Down a Ship for Materials. Reducing a ship to its bare resources of wood, nails, and iron takes additional time. Every hour spent breaking down a ship produces 100 gp of Materials. Just like with moving cargo, if more than 5 hours are spent breaking down a ship, a random encounter occurs. The maximum amount of materials that can be salvaged from a ship is determined by its size: small ships have 300 gp of materials, medium ships have 600 gp, large ships have 1200 gp.

Claiming Ships

If an enemy ship survives the encounter and is still seaworthy, it can be claimed by the PC's to sail under their flag. The only requirements of claiming a ship is that the ship is appointed a captain, either a PC or trusted NPC, and that there are enough crewmembers to meet the ship's minimum crew score. When a new ship is claimed and a captain appointed to it, a new Morale score is set for that ship.



Ending a Sailing Day

When a ship has sailed its total movement per day and all encounters have been resolved, the sailing day ends. The crew sets up night watches while others head below to get some food and sleep. The action of the day takes its toll on the crew; and if the mood is sour they can turn mutinous.

Here are the three actions that must take place at the end of every sailing day before a new day can begin:

- Consume Provisions (1 point = food and water for 4 people).
- Make anchored repairs using Materials ($2d6 + \text{Maritime bonus} = 10 \text{ gp of Materials}$).
- If the crew's morale is shaky, make a Morale check. If it fails, resolve the ensuing mutiny.

Consuming Provisions

Both PC's and crew need to eat and drink. 1 point of provisions is consumed for every 4 characters who eat and drink. When a crew's numbers are less than a multiple of 4, the points of provisions consumed is rounded up. For example, a crew of 6 consumes 2 points of provisions per sailing day.

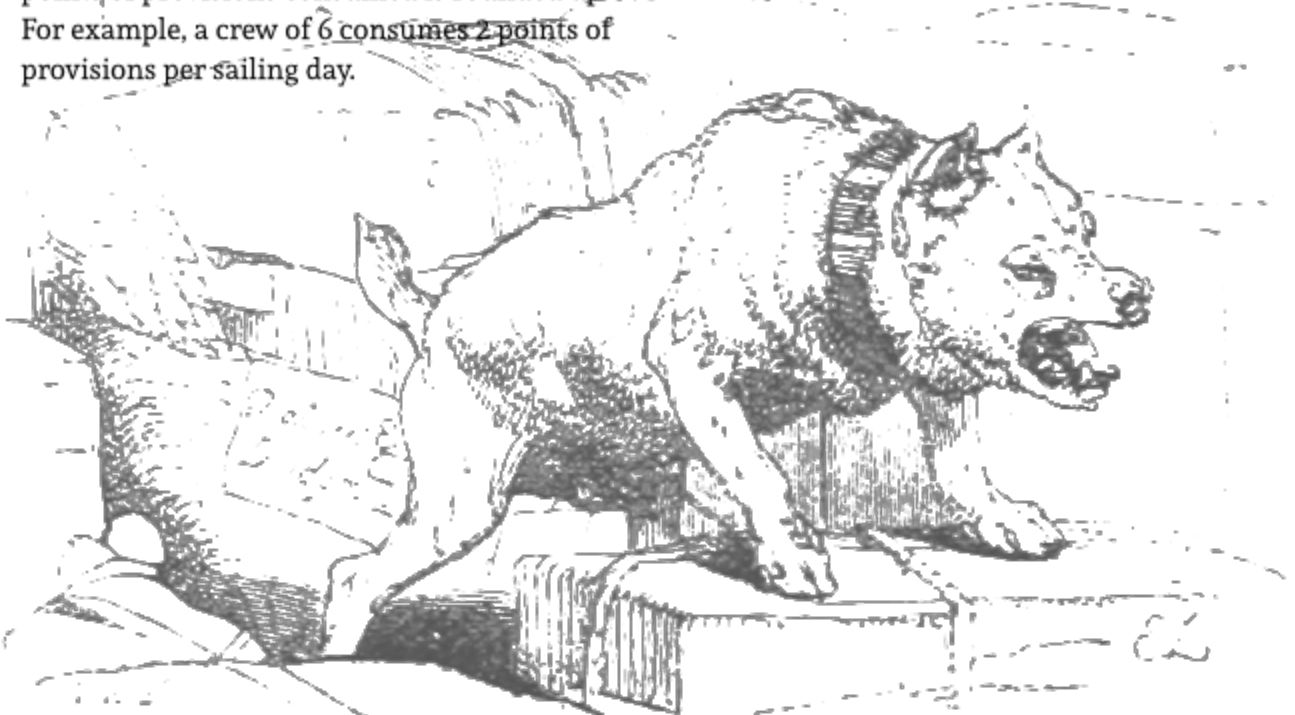
When there are no provisions to eat, the crew can attempt to fish. Have one PC make a fishing check. If the fishing check is unsuccessful, no provisions are gathered and the crew goes hungry. A hungry crew's Morale score is lowered by 1 point. A crew can go hungry for three days before they suffer the Deprived condition. At the Wave Master's discretion, this may also prompt a Morale check to see if a mutiny occurs.

Making Repairs

Breaches in the hull need to be patched, sails need to be fixed, ropes need to be replaced, and vermin infestations must be rid of. One kind of repair from the list below can be accomplished at the end of every sailing day (See rules earlier in this chapter).

Rolling for Mutiny

If the crew's faith in the PC's leadership has been shaken at any point during the sailing day, the Wave Master may secretly make a morale check. If the morale check fails, the crew mutinies during the night (See Chapter 6 for rules).





Ending a Voyage

When the PC's return to a major port of call after completing their intended task or duty, they can decide that their voyage is complete. When a voyage ends the following happens:

- Any/all prisoners are offered up for ransom. If successful, the ransom money is collected.
- Noteworthy artifacts and antiquities are bartered for or sold, the money added to the party's treasure.
- Treasure and plundered goods are totalled up, then divided into equal shares.
- Shares are distributed to the crew, hirelings, and PC's.
- Additional XP is granted by the Wave Master for enemies defeated and completing the voyage.
- PC's calculate their XP and level up, when applicable.
- PC's can now spend their hard won loot on new equipment, sundries, medical aid, renown, and carousing.
- The party's ship can be repaired and upgraded with perks.
- The party takes downtime, giving them time to rest and heal.



Ransoming Prisoners

Any captured prisoners taken during the voyage are ransomed off for coin.

Selling Artifacts

While most treasure and trade goods can be immediately sold as currency, some items cannot. Artifacts and antiquities are stranger things like cursed idols, bizarre coral, and religious artifacts. These unique items require interested buyers in order to part with, and can be bargained for their value. How this bargaining is handled is up to your group and the Wave Master.

Dividing Shares

Once the voyage's accumulated treasure has been totalled, it is divided up into shares that are then distributed to the crew and PC's.

- PC's get 3 shares each
- Specialized NPC's get 2 shares each
- Crew get 1 share each

Example: The crew of the Blushing Bride is made up of three PC's, one navigator hired from Providence, and five crew members (sailors). They return from a voyage of plunder and ransom with a total of 34,000 gp. This total is then divided into a number of shares equivalent to the crew members present: 16 shares. Each share is 2125 gp.

A crew that is not paid their promised shares results in an immediate mutiny and combat. PC's that short change or betray their crews earn a bad reputation among other buccaneers, and will find it harder to hire crewmembers in ports of call.

Additional XP

Experience Points are also earned for every enemy or monster defeated, as well as surviving the voyage.

- A defeated/killed adversary or monster grants XP equal to its number of Hit Dice \times 10. Escaping from or surviving an encounter with an adversary or monster grants half that XP. Most sailors, buccaneers, and privateers are only worth 10 xp each, while larger monsters can be worth up to 100 xp.

- PC's who survive a voyage earn a number of experience points equal to their hours played \times 100 xp.

Spending Money

Most ports of call are assumed to have a fair amount of supplies, sundries, and luxuries for characters to enjoy. All items listed both in the Goods and Equipment chapter, as well as the game system's equipment list (at the Wave Master's discretion) are available for purchase. These purchases can be handled during a game session or between sessions.

Ship Repair and Buying Perks

A ship can be restored to its full hit points and have its conditions removed. PC's can spend their ill-gotten loot on upgrading their ships as well with perks. Each perk costs 10,000 gp multiplied by the size of the ship (medium ships are \times 2, large ships are \times 3). A full list of perks can be found in Chapter 5.

Resting and Downtime

While waiting for the next voyage, PC's rest and recover. They regain all of their hit points back to their maximum. Disease and curses can also be cured with bedrest, specific medicines, or seeking out a doctor, priest, or sea witch. Lists of cures and their costs can be found at the end of Chapter 4.

What characters do during their downtime is up to them. Downtime is a great way to develop a PC's relationship to NPC's or other characters, revealing backstory and enjoying other character moments. If your fantasy roleplaying game of choice supports carousing or other downtime activities, now is the time for them.



Chapter 9

Wave Master Rules

Rules For Wave Masters

Running Weird on the Waves

While filled with adventure, intrigue, and danger, a pirate's life is not equivalent to a fantasy adventurer's life, or a dungeon crawler's life. The pace and scope of *Weird on the Waves* is slightly different than most fantasy roleplaying games. Most of a crew's time in play is spent at sea, either in pursuit of plunder or a mission from a higher power. While naval combat is common, buccaneers often earn their biggest hauls through guile, intimidation, and clever thinking.

The World of Weird on the Waves

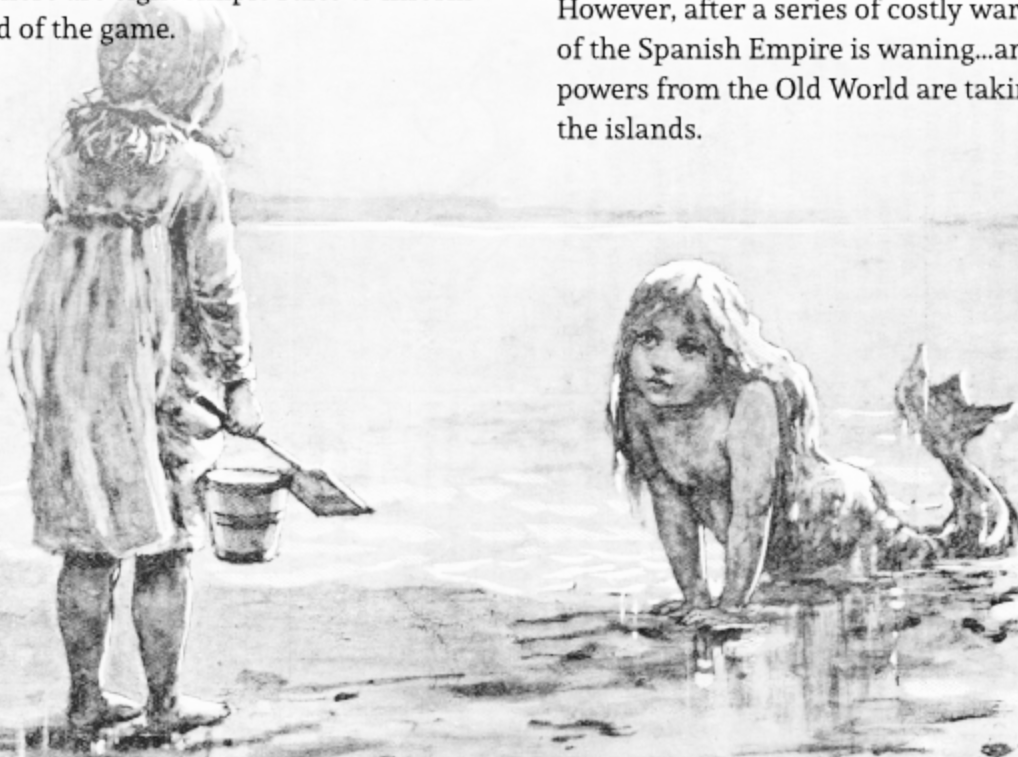
For those new to stories of historical pirates and the events of the Caribbean in the 17th century, here are eight simple rules to inform the world of the game.

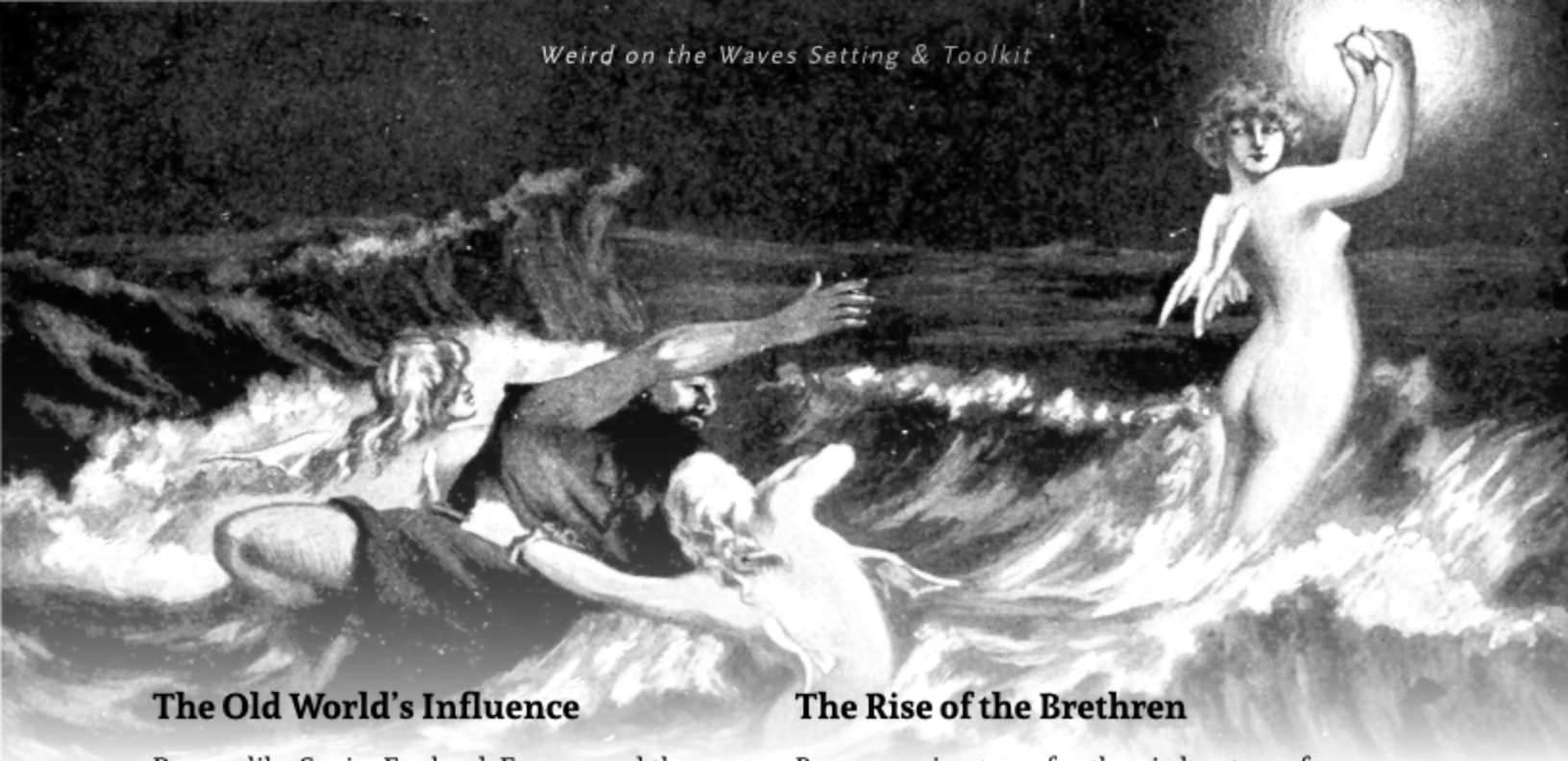
A Land of Outsiders

Those who toil to survive in the Caribbean often did so without a choice: slaves, indentured servants, exiles, and religious refugees make up a lot of the population of the Caribbean. Those native to the islands, the Caribs and the Taino people, have contended with Spanish occupation for centuries now. Everyone not a member of the old world's aristocracy, military, or merchant class have found common purpose with their neighbours: resist and survive by any means necessary, which was often piracy.

The Spanish Empire

Spain has occupied the Greater Antilles for generations; building tremendous cities upon them and using them as a waypoint for their empire's trade of silver, sugar, and slaves. They dominate Cuba, Puerto Rico, and much of Hispaniola, and the Spanish peseta (piece of eight) is the most circulated currency of all. No matter where you go, the reach of Spain affects your daily life. They are a righteous enemy to fight, but can also be a wealthy and powerful ally should one choose to befriend them. However, after a series of costly wars the might of the Spanish Empire is waning...and other powers from the Old World are taking hold of the islands.





The Old World's Influence

Powers like Spain, England, France, and the Dutch Republic influence everyday life. The colonies are always eager to hear news from Europe, which can often take six months to a year to arrive. Wars, truces, and alliances in Europe eventually trickle down to its assorted colonies, and people of the West Indies must adapt to the edicts of their distant rulers. That said, survival and practicality often come first. Many reject the orders of their monarchs when they no longer fit their lives, which has led to a rise in belief of a new kind of nation...one without kings or queens.

For quick reference, here are the kings and leaders of Europe who were in power in 1666. When royal or holy decrees and laws come from the Old World, they come from the offices of these people:

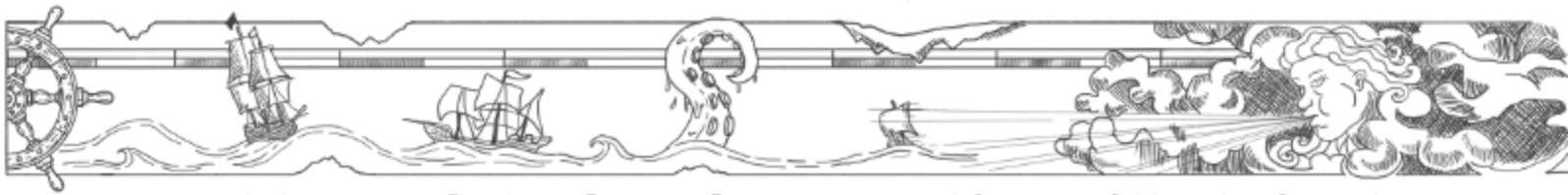
- **Spain.** King Phillip IV
- **England.** King Charles II (Or Lord Protector Oliver Cromwell if during the English Civil War)
- **France.** King Louis XIV
- **Holy Roman Empire.** Emperor Ferdinand III
- **The Catholic Church.** Pope Innocent X
- **The Dutch Republic.** Assorted Princes of Orange, acting as governors.

The Rise of the Brethren

Buccaneer is a term for the pig hunters of Hispaniola; French, Portugese, and English sailors or farmers who took up the native Carib's way of hunting and surviving. After being forced off the island by the Spanish, the buccaneers escaped to Tortuga, a small island off the northwest coast. These buccaneers took to piracy, stealing Spanish ships and then raiding Spanish port towns. As their numbers swelled, many buccaneers envisioned a country all of their own: a land where people were free from the tyranny of European powers. They called themselves the Brethren of the Coast, and they became the first modern pirates. If your characters believe in freedom, chances are they're loyal to the Brethren.

A Tropical Paradise of Death

To those new to its waters, the world of the Caribbean is a wondrous place filled with beauty and mystery: enormous sea turtles fill the ocean, strange cats and pigs roam the woods and island shores, and unbelievable fish teem within the depths. As wondrous as it is, it's filled with danger: ship killing storms, wasting diseases spread by biting insects, ravenous sharks, and even the roiling waves of the sea itself seek to kill the living. It is a paradise, great and terrible.



Magic is Rare and Misunderstood

Magic is a rare thing in the Caribbean. Those who can cast even the simplest of cantrips are treated warily. The Catholics, Protestants, and Jews that make up the majority of Old World faith in the West Indies view magic as a blasphemous power. The Inquisition hunts witches and warlocks that practice it. And yet, magic flourishes here. The native witches of the Caribbean, and those who learn from them, wield a power that rivals that of the newest threat to the Caribbean...the Weird on the waves.

The Weird is Changing Things

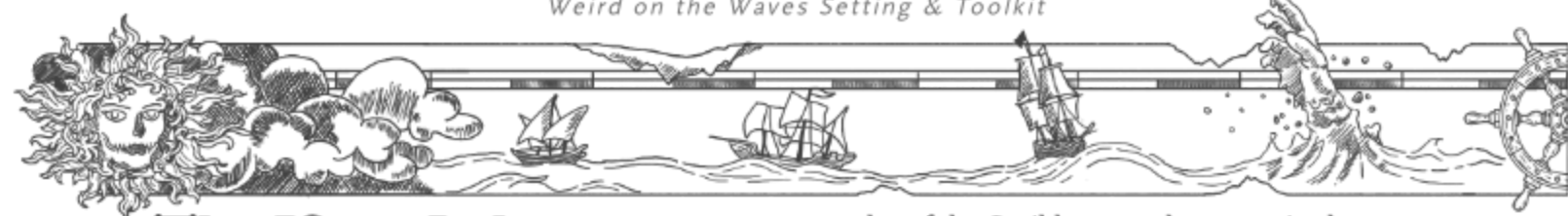
For decades the Caribbean slowly changed and mutated. The living sea raged against the puny creatures that sailed upon its surface, despoiling it. Now, the Border Ethereal traps people inside the Caribbean with the hideous

monsters it has created. Most view the coming of the Weird as a curse: a punishment from God. Others see it as a challenge; yet another hurdle to be overcome and profited from. Regardless, the sea itself uses the Weird to alter everything around it, corrupting and mutating whatever it comes in contact with.

Monsters are Grotesqueries of the Natural

There are no rote fantasy monsters in this land. No goblins, dragons, zombies, or oozes to fight. Every creature faced in this new world is a grotesque parody of something natural: mutated sea creatures, corrupted sailors, and human greed and hate made into sinister flesh. At the heart of every encountered monster there is something natural and familiar, twisted into something horrifying and otherworldly.





The West Indies and Weirdways: Setting Information

As the players move from island to island, knowing who's in charge of where is important. The Caribbean in 1666 is a powder keg of shifting alliances, betrayals, and the rise of pirate powers. The following breakdown will help inspire you as a Wave Master, and help you guide the players through the sea, helping them discover which ports of call welcome their stolen goods and which ones won't.

As always, the events and altered setting of *Weird on the Waves*, though based on history, is a work of fiction. It is not meant to be a wholly accurate depiction of the islands and

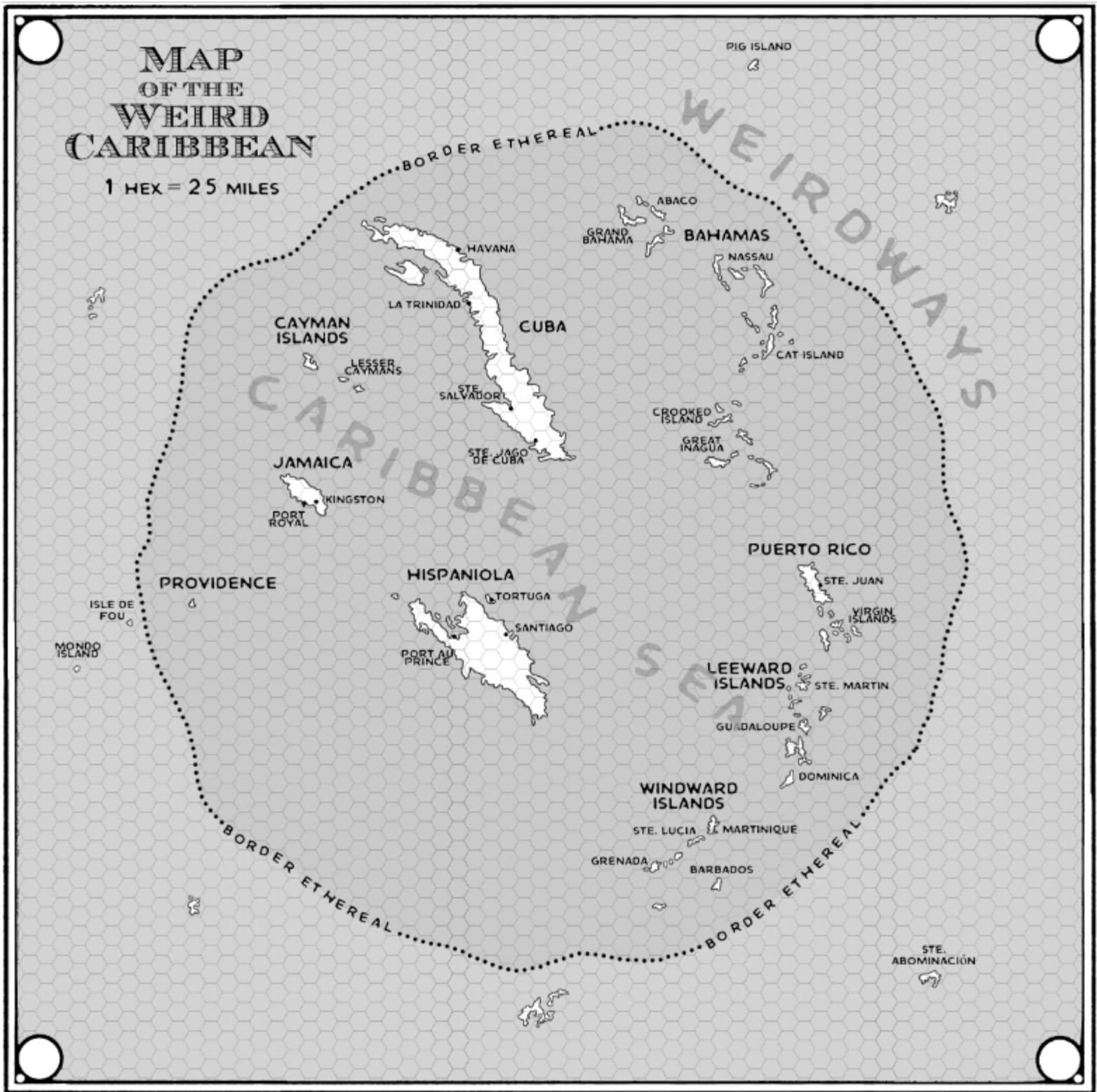
peoples of the Caribbean as they were in the mid 17th century. When using this setting and building upon it with your players, use your best judgment.

The Greater Antilles

These are the largest islands that make up the Caribbean. Home to a number of indigenous peoples like the Taíno and the Caribs, the greater antilles were invaded by the Spanish in the late 15th century. Spain used these islands to bridge their empire to the mainland of the new world, facilitating the extraction of silver, sugarcane, and slaves.

As time went on, the rest of the powers of Europe vied for ownership of these islands. While Spain still dominates the region, their grip on the Greater Antilles is slipping.







Cuba

The seat of Spanish power and luxury in the Caribbean, Cuba is an island of verdant mountains and lush green valleys. Most of Spain's sugarcane and tobacco plantations are in Cuba, along with its biggest cities. Havana is the most developed city in the Caribbean, with churches and infrastructure that's stood for over a hundred years. It's believed that whoever controls Cuba and its ports rules the Caribbean.

■ **Current Power:** Spain

■ **Ports of Call:** Havana, La Trinidad, Ste. Salvador, Ste. Jugo de Cuba

■ **Population:** 650,000. Cuba boasts a more cosmopolitan population in Havana than the rest of the island, with many nobles, scholars, entertainers, and more. The rest of Cuba is made up of Cuban farmers, Portugese labourers, and Taíno and African slaves.

■ **Government:** Governor Francisco Oregón y Gascón, a recent arrival from Europe sent to strengthen Spain's grasp on the West Indies. Governor Oregón has no love for the English, but has been ordered to make nice to English colonies and instead focus their navy's attention on the French and Dutch. He is an even-tempered man open to negotiation.

■ **Defense:** Cuba is defended by six forts along its coastline, each with strong stone walls and a score of mortar cannons. The waters around Cuba are patrolled by 12 naval man o' wars, but these ships are poorly armed with only a single deck of culverins.

Hispaniola

A large, mountainous island in the middle of the Caribbean Sea, Hispaniola is a land constantly contested. Originally occupied by the Spanish, their hold on Hispaniola waned as the Spanish Main grew more prominent in Spain's silver trade. Currently it is divided in half between the French and the Spanish, with the two sides warring to gain legitimacy in the eyes of Europe.

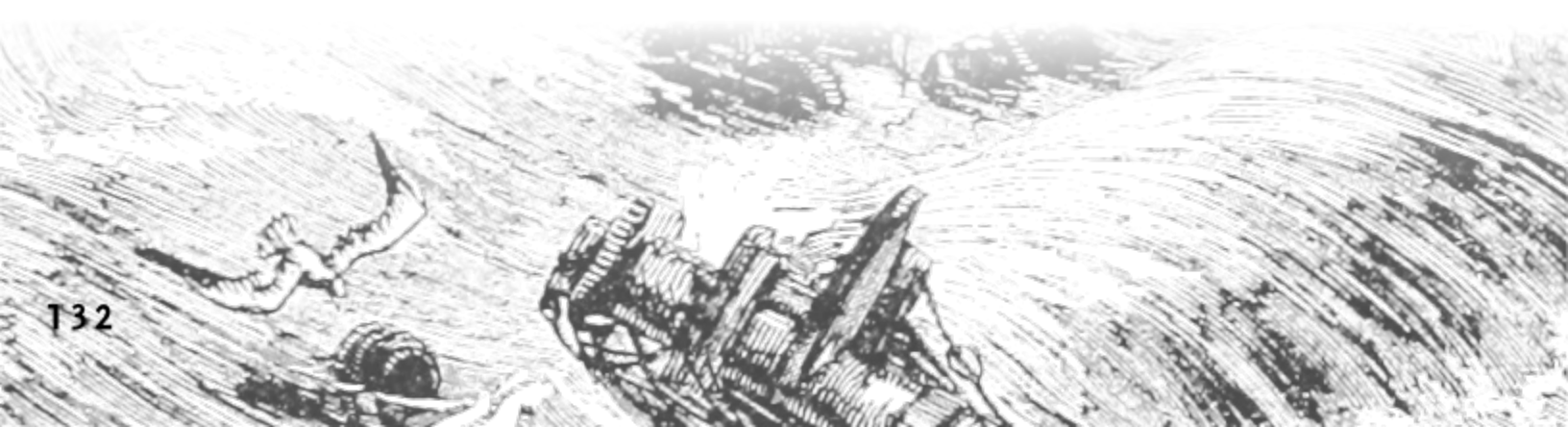
■ **Current Power:** France and Spain

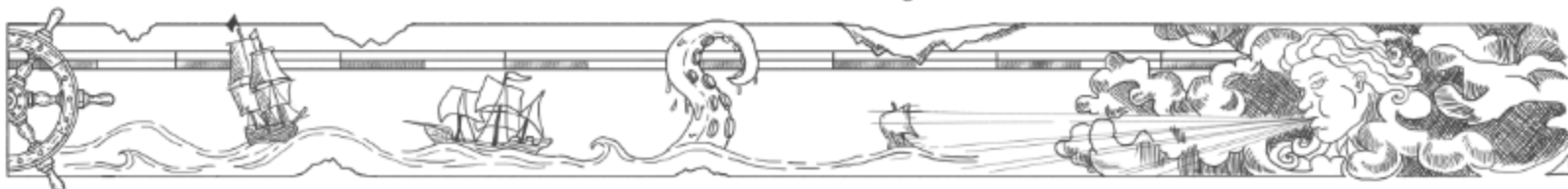
■ **Ports of Call:** Santiago, Port au Prince, Saint-Domingue

■ **Population:** 400,000. Hispaniola is home to survivors of numerous occupations and colonialist rule. Spanish patriots, French colonists, Dutch merchants, Portugese settlers, Huguenot worshippers, English castaways, and Carib natives. Many who become buccaneers are survivors of battles on Hispaniola.

■ **Government:** Governor Juan de Balboa y Mogrovejo governs the island on behalf of the Spanish, as Spain still claims rule over Hispaniola. He is contested by Captain Orston DuBois, a French privateer with ties to Tortuga and the Brethren of the Coast. One one were supported over the other, they would likely take back all of Hispaniola for their home country.

■ **Defense:** Hispaniola is defended by two large Spanish controlled forts to the north and south of the island. The north fort looks directly out towards Tortuga, where the French are the most likely to receive reinforcements.





Puerto Rico

The smallest and most mountainous of all the Greater Antilles, Puerto Rico is home to Spain's largest naval force. Spanish sloops and brigs patrol the island, while shipyards in Ste. Juan are hastily constructing new vessels to push the French and Dutch out of the Lesser Antilles. The Weird on the waves has pushed the island closer and closer to the Border Ethereal, so now Spain's new navy is positioned to defend them from the horrors that reside beyond it.

- **Current Power:** Spain

- **Ports of Call:** Ste. Juan

- **Population:** 70,000. Puerto Rico is occupied by a small group of Spanish nobles and sailors, while the rest of the island is home to Caribs and Africans, kept as slaves and servants in the shipyards and a few plantations. The enslaved of Puerto Rico are ready to revolt, they just need a push from the outside.

- **Government:** Governor Jerónimo de Velasco is a shrewd and calculating man concerned with the interests of Spain and its influence over the Caribbean. While defense in Cuba and Hispaniola grows lax, Velasco tightens his grip and doggedly patrols the eastern Caribbean Sea for pirates.

- **Defense:** Puerto Rico is patrolled by an armada of Spanish naval cogs, frigates, and brigs. Attacking this armada has sent many buccaneer ships to the bottom of the sea.

Jamaica

Home to some of the most fertile land in the West Indies, Jamaica is the current seat of power to England's colonies. Claimed by the English from the Spanish just a few short years ago, in part thanks to the efforts of the Brethren of the Coast, Jamaica is quickly being transformed into the pinnacle of the British colonialist way of life. Much of the island runs off of indentured servitude and slavery, putting them at odds with the buccaneers' way of life.

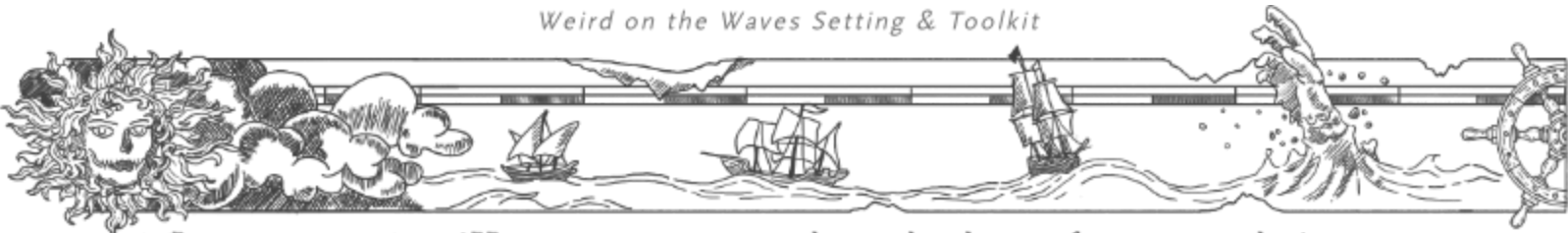
- **Current Power:** England

- **Ports of Call:** Kingston, Port Royal

- **Population:** 250,000. Jamaica is home to a host of swarthy Englishmen, as well as a great deal of Portugese Jews, Spanish expatriates, and Dutch settlers. The bulk of the population working on the island is a collection of African, Taíno, and Carib servants. As its new rulers try to turn Jamaica into another Jamestown, many of its people are eager to turn pirate.

- **Government:** Governor Thomas Modyford is a colonel and planter sent from England to take over Jamaica from the buccaneers that helped seize it from the Spanish. Cruel, calculating, and utterly indifferent to the weirdness all around him, Modyford is staunchly opposed to buccaneers and privateers, unless they're willing to attack the Dutch.

- **Defense:** Kingston is home to Jamaica's biggest inland fort. The island is protected by a fleet of privateer frigates and buccaneer brigs, though the allure of plunder and adventure often calls them away from their duties.

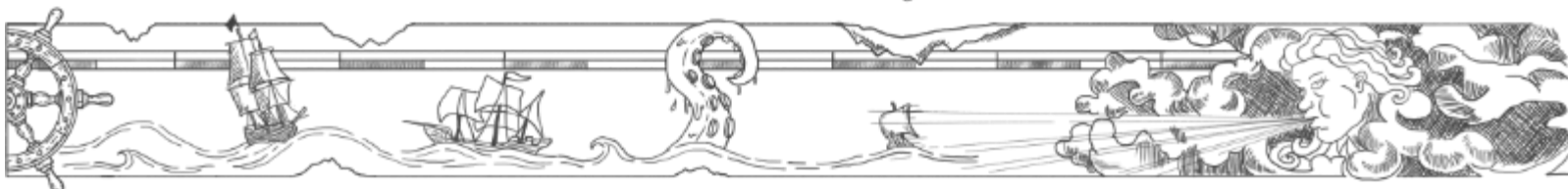


The Lesser Antilles

These smaller islands that encircle the Greater Antilles are home to smaller colonies, trading outposts, native settlements, and pirate hideaways. The loyalty of the Lesser Antilles is constantly in flux, as 'ownership' of them

changes hands every few years as colonies are sacked, abandoned, or fail. Currently the Dutch Republic of the Netherlands is the dominant power among these smaller islands; their merchants and traders ensuring many colonists live through another year amidst the Weird.





Bahamas

The bright light at the end of a tunnel for buccaneers, much of the Bahamas is free from Spanish or English rule and influence. Nassau is the port of call of choice for pirates, as the Brethren of the Coast make land there often to offload treasure too hot to trade in the Greater Antilles.

- **Current Power:** Dutch Republic, Brethren of the Coast
- **Ports of Call:** Nassau, Abaco, Grand Bahama, Cat Island, Crooked Island, Great Inagua
- **Population:** 18,000. A mix of escaped Africans, island natives, French and English buccaneers, and Dutch traders.
- **Noteworthy Features:** The Bahamas is a graveyard for Spanish ships of the previous century, sunk by ship killing storms. It's an ideal spot to search for shipwrecks and sunken treasure.

Cayman Islands

Disputed territory between the English and Spanish. Spain maintained settlers on Grand Cayman, while in 1661 English settlers from Jamaica took over Lesser Cayman. The two islands aren't home to much except for sea turtles and bloodthirsty crocodiles.

- **Current Power:** England, Spain
- **Ports of Call:** Lesser Cayman
- **Population:** 900. Mostly a collection of Spanish and English privateers and the people at port who profit off of them.
- **Noteworthy Features:** It is rumoured that a god of sea turtles rules beneath the waves of the islands, and that this god holds a golden treasure of immense size within its shell.

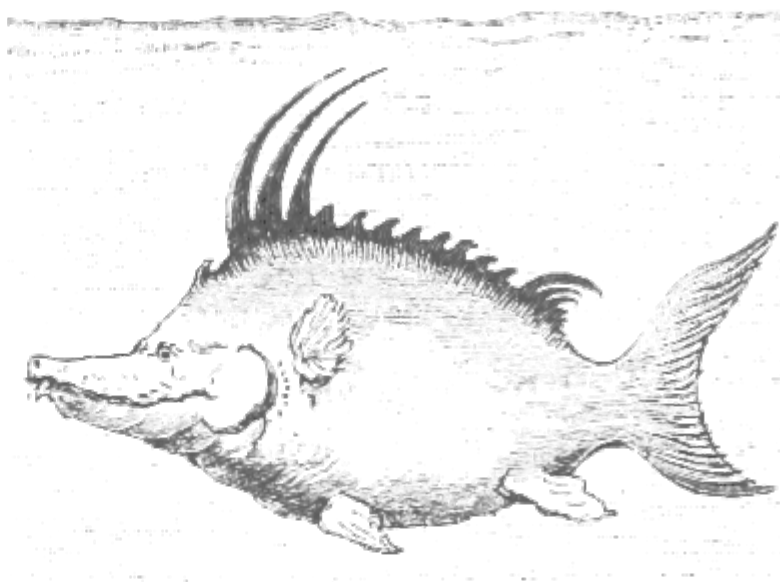
Leeward Islands

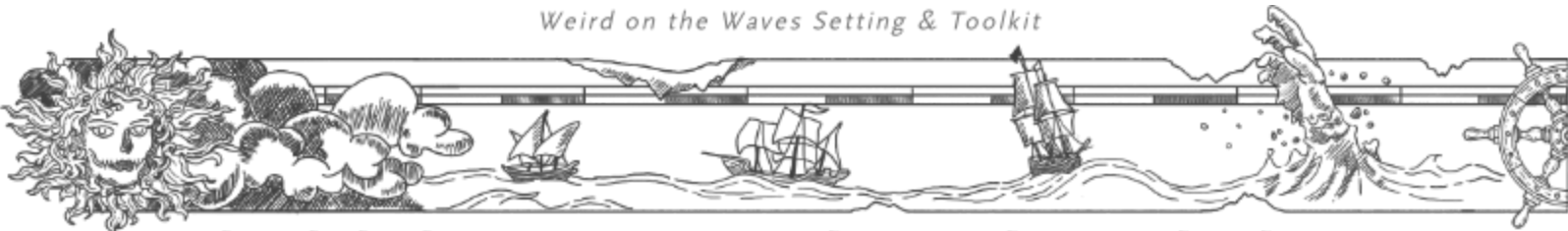
The furthest reach of French settlers, these islands are home to a number of small Spanish and French colonies. Their proximity to the Border Ethereal has calmed much of the tension between the Spanish and French, with both sides just trying to survive.

- **Current Power:** France, Spain
- **Ports of Call:** Guadeloupe
- **Population:** 150,000. Predominantly French and Spanish planters, farmers, and sailors.
- **Noteworthy Features:** The Leeward Islands have experienced the greatest number of Wave Strider attacks of all the Caribbean Islands. Some explorers theorize that they have some kind of communal spawning ground in the ocean nearby. The Dutch West India Company is willing to pay buccaneers to see if this is true.

Providence

The island of Providence is detailed in the adventure *The Race To Mondo Island* in Chapter 12.





Windward Islands

The largest of the Lesser Antilles, these islands formed the backbone of England, France, and Spain's slave trade with Africa. Now cut off from the old world and faced with a new one, much of the island has been taken over in a slave revolt. Africans and Caribs govern most ports here, save for Martinique, which is still under French control. The Brethren of the Coast are welcome in the Windward Islands.

■ **Current Power:** Freed Africans, France

■ **Ports of Call:** Martinique, Barbados, Ste. Lucia, Grenada

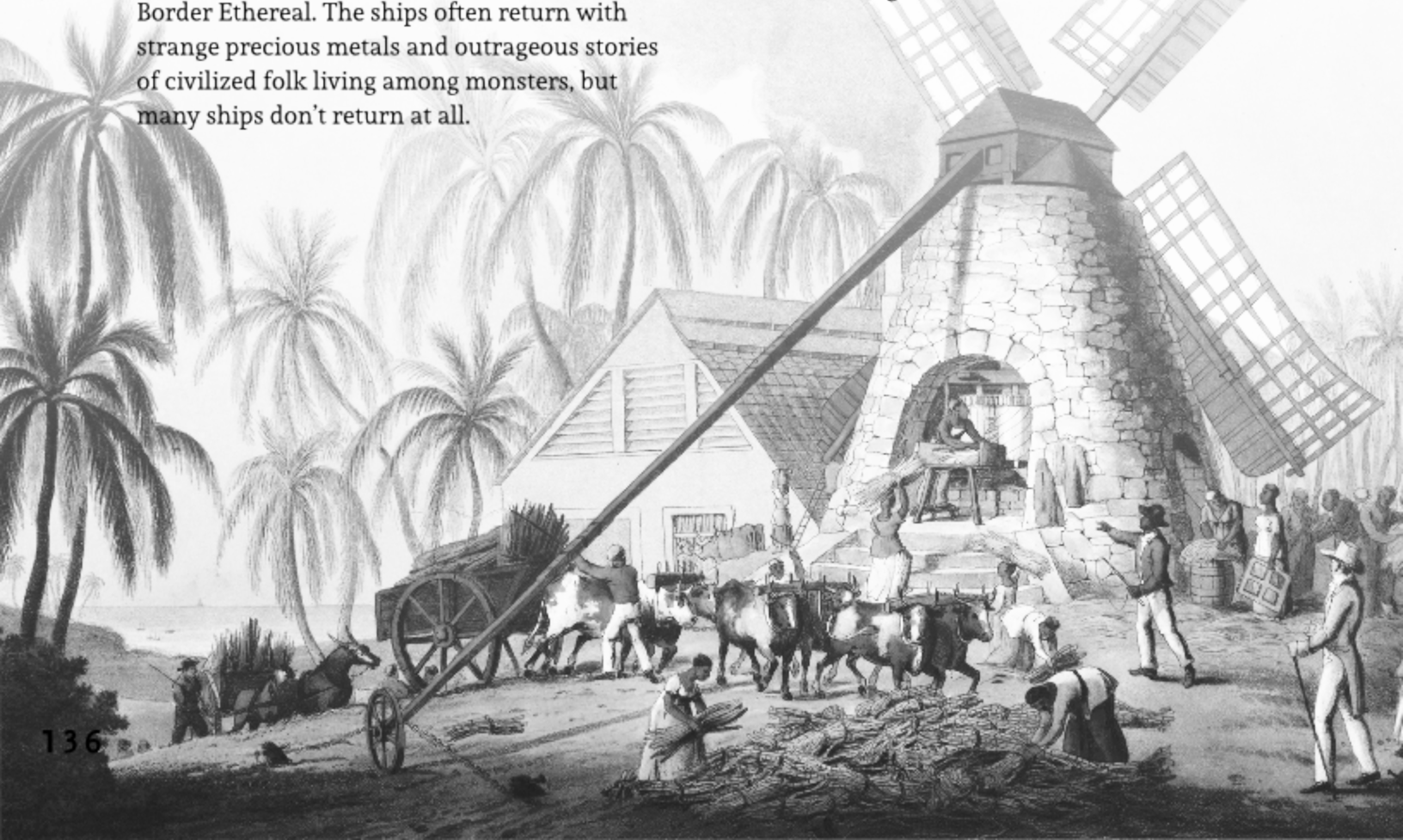
■ **Population:** 250,000. Predominantly African and Carib settlers, sailors, and merchants. A quarter of the population is French, living on Martinique.

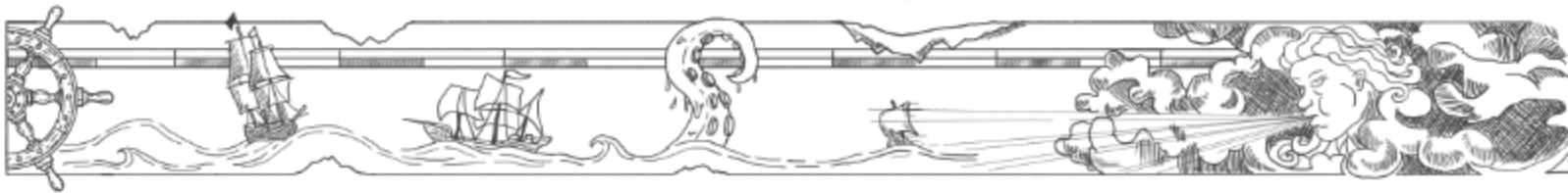
Noteworthy Features: The Windward Islands have adapted best to the Weirdways, sending exploration and trading ships out past the Border Ethereal. The ships often return with strange precious metals and outrageous stories of civilized folk living among monsters, but many ships don't return at all.

The Weirdways Islands

Sometimes called the 'Hidden Antilles' by optimistic English merchants, these are strange and alien lands from another dimension. While many have creatures and people familiar to those of Earth, most of what inhabits the Weirdways is distinctly inhuman and monstrous. Still, brave settlers and buccaneers steer into the shimmering wall of fog all the time now, seeking fortune and glory.

Most Weirdways islands are unnamed, and can be used by Wave Masters for whatever adventures they please. They make for excellent adventure sites that feature monster filled jungles, alien dungeons, and sunken temples devoted to interdimensional gods. They're also a great place to pay homage to classic pirate stories of uncharted islands and buried treasure, while getting away from the baggage and implications that come with the historical setting of the Caribbean.





Ste. Abominacion

An island populated by strange half-human, half animal creatures that have formed a working society and fledgling merchant fleet. These creatures, known as Weirdkin by some buccaneers, are adventurous people seeking to claim the new lands beyond the Border Ethereal. The question is whether they will be friend or foe.

- **Current Power:** Weirdkin

- **Ports of Call:** Ste. Eye Jelly, Port Empyria, Fort Claw

- **Population:** 120,000. The feline-like Weirdkin rule over Fort Claw, while more squid-like Weirdkin call the half submerged city of Ste. Eye Jelly their home.

- **Noteworthy Features:** The people of Ste. Abominacion are as troubled by wave striders and water tentacles as the Caribbean is. They have no more idea of what brought about the Weird on the waves as anyone else, but they are invested in finding out. Those who seek answers and a solution to the sea's sickness may find friends among the Weirdkin.

Isle de Fou

Called Fire Island, or sometimes Fool's Island, this small island in the Weirdways is home to the first human settlement beyond the Border Ethereal. Isle de Fou is detailed in the adventure *The Race To Mondo Island* in Chapter 12.

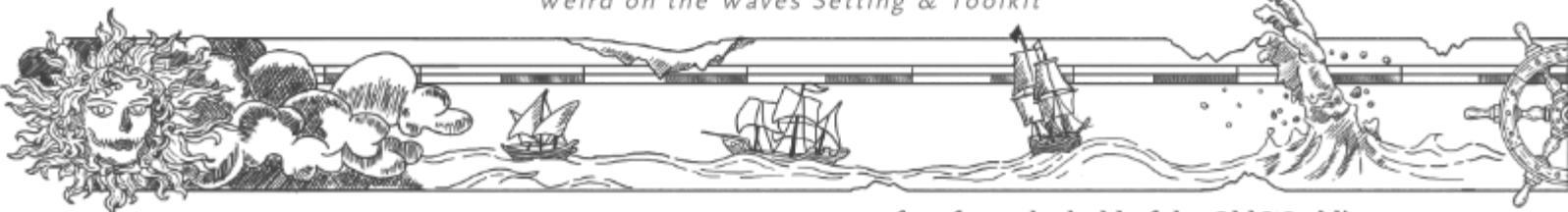
Mondo Island

Believed to be the final resting place of legendary buccaneer Pierre Le Grande, Mondo Island is detailed in the adventure *The Race To Mondo Island* in Chapter 12.

Pig Island

An accursed island that transforms all non-magical people that dwell upon it into pigs. Pig Island is detailed in the adventure *The Horrors of Pig Island* in Chapter 11.





Tortuga, Home of the Brethren

The small island of Tortuga is considered the birthplace of the buccaneer. The very first castaways and reavers from France, England, and Portugal that landed on the island decades past learned the ways of the native Carib people. They learned to hunt and roast wild boar, and how to protect themselves against the stinging insects and disease native to the islands. Again and again, Spain was forced off of Tortuga back to Hispaniola, and the island was claimed by buccaneers.

In 1666, Tortuga is technically occupied by France, but its population and naval power is made up entirely of those loyal to the Brethren of the Coast: an independent nation of pirates. Those who fly the black flag are always welcome in Tortuga. It has become the biggest pirate port in all of the Caribbean and beyond.

How To Use Tortuga

When the PC's aren't out on voyages or resting at ports of call, Tortuga is where their attention should rest. Investing in the merchants, taverns, and brothels of Tortuga keeps it going

strong, free from the hold of the Old World's politics. With time, PC's can purchase property or businesses on Tortuga, giving themselves a safe place to hide away and a source of legitimate income (using whatever rules and prices your ttrpg of choice has for this).

Tortuga can also be home to many on land adventures: jungle and mountain exploration, delving into one of Tortuga's many pirate caves for hidden treasure, or defending it from invading Spanish or English forces.

Tortuga

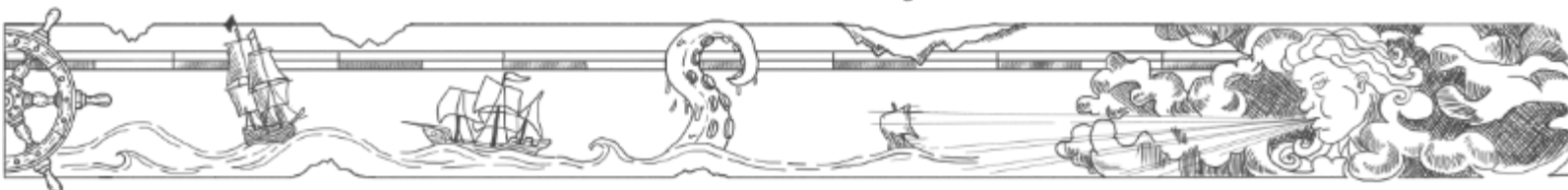
■ **Current Power:** France, Brethren of the Coast

■ **Ports of Call:** Port Tortuga

■ **Population:** 4000. Though the bulk of the population is French, Tortuga is a melting pot of all manner of people from all over the Americas, Europe, and Africa.

■ **Government:** Acting governor Jeremie Duchamps is a politician sent from France to govern the island. He is a high ranking member of the French West India Company, and his governorship is mostly concerned with sabotaging the Dutch and Spanish as much as possible. He is woefully unqualified to deal with the threat of sea monsters, and most of the Brethren of the Coast pay him no mind.





■ **Defense:** The lone fort of Tortuga.

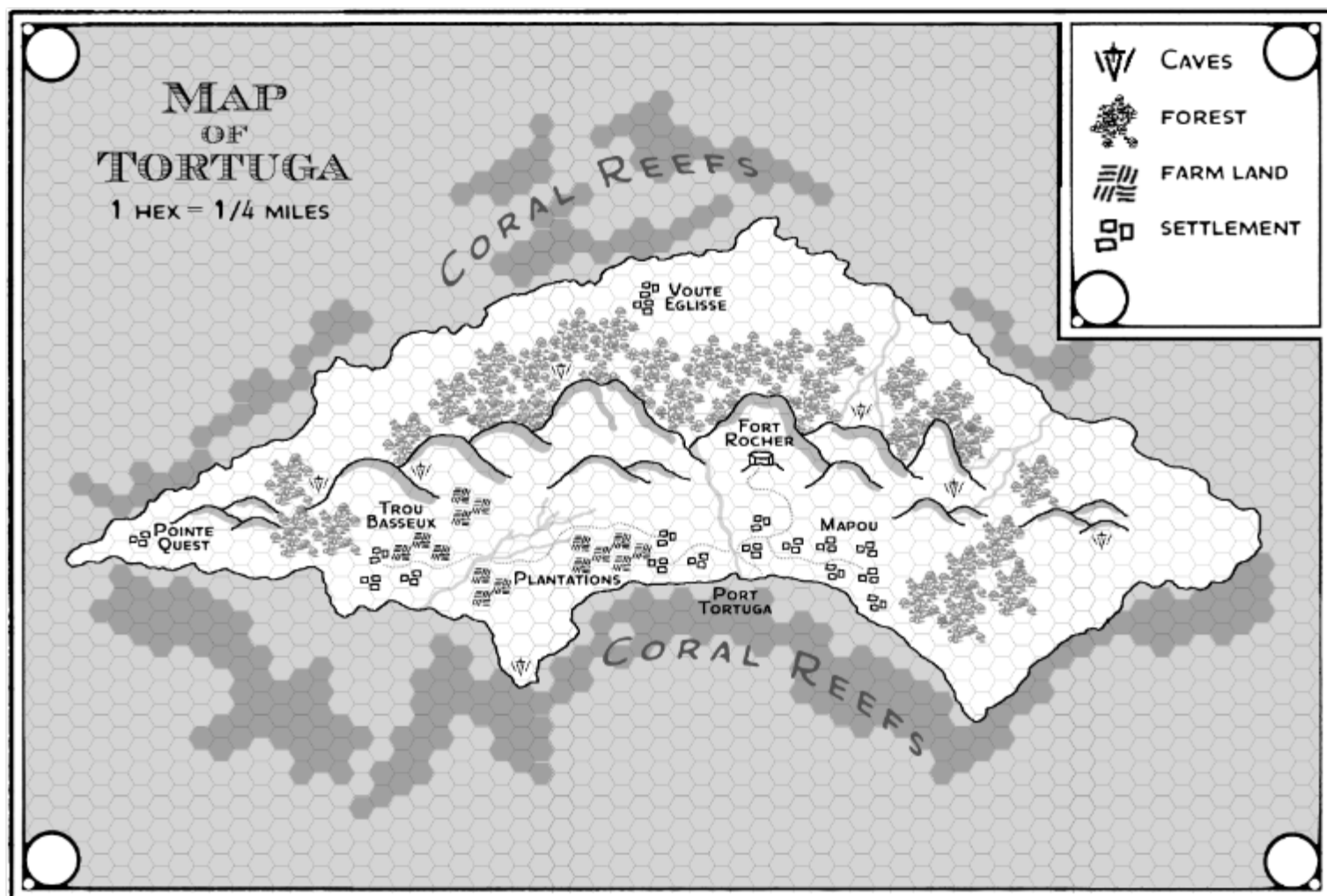
Constructed in 1640 by French engineer Jean La Vasseur to overlook the port against ships from Hispaniola, Fort Rocher is the small island's primary defense against oncoming ships and ground assault. The fort is armed with a battery of demi-cannons and mortars, though they're in terrible shape. Tortuga is also circled by at least five buccaneer brigs at any one time.

■ **Inns and Taverns:** Tortuga is home to several taverns, inns, brothels, and halfway houses. Cutty Squal's is a tavern frequented by buccaneers looking to strike out against the Spanish, while The Fogwick is an establishment that's risen up with the Border

Ethereal, and is said to attract stranger clientele.

■ **Supplies:** Moreaux's Coster buys stolen goods to export to the colonies to the north, and is always looking to buy tobacco, sugarcane, and rum. It's owner, Maurice Moreaux, lost a leg to a Wave Strider. He cautions anyone he sells to to avoid the Weirdways at all costs.

■ **Voyages and Hires:** Up 100 buccaneers can be recruited from the inns and taverns of Tortuga. Asking around the Cutty Squal's can prompt any of the random voyages from the table in this chapter.





Advice and Guidelines

Weird on the Waves is a game about piracy and exploring a strange new world (and hopefully living to tell the tale). The decisions you make as the Wave Master help inform what the Weird Caribbean is all about, and what players can expect there. Here is some helpful advice and guidelines about how to get the most out of this game.

- **Know the rules.** If you're reading this part of the book, then it's likely you're going to be the Wave Master. If so, it's likely to be your responsibility to teach the game's new mechanics to players. That falls to you. Because of that, it's best to be as familiar with the specifics of the rules as possible.

- **Track big distances, don't sweat small ones.** How far apart individual creatures are during combat doesn't matter much. How far apart ships are on the ocean matters a lot. If you're going to be a stickler about distances and measuring feet, do so during ship movement and combat.

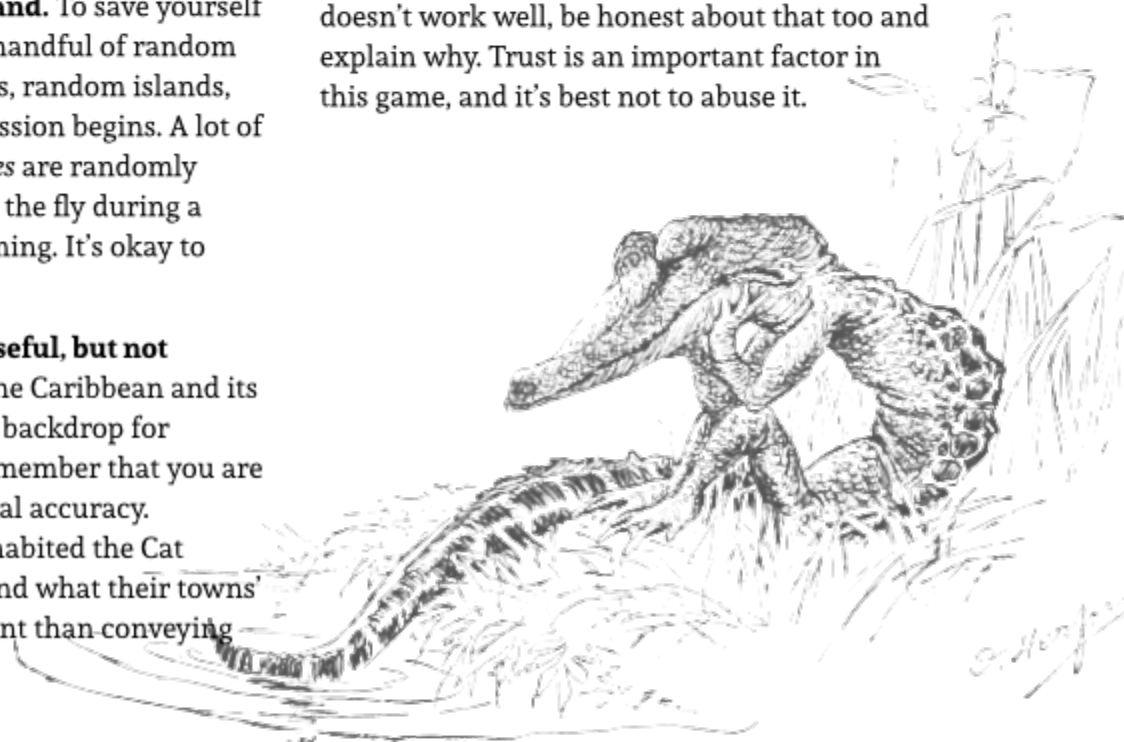
- **Roll on tables beforehand.** To save yourself time, feel free to roll out a handful of random encounters, weather results, random islands, and cargo loads before a session begins. A lot of things in *Weird on the Waves* are randomly generated, and doing so on the fly during a session can be time consuming. It's okay to prep that stuff beforehand.

- **Historical context is useful, but not necessary.** The history of the Caribbean and its colonies provides a unique backdrop for fantasy roleplaying, but remember that you are not bound to 100% historical accuracy. Knowing precisely who inhabited the Cat Islands from 1655 to 1666 and what their towns' names were is less important than conveying

that the Cat Islands were an important stop over for buccaneers looking to evade Spanish patrols. A quick Google search can reveal a lot, but don't beat yourself up for not getting every exact detail right. What matters most is conveying the feel and attitudes of the time period to players to help immerse them in the world.

- **When in doubt, make it up.** Much of *Weird on the Waves* depends on the ttrpg you use to play it, and the kinds of characters the players make. This book doesn't have an answer or a mechanic for everything, and there are bound to be moments where you'll need to adjudicate some rules on the fly. Don't hesitate to make something up or use a quick and easy mechanic to keep the game moving. That said...

- **If you make it up, be honest and consistent.** Wave Masters are the ultimate authority and power within the world that they preside over, but they're also human beings who make mistakes and forget things. If you come up with a new ruling or mechanic, be honest with your players about it. If you need to change that new ruling because it ultimately doesn't work well, be honest about that too and explain why. Trust is an important factor in this game, and it's best not to abuse it.



Playing the Sea - Wave Master Dice

In *Weird on the Waves*, the Wave Master takes on the role not just of non player characters like merchants, captains, and monsters. They also play the role of the sea itself. The Caribbean Sea is a living entity with needs, desires, and goals, and a fierce will of its own to achieve those desires and goals.

But the sea does not think like a human being does. Its thoughts and actions are alien to us, because it operates on a logic and an emotional spectrum far older and weirder than we'll ever know. As the Wave Master, you must simulate this tempestuous, mercurial, and weird being of enormous power.

To do this, *Weird on the Waves* introduces three kinds of dice: wave dice, weal dice, and woe dice.

These dice are rolled in combination with d20 rolls, or on their own. They can be used during voyages, in combat, in exploration, and in character interactions. They spring up wherever the sea itself does.

Wave Dice (1d6)

"The ferocity of the sea itself"

Wave dice are used to boost the d20 rolls of the Wave Master. When the Wave Master makes a contested roll with a PC, they may choose to add a wave die to the roll. Both a d20 and a d6 are rolled, and they are added together. The total is contested with the PC's d20 roll.

These dice represent the raw will and power of the sea, able to push harder against a PC's sailing check, or to boost the attack roll of a sea creature, or to better the skill check of a servant of the ocean.



WAVE
DICE



WEAL
DICE



WOE
DICE

The Wave Master begins each session with 10 Wave Dice (10d6). These dice are added one at a time to d20 rolls. Once a session, the Wave Master can add two Wave Dice to a single d20 roll.

When to use Wave Dice

Wave dice can be added to the following kinds of d20 rolls and checks:

- Sailing checks.
- Fishing checks.
- Sea creature attack rolls.
- Monster attack rolls.
- Any d20 roll made by the sea itself.

When not to use Wave Dice

Wave Dice are meant to be used to enact the will of the sea, rather than the petty humans who sail upon it. Wave Dice are not added to enemy ship attack rolls, human NPC attack rolls, or any roll or check that would benefit a human rather than the sea itself. Of course, Wave Masters can make exceptions to this rule if it feels appropriate to the situation.



Weal Dice (d12)

"Sometimes lady luck is on your side"

Weal dice represent a sudden change in fortune for the better for players. A cannon shot strikes true when it would have otherwise missed, a ship sails through a storm that would have otherwise destroyed it, a mystery unravels itself in a moment of clarity. These are dice only available to the players, not the Wave Master.

Weal dice are earned every time a player rolls a natural 20. They are granted a weal die in addition to any other benefit that may come from rolling a natural 20. Weal dice can be rolled immediately or saved for later to be used at any time. Weal dice can also be given from one player to another. Weal dice can be carried over from session to session. When you use a weal die, you roll 1d12 and add it to any roll you can make in the game. This includes, but isn't limited to...

- Attack rolls
- Damage rolls
- Sailing checks
- Skill checks
- Saving throws
- Treasure rolls
- Fishing checks
- Etc.

A player can have no more than five weal dice at a time. They can also be used instantly as a reaction to a failed roll.

Woe Dice (d10)

"When your ship is sinking and your luck runs out, the sea seeks to make it worse"

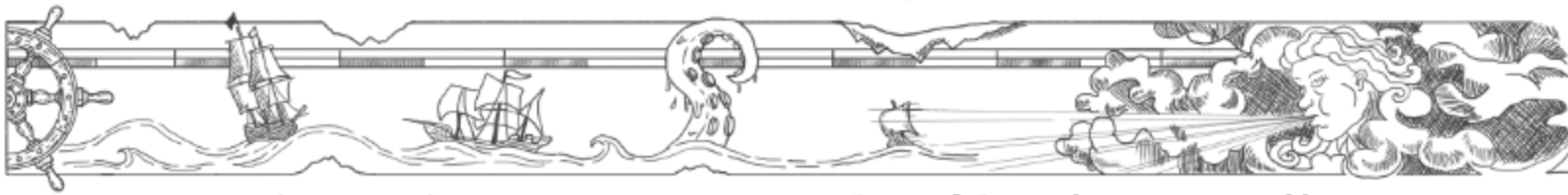
Woe dice are rolled in reaction to character actions, representing bad fortune, ill omens, and things getting worse. The result of a woe die can add a complication into a success, a sour note into a happy moment, or a catastrophe into an already dire situation. The woe die adds unexpected problems into the emergent narrative of the game.

Woe dice are earned every time a player rolls a natural 1 on a d20, can be spent immediately or saved by the Wave Master for a dramatically appropriate moment. The Wave Master cannot have more than 2 woe dice at a time, so they should be used as often as they're received. Woe dice do not carry over from session to session.

Each result of the woe die is a word or statement with narrative potential to be capitalized on. These words are specific enough to have weighted meaning, but broad enough to be interpreted in different ways depending on the encounter or situation. Whatever the result, it's something bad. Wave Masters are encouraged to improvise a negative encounter, pitfall, or complication based on the rolled result.

Woe Dice Table

1d10	Result
1	Loss
2	Tragedy
3	Betrayal
4	Sickness
5	Unbalance
6	Surprise
7	Doubt
8	Harm
9	Mutation
10	Madness



Woe Dice Meanings

Each woe die result can mean different things depending on the situation or encounter. Here are some examples the Wave Master can use and improvise from.

1. Loss. Loss represents something or someone getting lost or taken away. This can either be a physical loss of goods, or a metaphorical loss of direction or time.

- A valuable item slips out of the characters' grasp.
- Cargo is lost while sailing.
- A crewmember is killed or thrown overboard.
- In combat, a character loses an eye or a limb.
- The element of surprise or stealth is lost.

2. Tragedy. Tragedy represents something sad or morose happening to the characters, or something tragic being revealed. This is a result that plays with the emotions of the characters, rather than their physical forms or property.

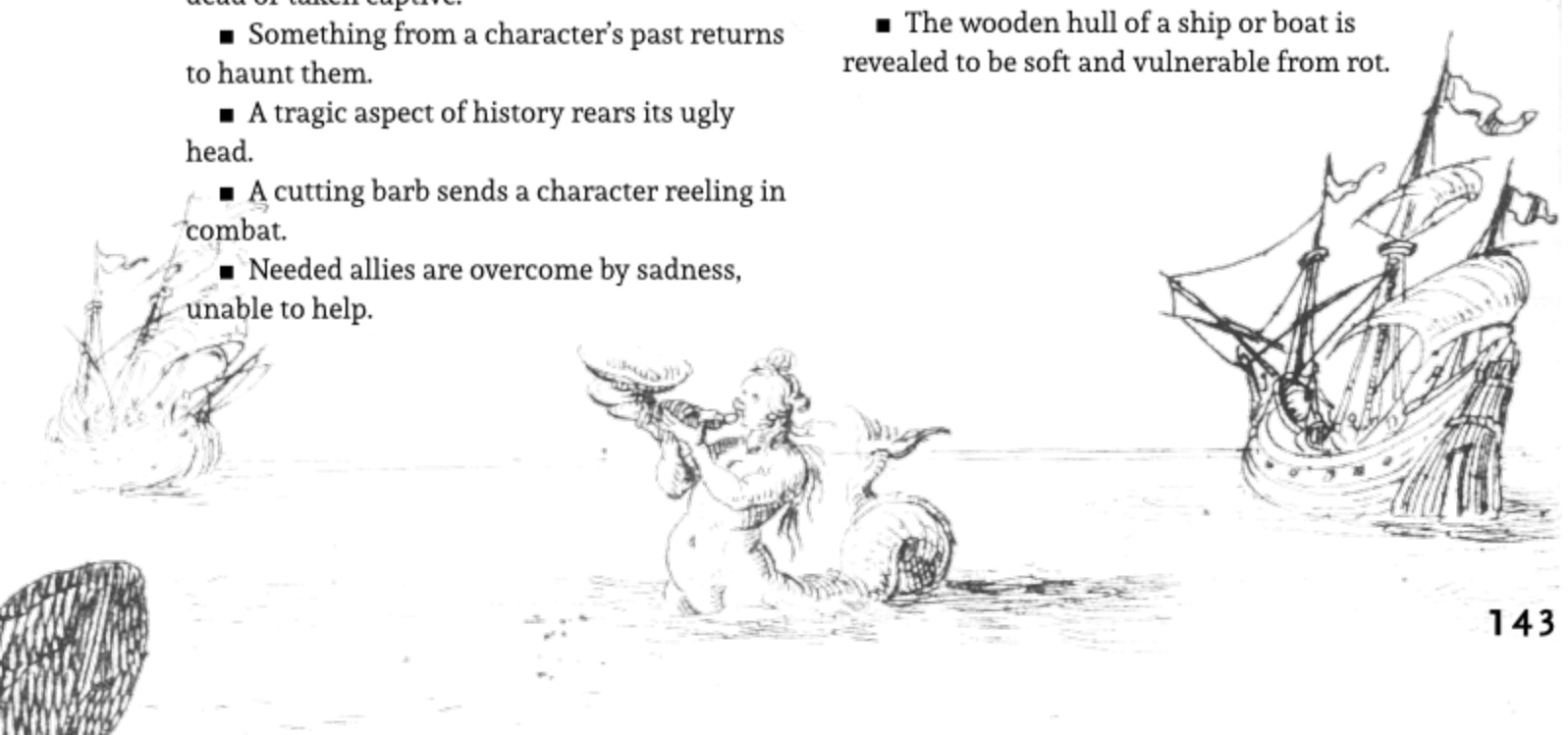
- A character's loved one is reported to be dead or taken captive.
- Something from a character's past returns to haunt them.
- A tragic aspect of history rears its ugly head.
- A cutting barb sends a character reeling in combat.
- Needed allies are overcome by sadness, unable to help.

3. Betrayal. Betrayal represents a sudden turn in fortune where something trusted or reliable turns against the characters, whether it's an NPC, an item, or a belief.

- An NPC reveals they've been working against the characters this whole time.
- A new ally decides, in that moment, to betray the party.
- A map is revealed to have been false this whole time.
- A reliable item or weapon breaks in the worst way possible.
- The crew of a ship is pushed much closer to mutiny.

4. Sickness. Sickness represents a kind of decay, rot, or unwellness that shows itself at the worst possible time, whether its physical, mental, or emotional sickness.

- Scurvy or yellow fever has taken hold in the characters' ship.
- Madness has overtaken a notable character at the worst time.
- An encountered monster reveals its rotten, poisoned insides.
- A character suddenly falls ill, from sea sickness or disease.
- The wooden hull of a ship or boat is revealed to be soft and vulnerable from rot.





5. Unbalance. Unbalance represents the scales of fortune being tipped into an enemy's favour, or the player's fortunes tipping dangerously towards woe.

- A character becomes physically unbalanced, falling into dangerous waters.
- An enemy's roster of sailors is revealed to be double what it was.
- An antagonist has double the coin they previously did.
- A ship lists to one side, sending the characters off course.
- The social conflict the characters are engaged in suddenly swings out of their favour.

6. Surprise. Surprise represents sudden change, unforeseen circumstances, and surprise events. Something unexpected and very sudden that confronts the characters directly.

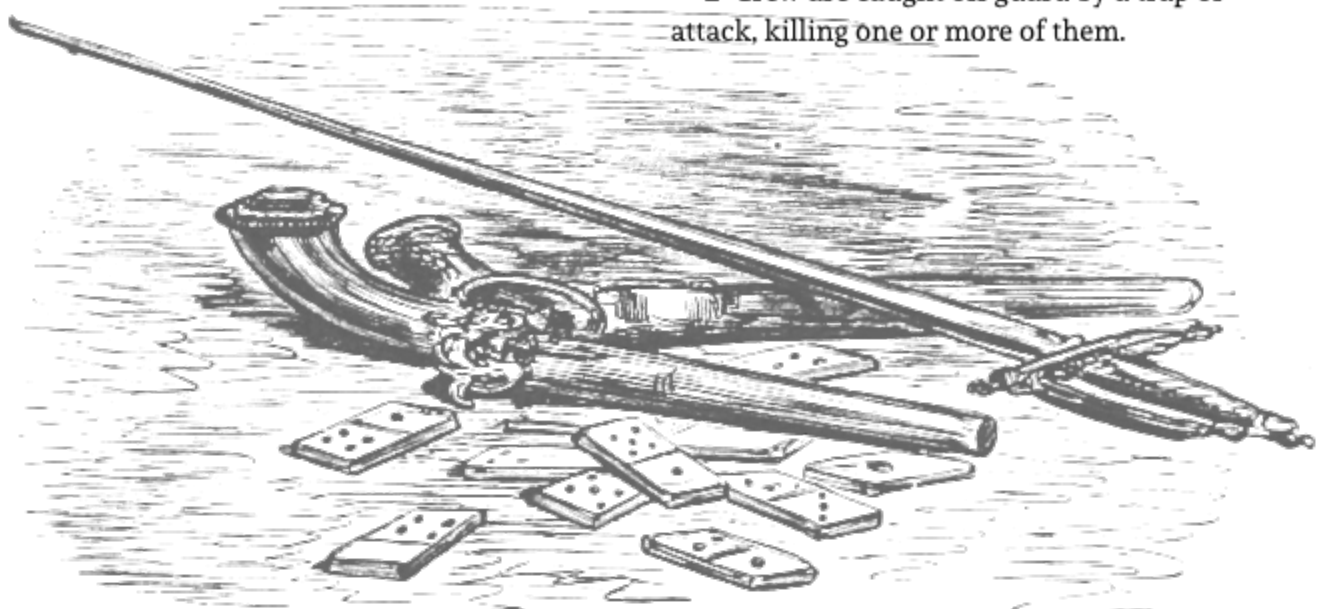
- A random sea monster encounter.
- An enemy thought dead appears again.
- As a parlay reaches its conclusion, suddenly a new threat.
- The weather suddenly shifts, revealing a storm.
- A terrible revelation is revealed to a character.

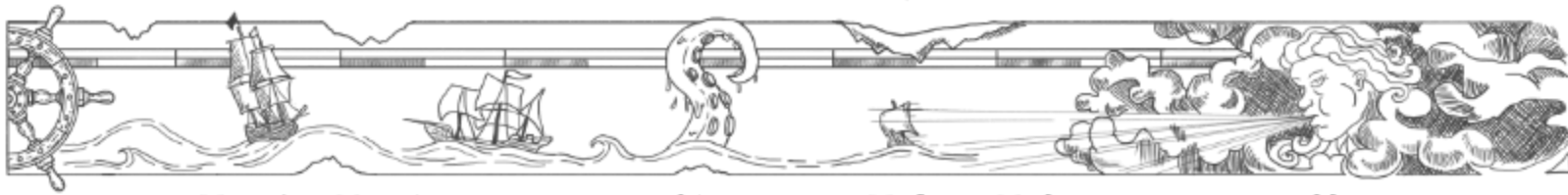
7. Doubt. Doubt represents the questioning of what's certain in any given situation, either by NPC's or by the player characters. Doubt is the subtlest of all the Woe Die rolls, and its effects are often slight but far reaching.

- The NPC the characters are negotiating with suddenly doubts their intentions.
- An ally doubts the characters' loyalty to them, and waivers.
- A character second guesses their attack, opening themselves to harm.
- Perhaps the promised treasure isn't actually real.
- A terrible omen appears, making the crew hesitate to support the PC's.

8. Harm. Harm represents physical damage and hurt. It is the most direct of the results, causing damage to characters, items, ships, or precious cargo.

- An attack deals twice as much damage as usual.
- An unseen hazard deals 1d12 damage to a character.
- A ship is ravaged by weather, breaking into its hull with the force of a cannon.
- A character is attacked during an otherwise peaceful moment by a new threat.
- Crew are caught off guard by a trap or attack, killing one or more of them.



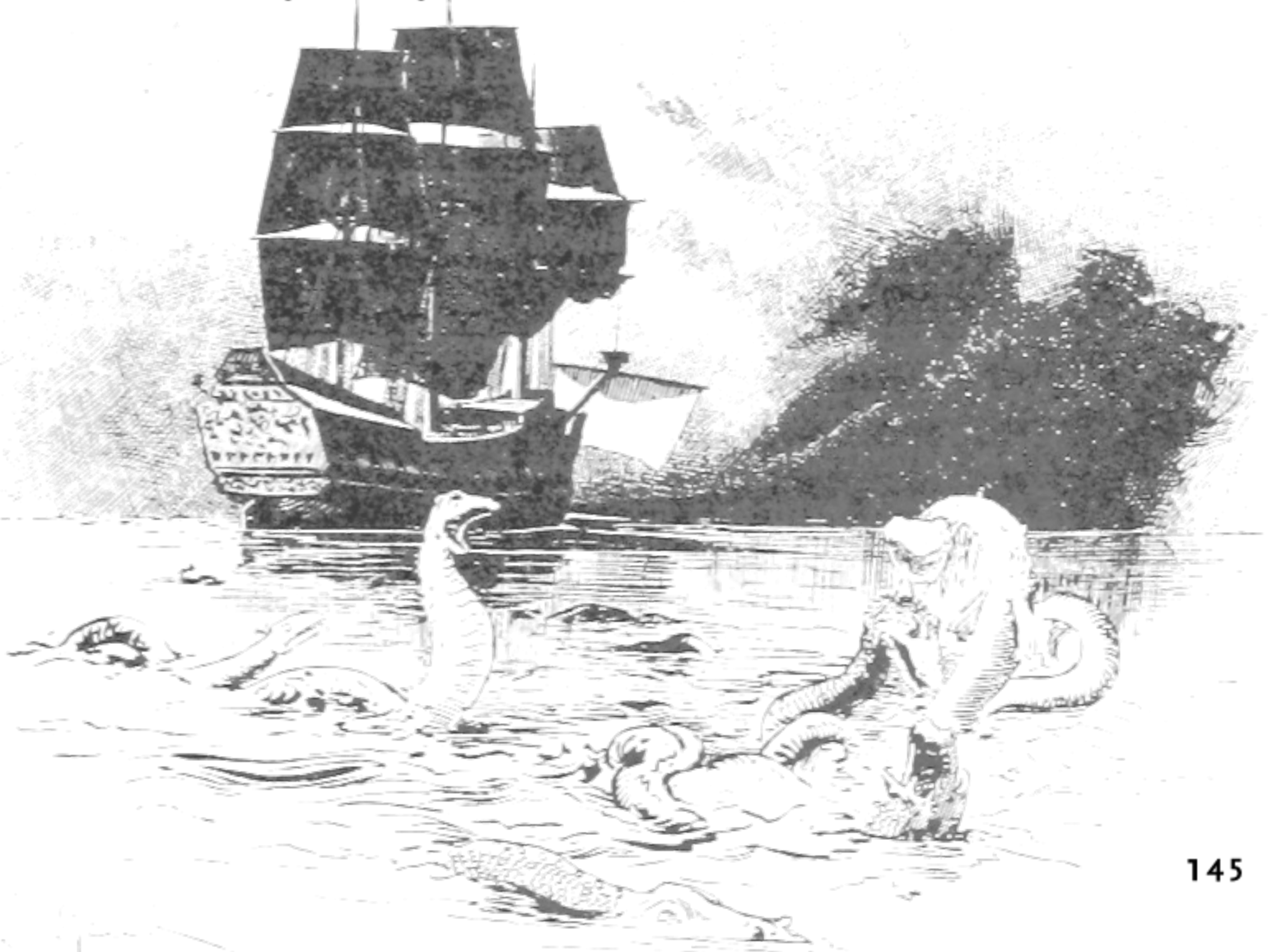


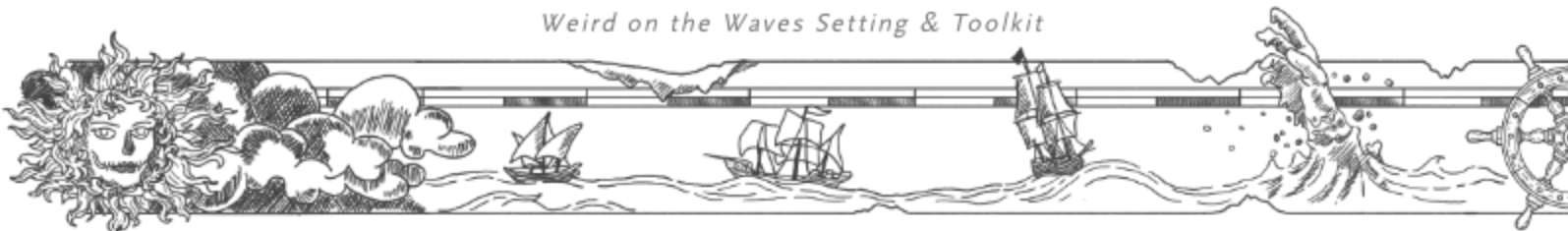
9. Mutation. Mutation represents something natural, ordinary, or mundane suddenly becoming twisted and warped in the eyes of the characters, making a task or way forward more difficult. This tends to affect living and organic things.

- An encountered creature is suddenly mutated by the waves, growing more ferocious.
- A living resource like livestock or animals becomes foul and evil.
- A hazard becomes worse, directly attacking living creatures with intent.
- A character is suddenly warped or disfigured, causing others to recoil from them and their intentions.
- An NPC or group of NPC's are revealed to be mutants, hiding a sinister agenda.

10. Madness. Madness represents a sudden change in perspective, causing doubt of the senses. The world is suddenly very different, but no one else can see this.

- A character suddenly believes a mysterious creature is following them.
- The group is plagued by persistent nightmares that prevent proper rest.
- An NPC or group of NPC's suddenly believe the PC's are out to get them.
- A trusted friend or ally begins acting irrationally and harming the group.
- A persistent hallucination plagues the group, throwing off their ability to sail and explore.





Random Tables and Tools

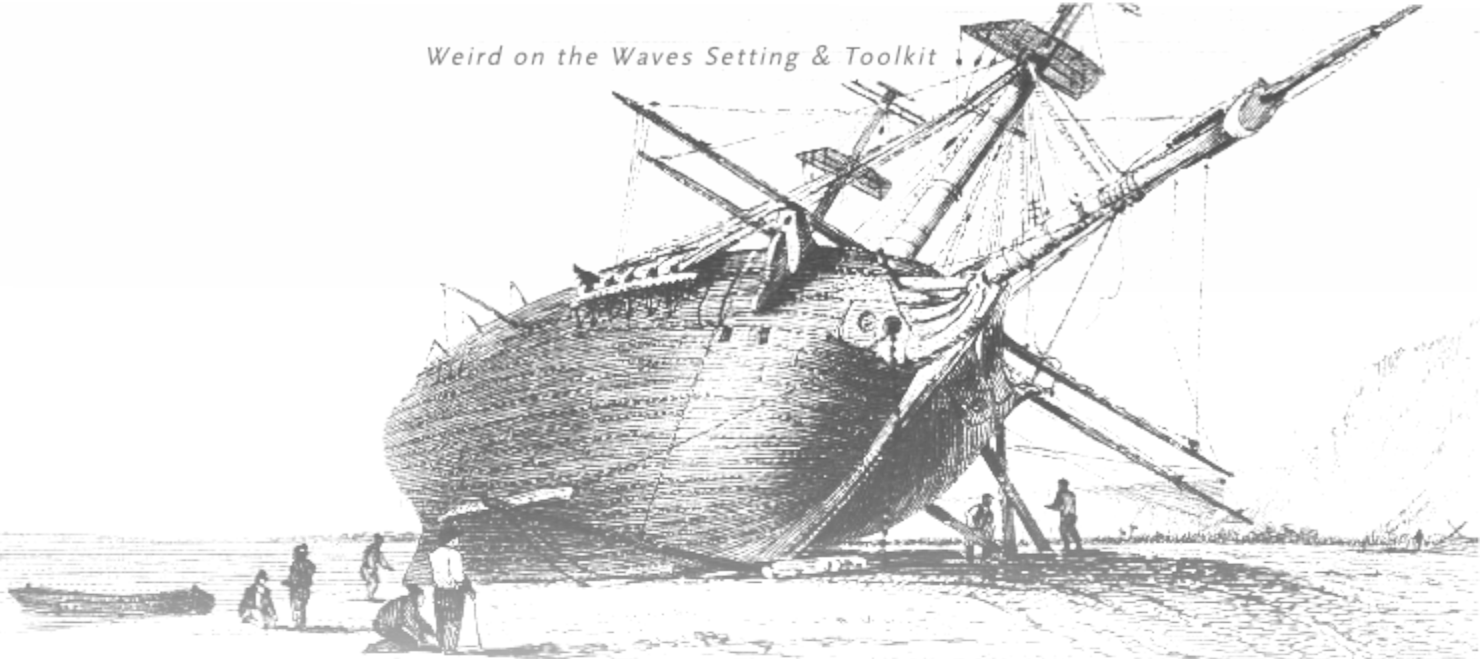
This chapter includes a number of tools and tables for generating the world of *Weird on the Waves* as effectively as possible. Wave Masters are encouraged to approach these tools however they need to: either as a way of generating adventures and voyages ahead of time, or rolling for things on the fly during play.

Random NPC Names

A collection of names to use, both first and last, for encountered characters of many backgrounds and regions found within the Caribbean.

English Names		English Surames		French Names		French Surames		Spanish Names		Spanish Surames	
1d12	Result	1d12	Result	1d12	Result	1d12	Result	1d12	Result	1d12	Result
1	Adelard	1	Davies	1	Andri	1	Aguillon	1	Alonso	1	Abascal y Espina
2	Anne	2	Jones	2	Ammé	2	Basille	2	Antonia	2	Álvarez
3	Bernard	3	Smith	3	Anthoine	3	Bernier	3	Benito	3	de la Cruz
4	Beatrice	4	Roberts	4	Collette	4	Buymont	4	Beatriz	4	Gebara y Ferreira
5	Charles	5	Wright	5	Colin	5	Channeau	5	Carlos	5	Losa
6	Elizabeth	6	Robinson	6	Edelina	6	d'Anjou	6	Carmen	6	Machado
7	Gilbert	7	Thompson	7	Felix	7	d'Ostun	7	Escobar	7	Martin
8	Helen	8	Edwards	8	Jaquette	8	du Martoy	8	Felipina	8	Montero y Olmos
9	Hugh	9	Gibbs	9	Jacques	9	Fleuret	9	Francisco	9	Ortega
10	Mary	10	Turner	10	Katerine	10	Massonart	10	Gabriela	10	Paredes
11	Richard	11	Lewis	11	Pierre	11	Poinçot	11	Gomes	11	Rojas y Sandoval
12	Sarah	12	Clarke	12	Marie	12	Rousseau	12	Rosario	12	Santiago

Dutch Names		Dutch Surames		Central African Names		Central African Surames		Taíno Names		Taíno Surnames	
1d12	Result	1d12	Result	1d12	Result	1d12	Result	1d12	Result	1d12	Result
1	Adrianus	1	Van der Berg	1	Abel	1	Moussa	1	Acanorex	1	Quisqueya
2	Aleid	2	Van Dijk	2	Akachi	2	Abakar	2	Amenex	2	Agüeybaná
3	Dirk	3	Janssen	3	Baraka	3	Kongbo	3	Bagnamanay	3	Otoao
4	Tessa	4	Visser	4	Chidi	4	M'Bala	4	Bojékio	4	Ayiti
5	Sander	5	Meijer	5	Dwanh	5	Hadebe	5	Brizuela	5	Coako
6	Lara	6	Barts	6	Funanya	6	Dlamini	6	Cacicaná	6	Yucayeque
7	Casper	7	De Graff	7	Isoba	7	Mamba	7	Canóbana	7	Aymamon
8	Gwen	8	Grimm	8	Mojisola	8	Mangwana	8	Guababo	8	Caguas
9	Lars	9	Haggart	9	Nthanda	9	Manjate	9	Guacumao	9	Cueyba
10	Famke	10	Kesting	10	Omolara	10	Mkhize	10	Huarea	10	Matanzas
11	Markus	11	Lydecker	11	Shanika	11	Masondo	11	Luysa	11	Guama
12	Maud	12	Manderfeld	12	Titlayo	12	Ngcobo	12	Manicatoex	12	Boriquen



Random Ship Names

Every ship needs a name before it can be sailed properly. Each region of Europe has their own naming conventions for naval and merchant ships. Spanish vessels were often named after women or saints, French ships bared either

flowery arboreal names or the names of kings and nobles, and English naval ships carried blunt monikers that described rugged actions.

The names on this list are the names of buccaneer ships; a mixture of intimidation, dark humour, and a thirst for wealth.

Random Ship Name

1d100	Result	1d100	Result
1	Efferve's Might	46–48	The Hungry Skull
2	The Silver Glow	49–51	Maid Marian's Foe
3	The Fortune	43–45	Sea King
4	The Drowned Rat	46–48	The Hungry Skull
5	Red Sunrise	49–51	Maid Marian's Foe
6	The Salty Dog	52–54	The Seahorse
7	No Heart's Grasp	55–57	Blackheart
8	The Mayfly's Dance	58–60	Fog's Death
9	The Leviathan	61–63	The Golden Catfish
10–12	The Sea Curse	64–66	Hell's Lament
13–15	The Fat Mermaid	67–69	Holy Hymn
16–18	The Brisbane	70–72	The Sea Sprite
19–21	King's Ransom	73–75	The Intrepid
22–24	Santiago's Lament	76–78	Her Grand Majesty
25–27	The Siren	79–81	The Invincible
28–30	Sweet Delilah	82–84	Cod's Wallop
31–33	Isabella's Delight	85–87	Fancy Starfish
34–36	The Jackknife	88–90	Marnie's Revenge
37–39	The Ranger	91–93	Francheska's Gambit
40–42	Folly	94–96	Brinebow
43–45	Sea King	97–99	The Jackalope
		100	Roll again twice, combine the names



Random Voyage Leads

As buccaneers got wise to Spanish shipping routes and well-known trade winds, so too did merchants and navies get wise to buccaneers. As the 17th century rolled on and the Weird on the waves grew worse, buccaneers and pirates had to rely on rumour, hearsay, and secret information to get ahead. A promising lead often meant the difference between a profitable voyage and no voyage at all.

Leads are most often encountered in taverns and inns at port, where rum and wine flow and tongues wag. Leads often require a payment (50 gp) or the promise of future payment (15% of the booty) to acquire. Other

times leads are gathered by overhearing clandestine conversations or are tortured out of captured souls. How the PC's gather leads is up to them, but remember that leads are seldom secret for long.

How to Roll on the Table

The Random Voyage Leads table is a d30 table designed to accommodate PC's of different levels. The table can produce voyages intended for lower level characters or higher level characters, as well as more story-based voyages for parties looking for a more involved plot. For lower level parties, roll 1d10 on the table. For higher level parties, roll 2d10. For plot heavier voyages, roll 1d10 and add 20 to the result.

Random Voyage Leads (low level)

1d10 Result

- | | |
|-----|--|
| 1-2 | Treasure on Route. A large Spanish ship carrying riches is sailing from Havana to Santo Domingo, and will arrive in a week's time. If you hurry, you can intercept it before it reaches its destination. It's carrying large cargo parcel #6 (30 tons, 193,000 gp) and is protected by a small escort ship. |
| 3 | Cargo Delivery. Transport 10 tons of housewares and textiles (13,500 gp) from Port Royal to Nassau in less than two weeks time. The reward is 500 gp for every ton delivered safely. Expect attacks from privateers. |
| 4 | Shipwreck. A medium Dutch merchant vessel was sunk directly off the coast of Antigua. It's 300 feet below sea level. Roll for random cargo. Expect other buccaneers and salvagers. |
| 5 | Exploration Contract. Mission from the Dutch West India Company: explore 100 miles out of the Border Ethereal due south, survive a night anchored there, return home safely and report your findings and any maps/charts made. Reward is 25,000 gp. |
| 6 | Escort Mission. Alexander Exquemalin pays to accompany a ship of buccaneers on a "typical voyage" so he can write about it in his upcoming book. He is currently seeking to "see how a real crew seizes and plunders a ship at sea". If Exquemalin takes part in this and is returned home alive, he pays 2500 gp and the PC's become more acclaimed. |
| 7 | Treasure on Route. A medium Dutch ship carrying riches is sailing from the Leeward Islands to Grand Cayman, and will arrive in two week's time. If you hurry, you can intercept it before it reaches its destination. It's carrying large cargo parcel #4 (22 tons, 87,500 gp) and is protected by two small escort ships. |
| 8 | Noble Sailing Away. A prominent French nobleman, Gaston Depardieu, is sailing from the Leeward Islands south to Port Royal in a medium French merchant caravel, and will arrive in five days time. He can either be a ransom target or a bodyguard job depending on the PC's loyalties. |
| 9 | Cargo Delivery. Transport 15 tons of rum, Spanish wine, and tobacco (14,500 gp) from Tortuga to Providence in less than two weeks time. The reward is 600 gp for every ton delivered safely. Expect attacks from privateers. |
| 10 | Shipwreck. A small Spanish naval ship was sunk directly off the coast of Barbados. It's 250 feet below sea level. Roll for random cargo. The wreck is nestled against a coral reef. Expect mermaids and other sea monsters. |

Random Voyage Leads (mid level results)

3d10 Result

- 11 **Exploration Contract.** Mission from the French West India Company: explore 300 miles out of the Etheral Border due north, survive a night anchored there, return home safely and report your findings and any maps/charts made. Reward is 35,000 gp.
- 12 **Escort Mission.** Alexander Exquemalin pays to accompany a ship of buccaneers on a "buried treasure hunt" so he can write about it in his upcoming book. He is currently seeking to "see how buccaneers recover buried treasure or sunken wrecks". If Exquemalin takes part in this and is returned home alive, he pays 5000 gp and the PC's become more acclaimed.
- 13 **Treasure on Route.** A large English ship carrying riches is sailing from Port Royal to Providence, and will arrive in four days time. If you hurry, you can intercept it before it reaches its destination. It's carrying large cargo parcel #2 and medium cargo parcel #3 (26 tons, 49,550 gp, 1 treasure chest) and is protected by one small escort ship.
- 14 **Noble Sailing Away.** A Dutch noble and trade magnate, Ivor Von Hogendorp, is sailing from Barbados to Santiago in a large Dutch galleon accompanied by a small Dutch privateer sloop, and will arrive in one week's time. He can either be a ransom target or a bodyguard job depending on the PC's loyalties.
- 15 **Cargo Delivery.** Transport 5 tons of silver coins and religious treasures (38,000 gp) from Havana to San Juan in less than two week's time. The reward is 1000 gp for every ton delivered safely. Expect attacks from buccaneers.
- 16 **Shipwreck.** A large Spanish treasure galleon was sunk directly off the northern coast of Puerto Rico. It is 500 feet below sea level. Roll for random cargo. Some of the treasure is cursed and attracts water tentacles, which attack nearby ships.
- 17 **Exploration Contract.** Mission from the Royal Adventurer's Company (England): explore outside of the Border Etheral until you discover an island. Chart and explore this island, then return home safe and report your findings and any maps/charts made. Reward is 65,000 gp.
- 18 **Escort Mission.** Lady Frais, a French entrepreneur, pays to be safely escorted from Nassau to Tortuga along with a dozen young men and women. If they are brought to Tortuga alive she pays 3000 gp and the PC's become more acclaimed.
- 19 **Treasure on Route.** A large Dutch ship carrying riches is sailing from Curacao to St. Maarten, and will arrive in a week's time. If you hurry, you can intercept it before it reaches its destination. It's carrying large cargo parcel #5 (22 tons, 544,500 gp) and is protected by two small escort ships.
- 20 **Noble Sailing Away.** An English noble, Elizabeth Mallard, is sailing from Port Royal to the Virgin Islands in a medium English brig, and will arrive in one week's time. She can either be a ransom target or a bodyguard job depending on the PC's loyalties.
- 21 **Ghost Problems.** Gothmauve the island witch needs brave souls to drive away a ghost from her home island in the Windward Islands (random island). The ghost is native Taino spirit corrupted by the Weird on the waves, causing everything it touches or passes through to wither and rot. If the spirit is put to rest or banished, Gothmauve rewards the PC's with a treasure chest and 1 healing potion (1d4 + 5) each.
- 22 **Free Slaves.** A large Dutch slave ship carrying 100 slaves (commoners) from Africa is bound for Havana, and will arrive in one week's time from the eastern edge of the Border Etheral. Capture this ship and free the slaves, either to let them join your crew or to deliver them safely to Tortuga or Providence.
- 23 **Royal Gala.** You receive an invitation to represent the Brethren of the Coast at a royal gala in Jamaica. Beware of poisoners, and arrive with a handsome gift for the governor so more letters of marque are issued.
- 24 **Monster Hunt.** Join Henry Morgan in a monster hunt at the edge of the Border Etheral. He and his crew aboard his flagship (The Satisfaction, medium buccaneer brig) are hunting Wave Striders at the southern edge of the Border Etheral. Doing so is a service to Jamaica and the English crown, and killing one or more Wave Striders promises the reward of 20,000 gp and acclaim with the English.
- 25 **Message Delivery.** The governor of St. Kitts offers this quest: Find Captain Charlotte de Berry to deliver her a sealed letter from his office. Charlotte de Berry is on a random spot on the map, either at sea or on a small island. Finding her requires questioning other buccaneers or merchants found along the way. When the letter is delivered to her, de Berry sets out to St. Kitts as fast as possible. She offers the PC's 1500 gp as a reward and they earn acclaim amongst buccaneers.
- 26 **New Outpost.** The governor of Tortuga sends you a commission to sail to the Windward Islands and establish a Brethren of the Coast outpost for the brothers on Tortuga. Eliminate any Spanish or Dutch who may be there. The outpost takes two weeks and 200 gp worth of materials to build. Once completed, buccaneer ships sail for the outpost with a reward of 15,000 gp.
- 27 **Ironclad Ship.** The Brethren of the Coast have learned that the Dutch have developed a kind of iron-armoured ship that's impervious to conventional cannonfire (demi-cannons, culverins). This small ship (sloop) is being sailed from Curacao to the Cayman Islands to test. Intercept and capture this ship, then deliver it to Tortuga for a reward of 40,000 gp.
- 28 **Monster Hunt.** Kill a sea monster off the coast of the Cayman Islands on contract from their governor. The monster in question is a giant squid that's been capsizing merchant ships. 10,000 gp is given as a reward upon seeing proof of the creature's corpse.
- 29 **Seize a Buccaneer Haul.** A rival French buccaneer crew has hit the mother lode of treasure and is sailing back to Tortuga from a haul off the coast of the Bahamas. The main ship is a medium buccaneer brig at half hit points, accompanied by three small buccaneer sloops at full hit points. The main brig carries large cargo parcel #7 (27 tons, 1,628,500 gp). They will arrive in Tortuga in four days. Steal their plunder from them, or protect them from privateers, depending on your loyalties.
- 30 **Join an Armada.** Captain Diego Lucifer is attempting to seize a major Spanish port city and wants you to join his armada to eliminate the navy that guards it. Fight on the sea and sink enough vessels to give Lucifer's soldiers time to seize the port. The port is protected by a dozen small and medium Spanish naval ships. If your crew sinks at least 8 ships and survives, Captain Lucifer rewards your crew with 500,000 gp in treasure, and you earn acclaim amongst buccaneers and enemies of the Spanish.



Random Island Generation

By 1666 much of the Caribbean Sea has been mapped and divided up by native peoples, European colonizers, and buccaneers, but the *Weird on the waves* has changed a lot of the geography: islands colonized one year have been swallowed by the ocean the next, while brand new ones rise from the depths to be explored. Wave Masters may find themselves in need of brand new islands to use in their games.

The following tables are designed to help WM's create brand new small islands with rough features, populations, treasures, and secrets, all as quickly as possible. These islands are all small enough (or new enough) to have been looked over by early explorers of the Caribbean.

To generate a new island, roll 1d20, 1d100 (2d10 percentile roll), 1d12, 1d8, and 1d6, then consult the following tables to determine the following about the island:

- Its occupants (1d12)
- Its shape (1d20)
- Its resources (1d8)
- Its buried or hidden treasures (1d6)
- Its noteworthy features (1d100)

If Wave Masters are looking to turn a random small island into a more prominent adventure site, consider doing one or more of the following:

■ **Roll for multiple occupants.** The island is inhabited by two or more peoples who are in conflict with each other for control of the island. Whichever force of people ends up on top may go to form a permanent colony or outpost on the island. Each occupying force may turn to the PC's for support, depending on their loyalties.

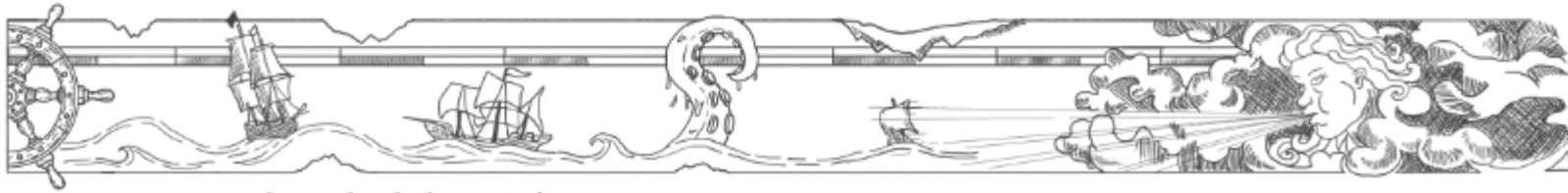
■ **Roll for multiple resources.** If this random island is to be a waystation or base for the PC's, it's best for it to have multiple resources at their disposal. This gives them more flexibility in trade, but also makes the island more appealing to other forces to attack and seize.

■ **Roll for multiple noteworthy features.** Each additional feature builds onto the island's history, making it feel like a more real place. Wave Masters are encouraged to weave these multiple features together into as cohesive a history as possible.

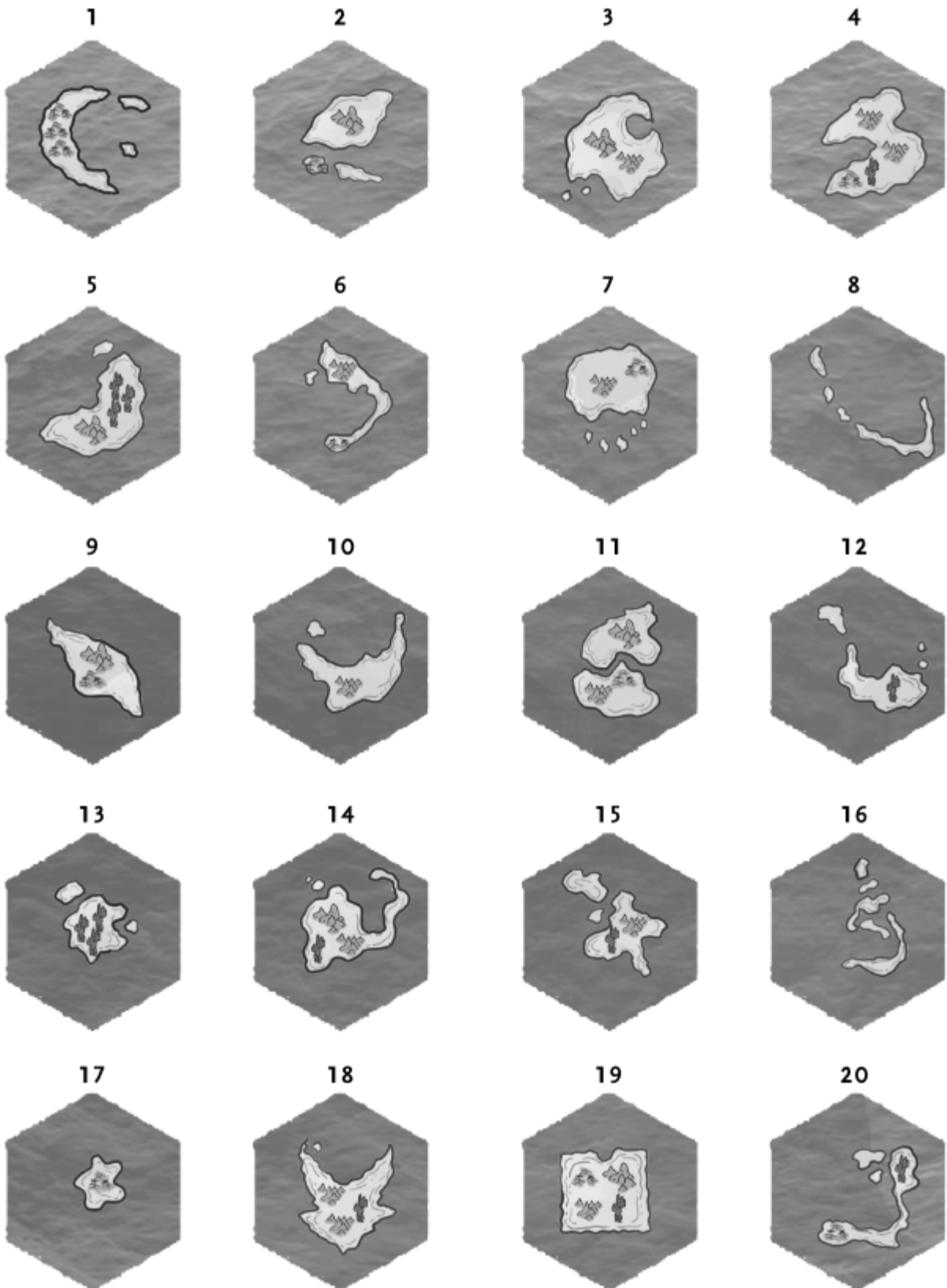
■ **Roll for multiple shapes.** If the original island feels too small, roll for another and combine the two. They can be sister islands separated by shallows, islands making up a new archipelago, or two landmasses attached in whatever way you like.

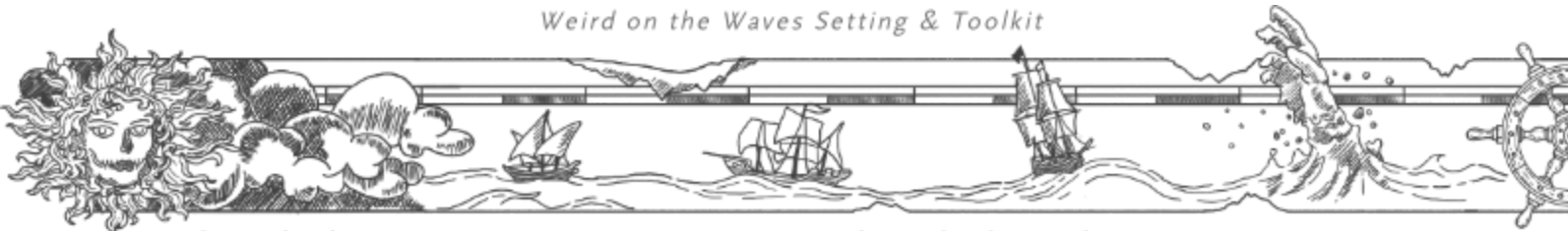
Random Island Occupants

1d12	Result
1–4	Uninhabited by humans
5	Spanish colonists (population 1d6 × 20 commoners, 10 sailors, 1 noble)
6	English colonists (population 1d6 × 10 commoners, 10 sailors, 1 captain)
7	Dutch merchants (population 2d6 × 10 sailors, 2 captains)
8	French colonists (population 1d6 × 10 commoners, 5 buccaneers, 1 noble)
9	Carib natives (population 4d6 × 10 commoners, 10 sailors)
10	Taino natives (population 2d6 commoners, 5 buccaneers, 1 noble)
11	Buccaneer camp (3d6 buccaneers, 1 captain)
12	Coconauts (4d6 × 10 coconauts)



Random Island Shape (1d20)





Random Island Resources

1d8 Result

- 1–2 Wild boar and pigs (Provisions)
- 3–4 Island Cedar trees (Materials)
- 5 Coconuts (Provisions)
- 6 Sea Cave (Hiding place)
- 7 Sugarcane from failed colony (1d6 × 100 gp)
- 8 Shipwreck (Roll ×2 random small cargo parcels)

Random Island Buried Treasure

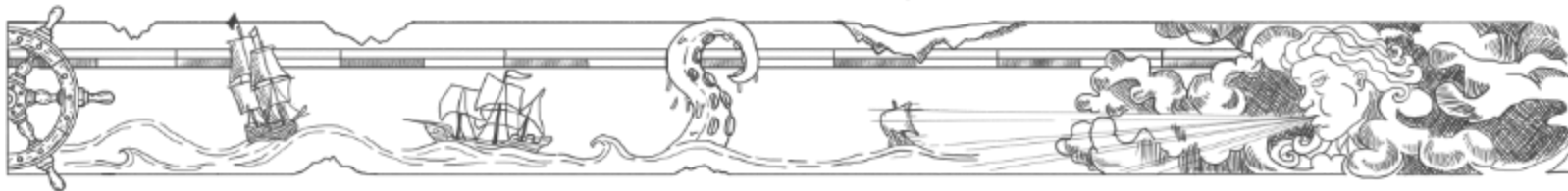
1d6 Result

- 1 Stolen chest of 1000 gp in Spanish doubloons and pieces of eight
- 2 Cache of Barbados rum (×12 barrels, 480 gp total)
- 3 Buccaneer's stash chest of two loaded pistols, change of clothes, a spyglass, one bottle of rum, and 200 gp in coins.
- 4 Sealed crate of textiles (175 gp)
- 5 Buried trove (Roll for a small random cargo parcel)
- 6 Buried trove (Roll ×2 small random cargo parcels)

Random Island Noteworthy Features

1d100 Result

- 1–20 An abandoned settlement. Tobacco and sugarcane has been planted, houses and camps built and intact, but completely empty save for a few splashes of blood. Pirates didn't kill these people, but something did. Setting up a camp here is easy, but encounters are doubled.
- 21–22 The stone basin of a spring in the jungle gives its water healing properties, capable of curing disease and restoring health. It's guarded by malevolent spirits who haunt those who take the waters with them.
- 23–24 Within the island is a cave system with 4d6 + 3 chambers, forming a treasure-laden but heavily trapped dungeon.
- 25–26 A group of Welshmen were marooned here. One lone survivor has gone crazy and set numerous death traps (pits, tripwires and spikes, spears, and more) up throughout the island. He waits to kill those who come to his island.
- 27–28 Enormous bioluminescent sky jellyfish float overhead, drawing ships closer at night. The island is surrounded by a massive barrier reef.
- 29–30 All flames lit on the island glow an eerie pink colour and make the sound of virulent cicadas. It is impossible to sleep restfully near open flames while on the island.
- 31–32 The island's beaches are littered with human skulls. Their teeth chatter at night.
- 33–34 The island's beaches are a beached whale graveyard. The stench on the island is terrible, but there are abundant whale bones.
- 35–36 The island's beaches are a crab breeding ground. Rolls to forage for Provisions automatically succeed, but you must roll 1d6. On a roll of 1–2, an artillery crab appears.
- 37–38 On the coast is an abandoned spanish fort. Within its crumbling walls are 1d4 pig iron cannons worth 100 gp each, but misfire on a roll of 1–10 if shot. Within 3 days, a Spanish galleon arrives with soldiers and masons to reclaim the fort.
- 39–40 The island is plagued by strange earthquakes every hour. Saving throws must be made to stay upright.
- 41–42 The island is haunted by the ghosts of shipwrecked pirates who've forgotten where they buried their treasure. They'll only rest if their treasure is uncovered and returned to them.
- 43–44 The island is haunted by the ghosts of French maroons who starved to death. They'll only rest if a feast of fresh food is prepared for them.
- 45–46 The island is haunted by the ghost of a shipwrecked Spanish condessa. She'll only rest if a ceremony is performed where she is married to an eligible bachelor of standing.
- 47–48 Tar black sands surround the island. These sands are sticky and difficult to walk through, making travel and exploration difficult and more time consuming.
- 49–50 The island is filled with abundant but poisonous fruits. If the island is populated, one brave settler has distilled the fruits into a sharp tasting liquor called 'Toothsome Grog' that they sell to sailors.
- 51–52 Within the island is a cave system filled with a huge deposit (7000 gp) of larimar gemstone. The cave's flooded bottom is filled with gwarnacles and gwarnacled creatures.
- 53–54 The island is cursed, causing horrible prophetic nightmares to all creatures who rest on it.



Random Island Noteworthy Features Continued

1d100 Result

- 57-58 The island is cursed, causing all who dwell upon it to slowly be turned into different kinds of fish people. The transformation is slow, causing anyone who stays there longer than a month to develop fishy traits.
- 59-60 The island is an old buccaneer drop off point. Every night stayed here, roll 1d6. On a roll of 6 a buccaneer brig arrives at night; its crew rowing ashore to bury treasure or collect buried treasure.
- 61-62 Hidden on the island is an ancient stone temple made by inhuman hands, devoted to a bipedal deity with a jellyfish head. Offering tributes or sacrifices at this temple grants advantage on fishing checks made for the next five days. Desecrating the temple grants the Wave Master an immediate Woe Dice roll.
- 63-64 Buried somewhere in the island is an enormous still-beating heart made of calcified material. The island itself is a fossilized Uberwhale. Once discovered, the Uberwhale begins to move again.
- 65-66 The island has invigorating rose-hued vistas at sunrise and sunset. Morale improves by 1 point for every night spent on the island up to a maximum of 12.
- 67-68 A talented sea witch calls the island her home. She is a baker and fashions entire houses out of ginger cake and confections. Now is the time for a Hansel and Gretel themed adventure.
- 69-70 At the heart of the island is a grisly calamity. A dozen corpses are frozen in place, mid-run away from the point of an explosion. Their bodies are melted and covered in once-molten gold. If the bodies are broken down they produce 340 gp worth of gold chunks. The Wave Master gains a Weird Die.
- 71-72 The whole island is dotted by barrels of black powder linked by lengths of fuse. Someone was planning on blowing the island up...but why?
- 73-74 Strange beautiful blue flowers grow all across the island. Their sight and smell causes lethargy, giving a -2 penalty to roll and checks to notice things.
- 75-76 The whole island is unseasonably cold. The whole island and all of its flora are actually made of metal, which absorbs heat from the island's surface.
- 77-78 The island is surrounded by a permanent blanket of fog, which breaks only for a minute once per day (right when the PC's first approach). The island is home to a single vampire, who preys upon those who make land on its island lair.
- 79-80 A press-gang massacre happened here. Abandoned rowboats, pikes, guns, blood, manacles, but no bodies. Something has eaten them.
- 81-90 Site of a cursed item. A random cursed item is hidden somewhere on the island. The item is a valuable treasure, but holds a terrible curse if used or possessed by a character. The exact nature of the cursed item is up to the Wave Master.
- 91-100 Site of a magic item. A random magic item is hidden somewhere on the island. The item is a valuable treasure or weapon, left behind by a Carib island goddess millenia ago. The exact nature of the magic item is up to the Wave Master.





Random Cargo and Treasure

Here are some tables for randomly creating random cargo parcels, treasure chests, and dropped loot. A cargo parcel is a random collection of cargo and goods found within the hold of a ship. The smaller a cargo parcel's size is, the less weight it takes up in a ship's cargo capacity. Treasure chests are exactly what they sound like: chests filled with treasure. While a cargo parcel might contain several tons worth of goods, treasure chests are never heavier than 500 lbs and contain only easily sold riches like gold, silver, jewels, and valuable/magic items. Lastly, dropped loot is singular items or coin purses taken from individuals or found on bodies.

Rolling for a Random Cargo Haul

Most ships sailing on the Caribbean sail with specific cargo hauls: finished goods and clothing bound for the colonies, tobacco and sugarcane bound for the new world, and rum, guns, and oil bound for island forts and outposts. Buccaneer ships on the other hand often haul anything and everything stolen and plundered on the sea. It's not uncommon to find a buccaneer vessel laden with chests of gold, 30 head of cattle, and several sacks of sugar and cocoa piled atop crates of fine china plates. Buccaneers take everything they can sell or trade for a profit.

When determining the cargo haul of a ship, use the following tables as a rough guide. Either roll or choose from the cargo parcel tables.

Average Cargo Capacities by Ship Size

Tiny Ships
0.5 tonnes

Small Ships
100 tonnes

Medium Ships
200 tonnes

Large Ships
300 tonnes

Average Cargo Hauls

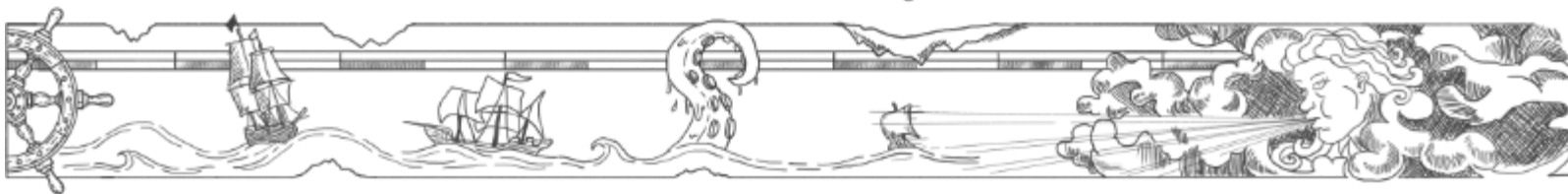
Tiny Ships
×1 Small Parcel

Small Ships
×2 Small Parcels
×1 Medium Parcel
OR
×4 Small Parcels

Medium Ships
×1 Small Parcel
×2 Medium Parcels
OR
×3 Medium Parcels

Large Ships
×3 Large Parcels
OR
×1 Small Parcel
×2 Medium Parcels
×1 Large Parcel





Medium Cargo Parcels

Medium cargo parcels are collections of treasures and greater supplies no heavier than 15 tonnes. They make up the cargo holds of medium and small ships.

Random Small Cargo Parcels (1d20)

1. *Rum, 0.5 tons, 200 gp *Black powder, 0.1 tons, 200 gp 0.6 tons, 400 gp	2. *Cotton, 0.1 tons, 500 gp *Housewares, 0.4 tons, 300 gp 0.5 tons, 800 gp	3. *Spanish wine, 0.2 tons, 300 gp *Livestock, 2.1 tons, 75 gp *Clothing, 1 ton, 300 gp 3.3 tons, 675 gp	4. *Rum, 0.4 tons, 160 gp *Treasure Chest x1 0.4 tons, 160 gp + treasure chest
5. *Narcotics, 0.5 tons, 1000 gp *Rum, 1 ton, 400 gp *Provisions (4), 200 lbs, 40 gp 1.6 tons, 1440 gp	6. *Fresh water, 2 tons, 200 gp *Oil, 0.6 tons, 120 gp 2.6 tons, 320 gp	7. *Fresh water, 1 ton, 100 gp *Sugar, 0.5 tons, 250 gp *Common spices, 1 ton, 100 gp 2.5 tons, 450 gp	8. *Textiles, 0.5 tons, 875 gp *Rum, 0.7 tons, 300 gp *Cotton, 0.3 tons, 1500 gp 1.5 tons, 2675 gp
9. *Silver Coins, 0.1 tons, 1000 gp *Spanish Wine, 0.5 tons, 750 gp *Black powder, 0.5 tons, 1000 gp *Provisions (6), 300 lbs, 60 gp 1.7 tons, 2810 gp	10. *Brandy, 1 tons, 3500 gp *Oil, 3 tons, 390 gp 5 tons, 3890 gp	11. *Housewares, 2.5 tons, 1875 gp *Clothing, 2 tons, 600 gp *Materials, 0.5 tons, 50 gp 5 tons, 2525 gp	12. *Cocoa beans, 0.6 tons, 600 gp *Sugar, 1 ton, 500 gp 1.6 tons, 1100 gp
13. *Tobacco, 1 ton, 1000 gp *Clothing, 2 tons, 600 gp 3 tons, 1600 gp	14. *Textiles, 0.2 tons, 350 gp *Clothing, 1 ton, 300 gp *Materials, 2 tons, 200 gp 3.2 tons, 850 gp	15. *Dyes, 0.2 tons, 500 gp *Textiles, 0.3 tons, 525 gp *Provisions (10), 0.3 tons, 100 gp *Materials, 1 ton, 100 gp 1.8 tons, 1225 gp	16. *Fresh water, 1 ton, 100 gp *Provisions, (35) 1 ton, 350 gp *Treasure Chest x2 2 tons, 450 gp, + 2 treasure chests
17. *Gold coins, 0.1 tons, 2000 gp *Silver coins, 0.3 tons, 3000 gp *Provisions (12), 0.4 tons, 120 gp 0.8 tons, 5120 gp	18. *Ivory, 0.1 tons, 12,000 gp *Fresh water, 1 ton, 100 gp 1.1 tons, 12,100 gp	19. *Raw silver, 0.1 tons, 10,000 gp *Silver coins, 0.1 tons, 1000 gp *Brandy, 0.5 tons, 1750 gp 0.7 tons, 12,750 gp	20. *Silver Ingots, 0.5 tons, 50,000 gp *Rum, 3 tons, 1200 gp *Black powder, 1 ton, 2000 gp 4.5 tons, 53,000 gp



Medium Cargo Parcels

Medium cargo parcels are collections of treasures and greater supplies no heavier than 15 tonnes. They make up the cargo holds of medium and small ships.

Random Medium Cargo Parcels (1d12)

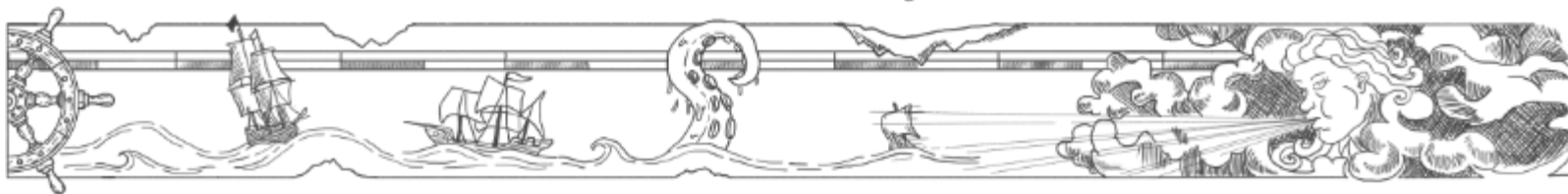
1. *Rum, 5 tons, 2000 gp *Clothing, 4 tons, 1200 gp *Black powder, 2 tons, 4000 gp 11 tons, 7200 gp	2. *Cotton, 3 tons, 15,000 gp *Housewares, 2 tons, 1500 gp 5 tons, 16,500 gp	3. *Spanish wine, 2 tons, 3000 gp *Livestock, 5 tons, 250 gp *Tobacco, 3 ton, 3000 gp *Treasure Chest x1 10 tons, 6250 gp + treasure chest	4. *Rum, 3 tons, 1200 gp *Narcotics, 1 ton, 2000 gp *Treasure Chest x1 4 tons, 3200 gp + treasure chest
5. *Spices, 0.5 tons, 1000 gp *Rum, 7 tons, 2800 gp *Sugar, 4 tons, 2000 gp *Provisions (20), 0.5 tons, 200 gp 12 tons, 6000 gp	6. *Fresh water, 2 tons, 200 gp *Oil, 5 tons, 1000 gp *Ivory, 0.2 tons, 24,000 gp 7.2 tons, 25,200 gp	7. *Fresh water, 2 ton, 200 gp *Narcotics, 1 ton, 2000 gp *Common spices, 1 ton, 100 gp *Gold Coins, 2 tons, 20,000 gp 6 tons, 22,300 gp	8. *Textiles, 3 tons, 5250 gp *Rum, 1 ton, 400 gp *Cotton, 4 tons, 20,000 gp *Silver Coins, 0.5 tons, 5000 gp 8.5 tons, 30,650 gp
9. *Silver Coins, 1 tons, 10,000 gp *Spanish Wine, 4 tons, 6000 gp *Black powder, 3 tons, 6000 gp *Provisions (60), 1.5 tons, 600 gp 9.5 tons, 22,600 gp	10. *Brandy, 3 tons, 10,500 gp *Oil, 3 tons, 390 gp *Tobacco, 4 tons, 4000 gp *Materials, 5 tons, 500 gp 15 tons, 15,390 gp	11. *Housewares, 2.5 tons, 1875 gp *Brandy, 2 tons, 7000 gp *Clothing, 2 tons, 600 gp *Textiles, 2 tons, 3500 gp *Materials, 0.5 tons, 50 gp 9 tons, 13,000 gp	12. *Raw Silver, 5 tons, 500,000 gp *Sugar, 4 tons, 2000 gp *Provisions (20), 0.5 tons, 200 gp 9.5 tons, 502,200 gp

Large Cargo Parcels

Large cargo parcels are collections of supreme treasures, unrefined ore and precious metals, and massive quantities of goods no heavier than 30 tonnes. They make up the cargo holds of large ships.

Random Large Cargo Parcels (1d8)

1. *Tobacco, 5 tons, 5000 gp *Sugar, 5 tons, 2500 gp *Rum, 5 tons, 2000 gp *Brandy, 2 tons, 7000 gp *Provisions (120), 3 tons, 1200 gp 20 tons, 17,700 gp	2. *Clothing, 1 ton, 300 gp *Housewares, 2 tons, 1500 gp *Spices (exotic), 1 ton, 1000 gp *Livestock, 10 tons, 500 gp *Gold Coins, 2 tons, 40,000 gp 16 tons, 43,300 gp	3. *Narcotics, 2 tons, 4000 gp *Rum, 10 tons, 4000 gp *Black Powder, 5 tons, 10,000 gp *Ivory, 0.3 tons, 36,000 gp 17.3 tons, 54,000 gp	4. *Cotton, 5 tons, 25,000 gp *Tobacco, 5 tons, 5000 gp *Sugar, 5 tons, 2500 gp *Dyes, 2 tons, 5000 gp *Silver Coins, 5 tons, 50,000 gp 22 tons, 87,500 gp
5. *Raw Silver, 3 tons, 300,000 gp *Silver Ingots, 2 tons, 200,000 gp *Black Powder, 10 tons, 20,000 gp *Spanish Wine, 7 tons, 24,500 gp 22 tons, 544,500 gp	6. *Gold Coins, 6 tons, 120,000 gp *Silver Coins, 6 tons, 60,000 gp *Cocoa Beans, 8 tons, 8000 gp *Sugar, 10 tons, 5000 gp 30 tons, 193,000 gp	7. *Ivory, 2 tons, 240,000 gp *Spices (exotic), 3 tons, 3000 gp *Provisions (200), 5 tons, 2000 gp *Raw Silver, 10 tons, 1,00,000 gp 20 tons, 1,245,000 gp	8. *Rum, 10 tons, 4000 gp *Spanish Wine, 7 tons, 24,500 gp *Gold Coins, 5 tons, 100,000 gp *Gold Ingots, 5 tons, 1,500,000 gp 27 tons, 1,628,500 gp



Treasure Chests

Treasure chests are unique pieces of cargo. Their contents are far more varied and often more valuable than just goods, sundries, or common riches. A treasure chest contains unique art objects, rare jewels, magic items, and sometimes personal effects or voyage specific items. These chests were often the collected treasures of a single ship or a single captain.

Whenever a treasure chest is rolled on the following table and collected by players,

Wave Masters are encouraged to strike out the result and create a new one in its place in order to keep the contents of the chests fresh and interesting. No two treasure chests should be exactly alike.

On average a chest can contain up to 400 pounds (0.2 tonnes) of treasure, but Wave Masters are encouraged to hand wave this measurement on occasion in the spirit of filling chests with cool loot. Opening a treasure chest should be like opening a piñata: filled to the brim with goodies and surprises!

Random Treasure Chests

1d20	Result
1	300 gp and four grenades (160 gp) buried in pile of sand. When opening the chest roll 1d6. On a roll of 1 one of the grenades is lit and explodes 1 round later, sending 6d6 worth of gold shrapnel in all directions.
2	200 gp, four loaded pistols, a bag of shot, three sets of common clothing, and an empty bottle.
3	350 gp, four bottles of Spanish red wine (20 gp), and a set of navigator's tools (50 gp).
4	150 gp, a hefty chunk of silver ore (3200 gp), and a severed human hand wearing an Inquisition ring.
5	300 gp, a large bottle of blue dye (50 gp), two sets of fancy clothing (50 gp), and an unsigned letter of marque from the English against the French.
6	150 gp, 100 gp in assorted gemstones, two naval cutlasses (30 gp), and a Spanish breastplate (400 gp).
7	200 gp, a set of noble's armour (1000 gp), a loaded pistol (25 gp), and a sorrowful goodbye letter from an English duke to his family.
8	300 gp, 250 gp in assorted gemstones, and a ragged tricorne hat with a bullet hole in it.
9	100 gp, two flasks of rum (2 sp), a sewing kit (5 sp), and a random magic item (rare).
10	400 gp, a pouch of tobacco (8 sp), and a treasure map left behind by Pierre Le Grande, which leads to a nearby random treasure island.
11	250 gp and a human skull that constantly whispers terrible secrets. Using raise dead or speak with dead spells reveals the skull to be an ancient sea witch OR an NPC vital to the campaign or voyage (Wave Master's choice).
12	75 gp and seven lizards (70 gp) all crowded into the box. How they've survived inside a chest this long is anyone's guess. Maybe they're magic.
13	150 gp and a random magic item (rare). The magic item is being clutched by a skeletal hand. Its previous owner didn't want to let go.
14	100 gp, 200 gp in assorted gemstones, and a golden idol with sapphires for eyes (200 gp). If the idol is placed on a sacred altar or pedestal, the characters are granted three questions to be answered by a mysterious force compelled to tell the truth. Usable once.
15	200 gp and a small framed painting of a Spanish noblewoman. The painting is an original of Peter Paul Rubens, worth 500 gp.
16	150 gp and three potions of healing (restores 1d4 + 2 hit points).
17	Three random magic items (two rare, one wondrous).
18	300 gp and two magic items (wondrous).
19	100 gp, several gold crucifixes (120 gp), bishop's vestments, and a glass phial filled with three molars belonging to Joan of Arc. Any character who carries these with them is immune to disease.
20	Roll again twice and combine the results.



I Search The Body...

As a rule of thumb, this table is only consulted when searching a dead body or pickpocketing an NPC. When a crew takes a ship, individual NPC's cannot be shaken down for rolls on this

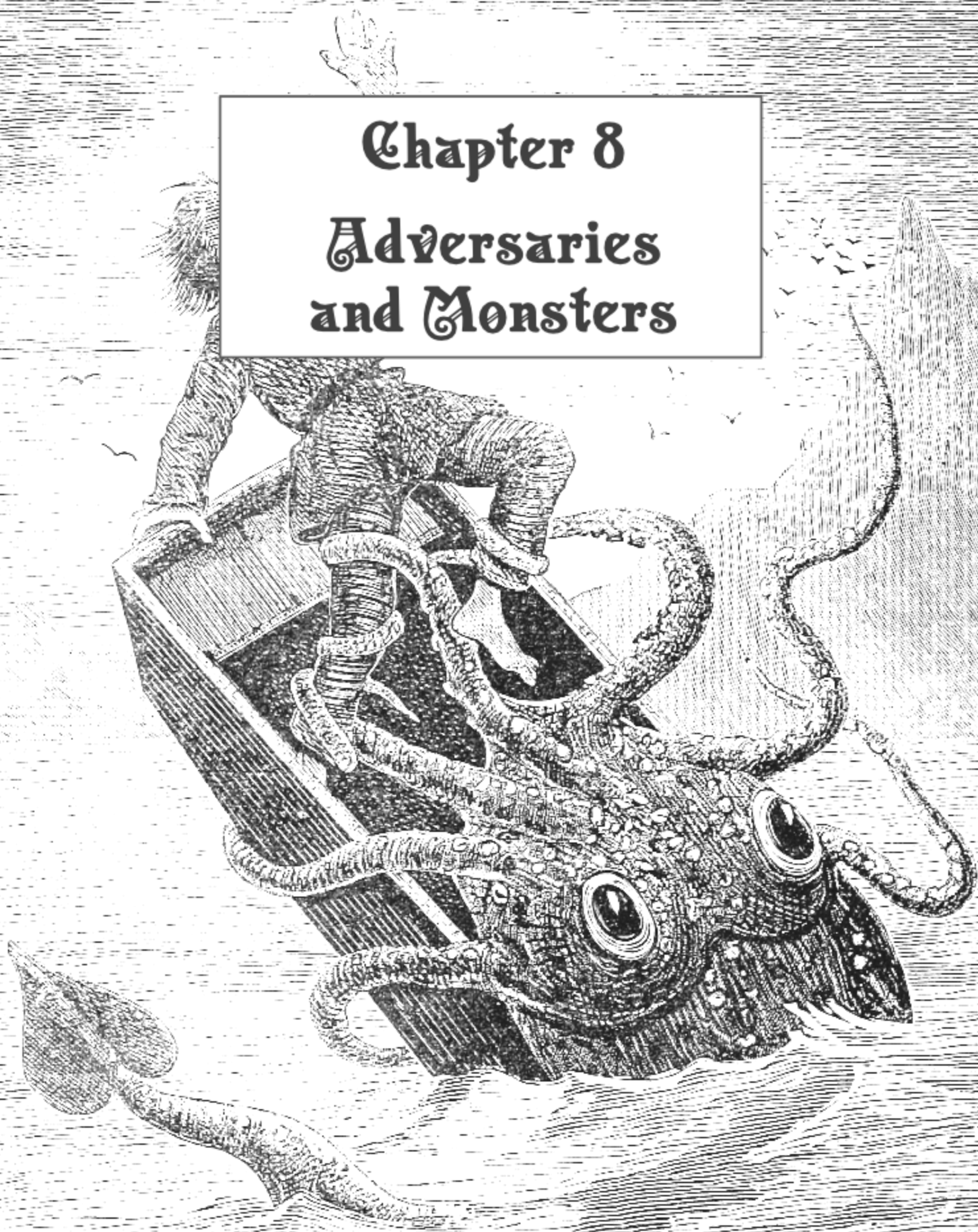
table. The following treasures are rare and lucky finds. Prices listed alongside items and trinkets are suggested rewards or sale prices, but Wave Masters are encouraged to change these prices to best suit the current encounter or voyage.

I Search The Body Table

1d100	Result
1–2	One day's ration of hard tack.
3–60	An amount of gp equal to the roll.
61–62	A small bundle of love letters addressed to Paulette de Vie in Tortuga. The woman in question is a consort in a brothel on the island, who offers a reward (10 gp or a trinket) if the letters are returned.
63–64	A signet ring bearing the seal of the Dutch West India Company (Can be sold for up to 800 gp to pirates or counterfeiters).
65–66	A bottle of kelp smoothie. It smells of seaweed, cloves, and brine; restores 2d4 + 1 hit points.
67–68	A bottle of fine Spanish red wine (30 gp).
69–70	A human skull that constantly whispers terrible facts about the ocean.
71–72	A wooden rosary with an icon of the holy virgin mother attached. It's constantly warm to the touch.
73–74	A signed letter of marque issued from the Governor of Hispaniola against all Dutch merchant ships.
75–76	A rusted iron key wrought in the shape of a mermaid. It unlocks a sunken chest found somewhere in the Caribbean, filled with an epic treasure or magic item (Wave Master's choice, or roll for a random wondrous magic item).
77–78	Whale bone scrimshaw piece depicting a water tentacle attack (25 gp).
79–80	A spyglass, cracked but still usable.
81–82	A love letter from an infamous buccaneer addressed to a high ranking Spanish naval captain. If either NPC is approached with the letter, they'll offer a reward (150 gp) for its quick and quiet return.
83–84	A piece of fruit with the outside of an orange but its insides taste and smell of tobacco. The insides are highly addictive. Selling it to an expert planter, druid, or herbalist before it goes bad in 2d4 + 1 days fetches a high price (750 gp).
85–86	A shark tooth necklace. If used as a melee weapon, the necklace deals damage equal to a dagger.
87–88	A tarnished golden ring bearing the symbol of the Spanish Inquisition. It has dried blood in its crevices. It is worth a handsome reward (150 gp) to occultists or the Catholic church.
89–90	A pocket grimoire bound in iguana hide and inked in blood. Reading through it grants the reader the single use of a random 5th level spell. Wizards and other spellcasters can copy this spell into their own spellbooks. Reading through the grimoire also grants the Wave Master an immediate Woe Dice roll.
91–92	A roughly drawn treasure map leading to a buried treasure chest. If the PC's are on an island, the buried chest is within 500 feet of them. If the PC's are at sea or at port, the chest is on a random island within 50 miles of their current location. The contents of the chest are a random chest roll.
93–94	A cat idol fashioned from driftwood and wrapped in gold wire (35 gp). Holding this idol causes all cats within 100 feet of you to obey your every command.
95–96	A dented compass that always points towards the nearest largest amount of treasure or wealth. Using this compass more than twice in a day grants the Wave Master a Wierd Die.
97–98	A sealed invitation to a planter's gala in Port Royal, where wealthy merchants, plantation owners, and influential NPC's are gathering. The invitation isn't addressed to anyone.
99–100	An unsigned deed to a plot of land and plantation on Jamaica issued by the King of England. The land has a small cabin and longhouse built upon it but is unoccupied. Whether traded, sold, or claimed it is worth a high price (15,000 gp).

Chapter 8

Adversaries and Monsters





Adversaries and Monsters

As the waves themselves became weird, so too did the creatures that inhabit them or live around them. This is a collection of two kinds of creatures: ordinary animals and peoples that are commonly encountered, and strange new monstrosities from the depths of the sea.

Sizes and Hit Dice

Weird on the Waves breaks its creatures down into size categories that determine their hit dice values. Smaller creatures have smaller hit dice values, and larger creatures have greater hit dice values.

Size	Hit Dice	Example
Tiny	1d4	Rat, parrot
Small	1d6	Dog, monkey
Medium	1d8	Human, shark
Large	1d10	Horse
Huge	1d12	Killer whale
Gargantuan	1d20	Humpback whale

Common Creatures and Adversaries

Included here are ordinary animals and peoples that are commonly encountered. Their statistics are intended to be a template upon which Referees can add to and improvise with.

Whale

Gargantuan sea creature

Armour 18

Hit Points 190 (30d12 + 10)

Movement 0 ft., swim 30 ft.

Morale 9

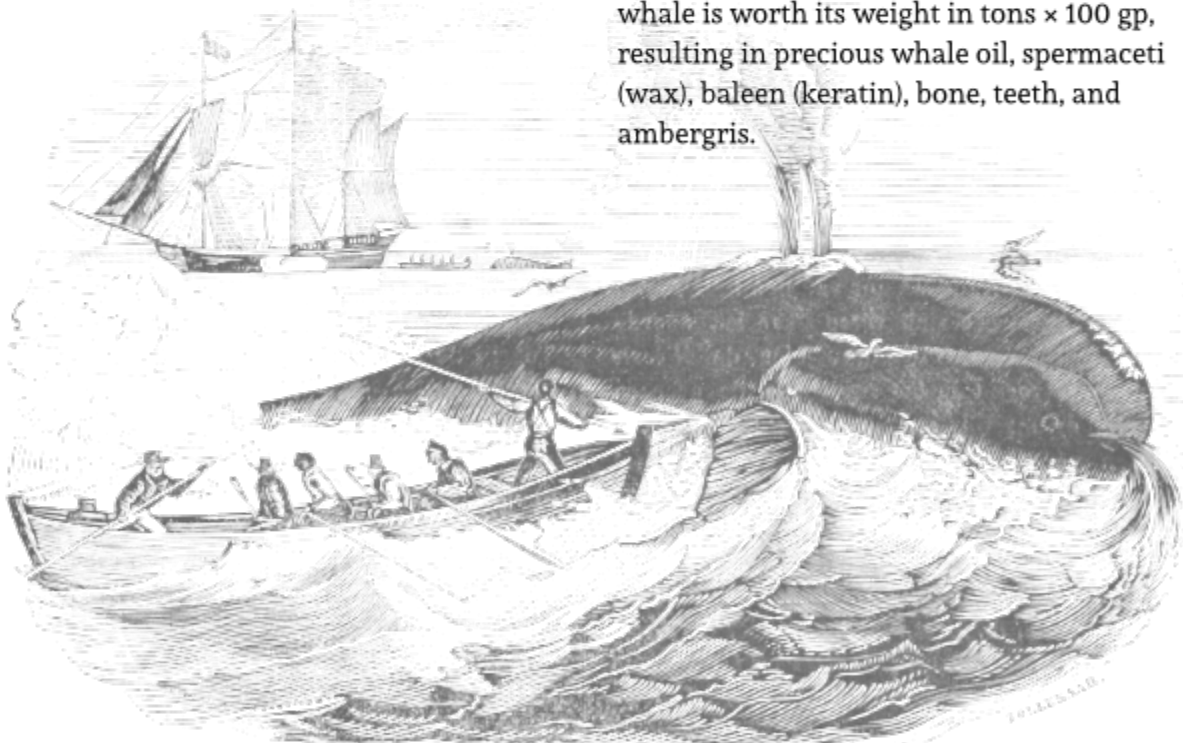
Actions

Slam. +5 to hit, 12 (4d6) damage.

Swallow Whole. The target must succeed on a saving throw or be swallowed.

Swallowed creatures are trapped within the whale and considered to be drowning.

On whales. The Caribbean has a variety of species of whales, with humpback and sperm whales being the most common. The average whale weighs 45 (5d10 + 20) tons and must be towed back to civilization to be processed. A whale is worth its weight in tons × 100 gp, resulting in precious whale oil, spermaceti (wax), baleen (keratin), bone, teeth, and ambergris.



Shark

Medium sea creature

Armour 12

Hit Points 20 (4d8)

Movement 0 ft., swim 40 ft.

Morale 8

Special

*Sharks have advantage on attack rolls when hunting in packs.

*Sharks can only breathe underwater.

Actions

Bite. +4 to hit, 3 (1d6) damage.

Octopus

Medium sea creature

Armour 12

Hit Points 4 (1d8)

Movement 5 ft., swim 30 ft.,

Morale 5

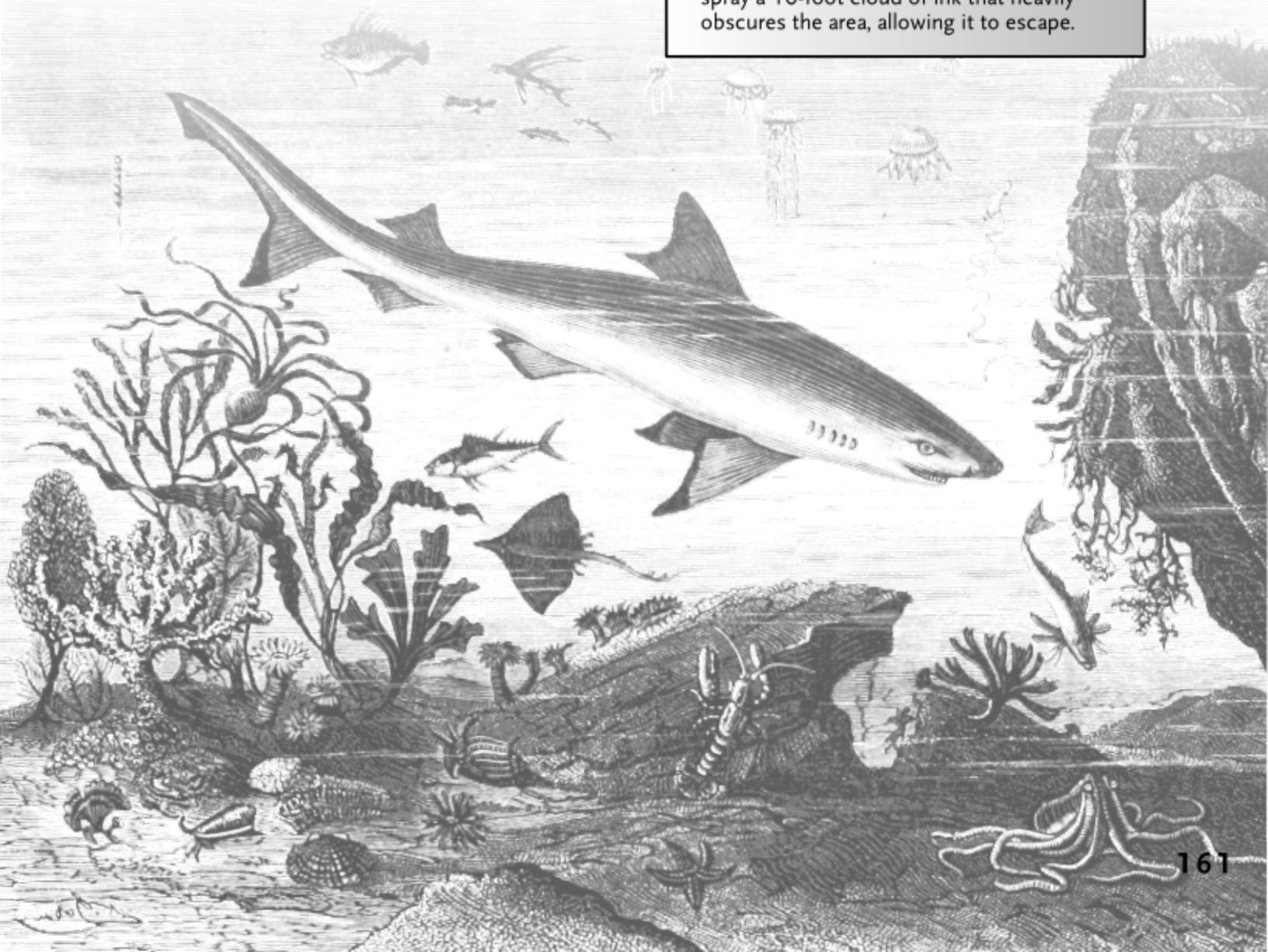
Special

*The octopus can camouflage itself while underwater, so it has a Stealth skill of 5 in 6. It can hold its breath on land for up to 30 minutes.

Actions

Tentacles. +2 to hit, 1 damage and the target is grappled.

Ink Spray. Once per day the octopus can spray a 10-foot cloud of ink that heavily obscures the area, allowing it to escape.



Giant Crab

Medium sea creature

Armour 15

Hit Points 12 (3d8)

Movement 30 ft., swim 30 ft.

Morale 6

Actions

Claws. +3 to hit, 3 (1d6) damage and the target is grappled. The target must succeed on a saving throw to escape on their own.

Swarm of Crabs

Medium swarm of sea creatures

Armour 10

Hit Points 24 (6d8)

Movement 30 ft., swim 30 ft.

Morale 8

Special

*The swarm takes half damage from slashing or piercing weapons, but double damage from blunt weapons or spells.

Actions

Swarm of Claws. +5 to hit, 4 (2d4) damage, or 2 (1d4) damage if the swarm of crabs has half of its hit points or fewer.



Parrot

Small creature

Armour 12

Hit Points 3 (1d6)

Movement 10 ft., fly 40 ft.

Morale 6

Special

*Owning a parrot or other tropical bird as a buccaneer grants the owner a +2 bonus to their Charisma score.

Actions

*Beak. +1 to hit, 2 (1d4) damage.

*Mimic and Repeat. When a parrot hears a significant sound or a choice bit of dialogue, it has a 3 in 6 chance of remembering it and repeating it later.

Monkey

Small creature

Armour 12

Hit Points 3 (1d6)

Movement 20 ft., climb 30 ft.

Morale 6

Special

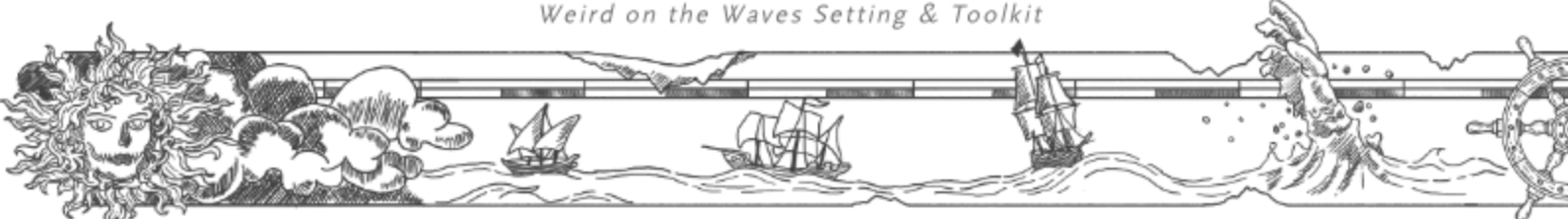
*Owning a monkey as a buccaneer grants the owner a +2 bonus to Sleight of Hand checks.

Actions

Bite. +2 to hit, 2 (1d4) damage.

Steal. On a roll of 1-3 on a d6, the monkey successfully steals a small object from the target.

On parrots. Parrots of the Caribbean come in several varieties, but most tend to have bright green bodies, yellow or red chests, and green or blue heads. They are the animal companion of choice for buccaneers and pirates.



Cat

Small creature

Armour 12

Hit Points 3 (1d6)

Movement 40 ft., climb 30 ft.

Morale 6

Special

*Owning a cat as a buccaneer grants the owner a +2 bonus to saving throws made against disease or poison.

Actions

Claws. +2 to hit, 2 (1d4) damage.

Dog

Small creature

Armour 12

Hit Points 3 (1d6)

Movement 30 ft.

Morale 7

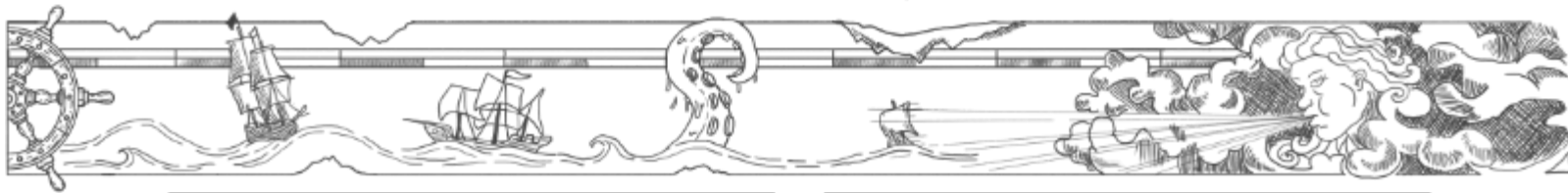
Special

*Owning a pet dog grants its owner a +1 bonus to all saving throws against fear and madness.

Actions

Bite. +2 to hit, 2 (1d4) damage.





Toad

Tiny creature

Armour 12

Hit Points 2 (1d4)

Movement 10 ft., swim 15 ft.

Morale 5

Special

*The toad secretes a hallucination causing mucous once per day. Those who take it must make a saving throw against poison to resist it. The hallucinations last for 1 hour.

Actions

Bite. +1 to hit, 2 (1d4) damage.

Lizard

Tiny creature

Armour 12

Hit Points 2 (1d4)

Movement 15 ft.

Morale 5

Special

*Owning a pet lizard grants its owner a +1 bonus to all saving throws against being poisoned or diseased.

Actions

Bite. +1 to hit, 2 (1d4) damage.

Wild Boar

Medium creature

Armour 13

Hit Points 6 (2d6)

Movement 40 ft.

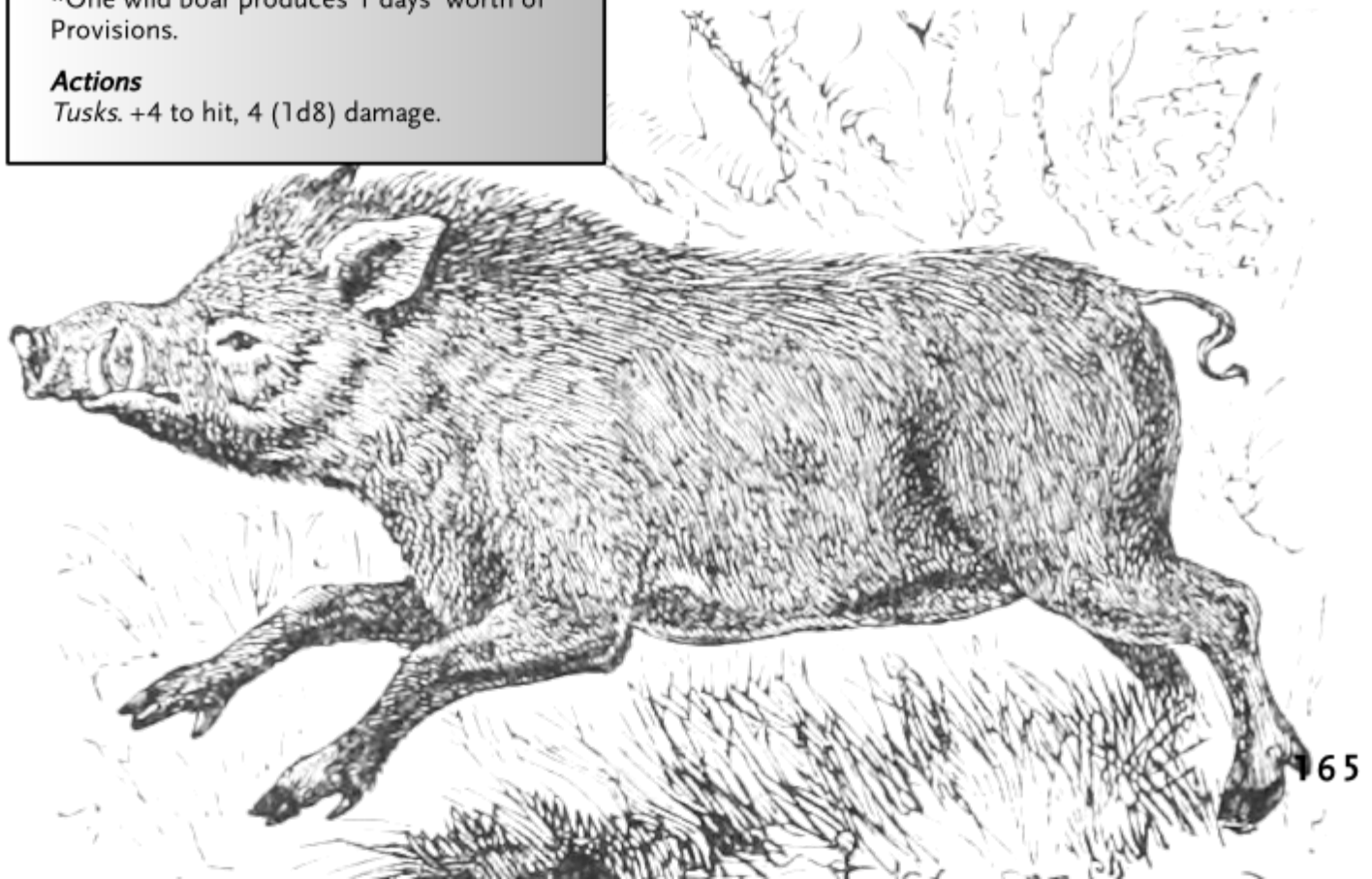
Morale 6

Special

*One wild boar produces 1 days' worth of Provisions.

Actions

Tusks. +4 to hit, 4 (1d8) damage.



Sea Monkey*Small creature***Armour** 14**Hit Points** 3 (1d6)**Movement** 20 ft., climb 30 ft., swim 30 ft.**Morale** 5**Special**

*Owning a pet sea-monkey grants its owner a bonus to holding their breath, doubling the amount of time they can hold their breath underwater before drowning.

Actions

Bite. +2 to hit, 2 (1d4) damage.

Mer-Catfish*Small creature***Armour** 12**Hit Points** 3 (1d6)**Movement** 40 ft., swim 40 ft.**Morale** 7**Special**

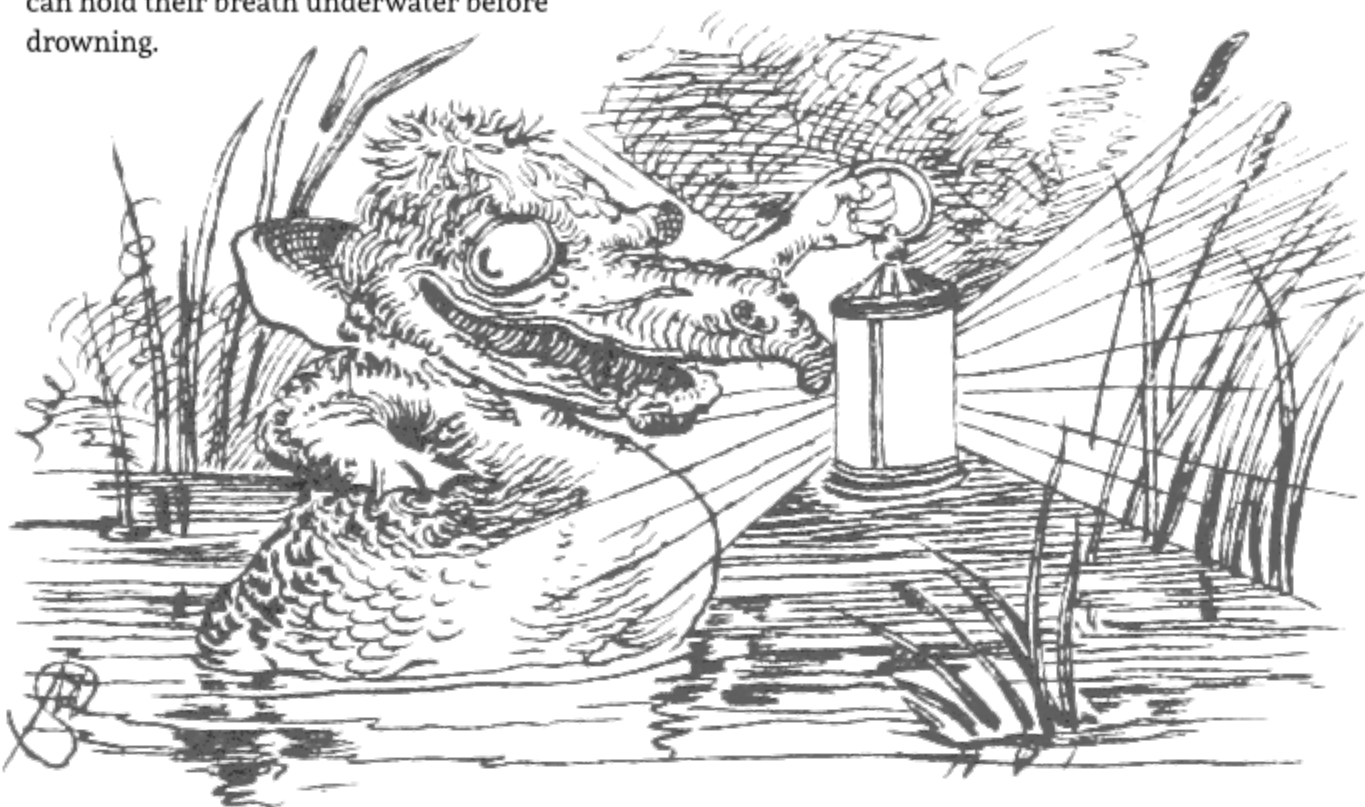
*Owning a pet mer-catfish grants its owner a +1 bonus to fishing checks. This +1 bonus applies to both the contest with the Waves, and the 1d6 roll made if fishing is successful.

Actions

Claws. +2 to hit, 2 (1d4) damage.

On Sea Monkeys. Sea monkeys are a new creature brought on by the Weird. Similar to mermaids, when a monkey perishes in the sea, the sea deems fit to bring it back as a monkey-fish hybrid. Some buccaneers think these small amphibious creatures are adorable. Sea Monkeys secrete a vapour from their skin that transfers a portion of their amphibious nature to those close to them. Owning a pet sea-monkey grants its owner a bonus to holding their breath, doubling the amount of time they can hold their breath underwater before drowning.

On Mer-Catfish. A waveborne chimera of fish and cat, with the strengths and appeal of both creatures. These rare animals are the prized pets of mermaids. They are expert underwater hunters. Owning a pet mer-catfish grants its owner a +1 bonus to fishing checks. This +1 bonus applies to both the contest with the Waves, and the 1d6 roll made if fishing is successful.





Buccaneer

Medium creature

Armour 12

Hit Points 10 (2d8 + 1)

Movement 30 ft.

Morale 8 (or determined by their captain's Charisma)

Special

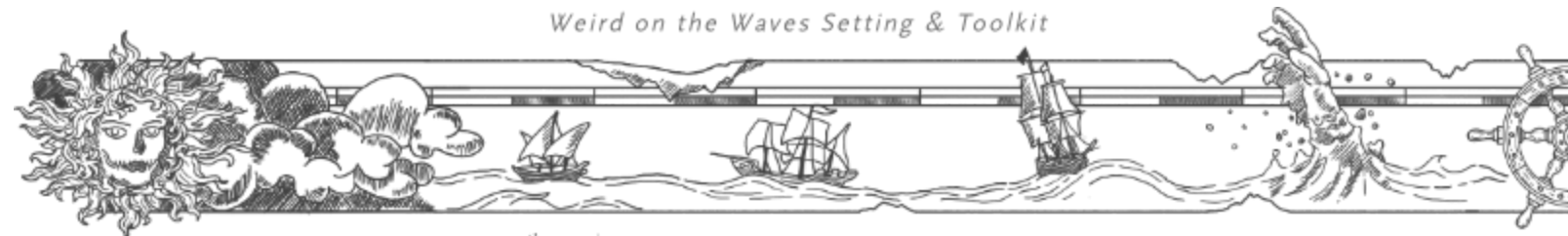
*Buccaneers are skilled in maritime, athletics, and climbing.

Actions

Cutlass. +2 to hit, 3 (1d6) damage.

Pistol. +2 to hit, range 25 ft./100 ft., 4 (1d8) damage.

On buccaneers. Buccaneers are the precursors to pirates. They are former sailors or slaves who have taken up lives of piracy on the sea. They are often of French, Dutch, English, and African descent. Traditionally they oppose the Spanish navy and prey upon Spanish shipping vessels, but as more trade ships appear and as the waves become weirder, their loyalties to Queen and country fade. The buccaneer's statistics can also be used for privateers or corsairs.



Sailor

Medium creature

Armour 10

Hit Points 4 (1d8)

Movement 30 ft.

Morale 6 (or determined by their captain's Charisma)

Special

Sailors are skilled in maritime, athletics, and climbing.

Actions

Boot Knife. +2 to hit, 2 (1d4) damage.

On sailors. Sailors are the most common people found on the waves. They come from all over the world, bringing with them the knowhow of sailing. Most ships in the Caribbean are crewed by sailors, Spanish, Buccaneer, or otherwise.

Commoner

Medium Creature

Armour 10

Hit Points 4 (1d8)

Movement 30 ft.

Morale 5

Actions

Fists. +0 to hit, 1 damage.

On commoners. Commoners are the most abundant people in the Caribbean. The commoner's statistics can be used to represent slaves, servants, workers, merchants, castaways, and natives.

Captain

Medium creature

Armour 15

Hit Points 25 (5d8 + 5)

Movement 30 ft.

Morale 8

Special

*Captains grant a +3 bonus to Morale to every crewmember who can see or hear them.

*Captains are skilled in maritime, athletics, and climbing.

Actions

Cutlass. +3 to hit, 3 (1d6) damage.

Pistol ×2. +3 to hit, range 25 ft./100 ft., 4 (1d8) damage.

Command. The captain uses their action to command any crewmember who can see or hear them to act, granting them an action (attack, move, use a skill, etc).

On captains. Captains are the leaders of a ship. On naval vessels, captains are officers of rank who are loyal to the interests of their country. On buccaneer ships, the captain is often a buccaneer who either seized the ship and took command or was made captain in a vote by the crew.

When a ship's captain is killed, the crew of that ship is forced to make a Morale check. Failure causes them to surrender.



Noble

Medium creature

Armour 13

Hit Points 8 (2d8)

Movement 30 ft.

Morale 7

Special

Nobles are skilled at diplomacy and persuasion.

Actions

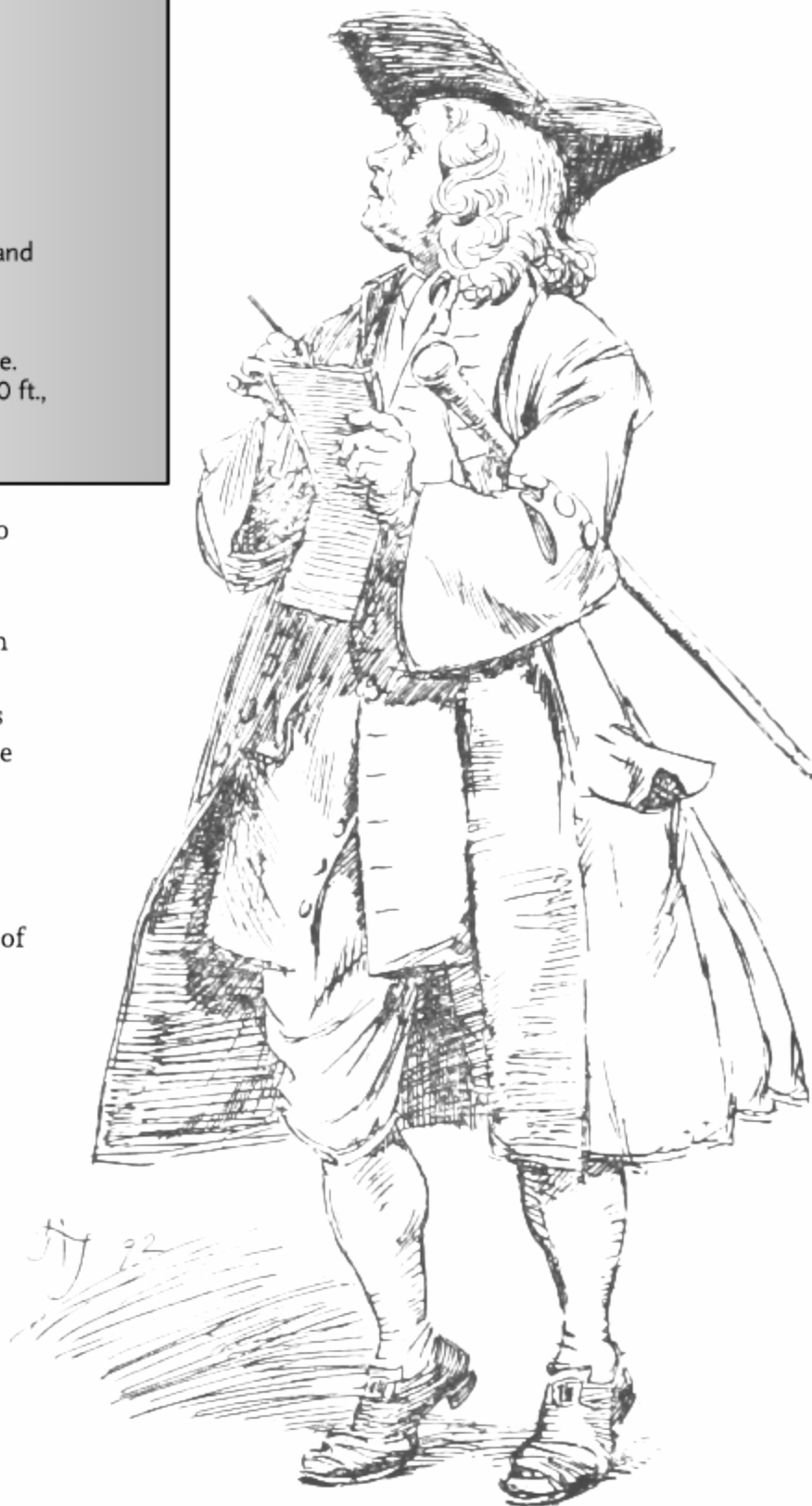
Rapier. +1 to hit, 3 (1d6) damage.

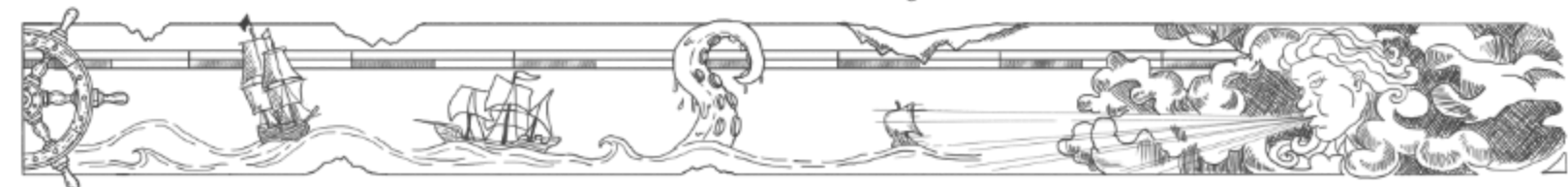
Pistol. +1 to hit, range 25 ft./100 ft., 4 (1d8) damage.

On nobles. Nobles are often take to the waves to travel between their estates and plantations in the Caribbean and their homelands in Europe. They are often accompanied by escorts or guards (Use the sailor statistics, minus the skills).

Nobles often wear fine clothing and riches. A defeated noble has 1d10 × 10 sp on their person, as well as two rolls worth of treasure from the “I search the body” table.

The noble’s statistics can also be used to represent valued merchants and dignitaries who aren’t of noble birth.





Island Priest

Medium creature

Armour 14

Hit Points 20 (5d8)

Movement 30 ft.

Morale 10

Special

*Island priests are skilled in religion and history.

*Spellcasting. The island priest is a 2nd level spellcaster that knows up to five clerical spells of 1st to 2nd level.

Actions

Dagger. +1 to hit, range (if thrown) 20 ft./50 ft., 2 (1d4) damage.

Bless. The priest blesses one creature he can see, causing that creature to roll their next roll twice and use the better result.

On Island Priests. Priests of the Caribbean are far more than their pompous, entitled brethren from the churches of the old world. These men (and very occasionally women) of the cloth have kept their faith and preserved the faith of their communities as the waves around them turned sinister and foul. Their knowledge not just of holy matters but also the human condition keeps them on guard against the fell things in the world.

Island Priests of the Greater Antilles tend to be Catholic, though a few Protestants, Anglicans, and Jews live in the Caribbean as well. An island priest can be of any faith, their title changing to best fit the religion. Island priests are literate, able to read latin as well as read and speak a few other languages. They also can muster a few miracles in the form of 'cleric spells', though how miraculous these spells end up being is up to the Wave Master.



Sea Witch

Medium creature

Armour 12

Hit Points 24 (6d8)v

Movement 30 ft.

Morale 10

Special

*Sea witches are skilled in maritime, arcana, and forbidden lore.

*Spellcasting. The sea witch is a 6th level Magic-User that knows up to seven spells of 1st to 3rd level.

Actions

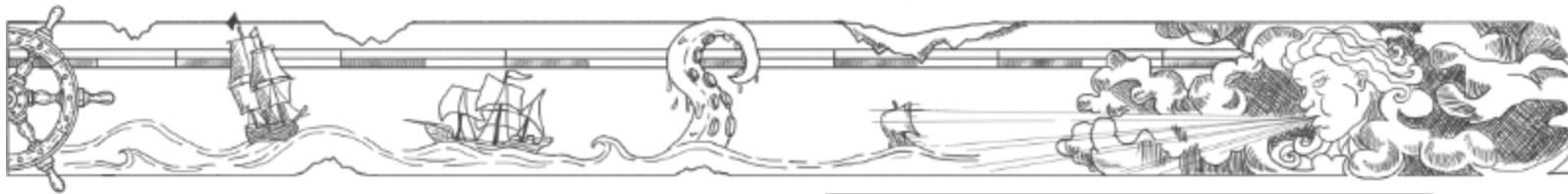
Dagger. +1 to hit, range (if thrown) 20 ft./50 ft., 2 (1d4) damage.

Hex. The sea witch hexes one creature she can see, causing that creature to roll their next roll twice and use the worse result.

On sea witches. Sea Witches are wicked magic-users who have abandoned traditional values of right and wrong and instead look to the harsh and unyielding ocean for their morality. They draw their magic from the weirdness of the waves and use it to wreak havoc wherever they can.

Most uncharted islands have at least one sea witch living on them. Some sea witches serve aboard buccaneer ships, either as captives or as advisors to the captain. Few serve on ships unless it furthers their strange goals.

While sea witches are typically female, their statistics can be used for any kind of evil magic-user.



Weird Creatures and Adversaries

These are the monstrosities either created by the weird on the waves or awoken from the depths of the sea by it. These creatures are unique to *Weird on the Waves*' setting.

Mermaids

"Part of your world"

Mermaids can often be found in the sunken wrecks of ships or on the sandy atolls of deserted islands. While they were once human, they are wary of landwalkers and are slow to trust. More information on mermaids can be found in Chapter 3.

Mermaid

Medium sea creature

Armour 12

Hit Points 15 (3d8 + 3)

Movement 10 ft., swim 50 ft.

Morale 7

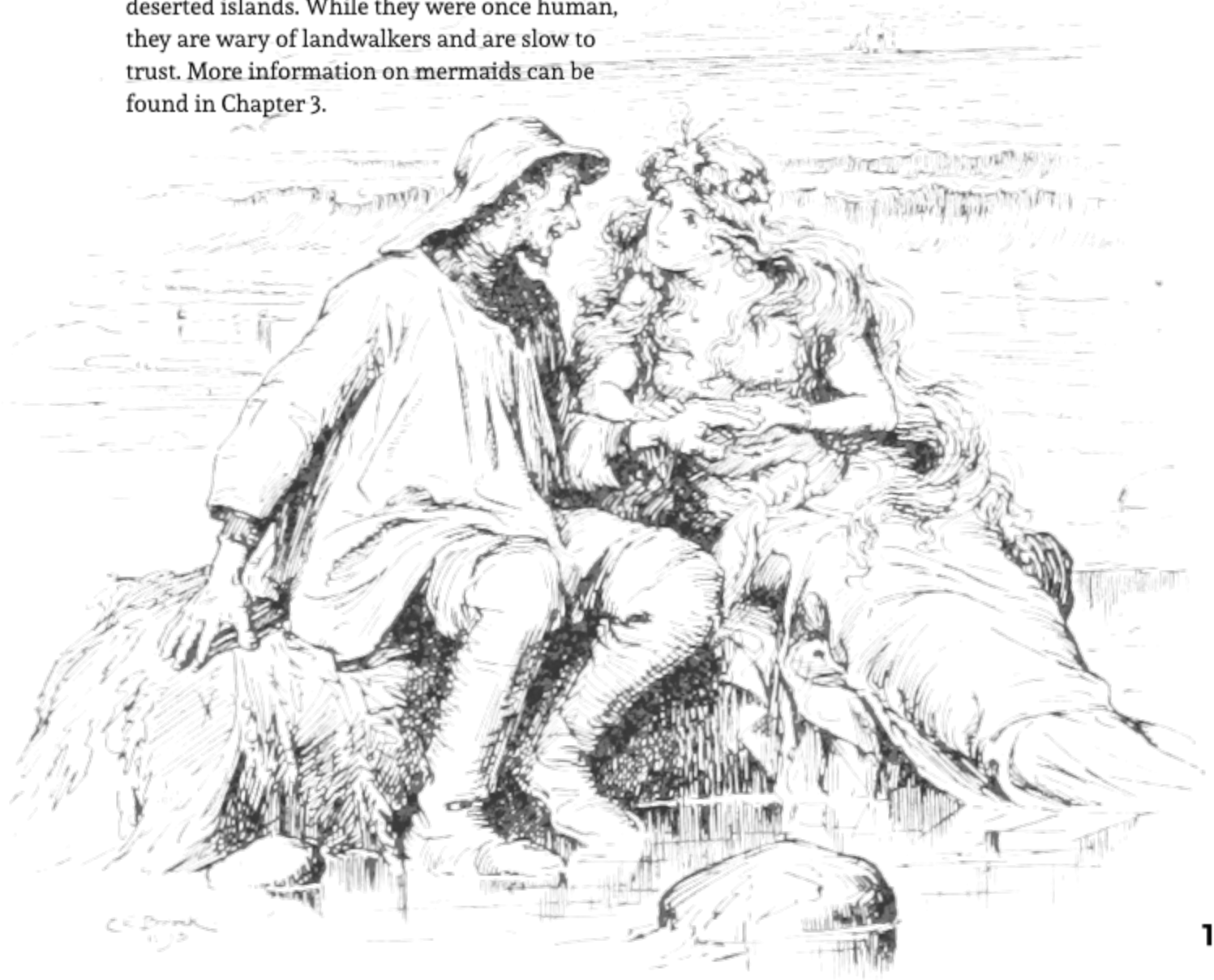
Special

*Mermaids can breathe both air and water.

Actions

Bite. +2 to hit, 2 (1d4) damage.

Trident. +2 to hit, range 20 ft./60 ft., 3 (1d6) damage.



Mermaid Shark

Large undead sea creature

Armour 13

Hit Points 30 (5d10 + 5)

Movement 20 ft., swim 60 ft.

Morale 8

Special

*Mermaid sharks have advantage on attacks against mermaids.

*Mermaid sharks count as undead creatures.

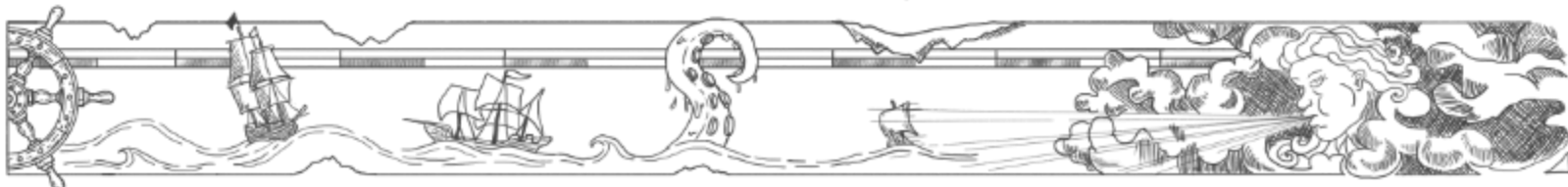
Actions

Bite. +4 to hit, 1d6 damage.

Screech. Target must make a saving throw against being stunned. Failure causes them to be stunned for 1 round. The mermaid shark's bite attack deals 2d6 damage to stunned creatures.

Breach. +4 to hit (ships only). The mermaid shark smashes a hole in a ship's hull and enters the hold, causing the Breached condition.

On mermaid sharks. If a mermaid is eaten by a shark, there is a 50% chance that the shark is poisoned by the mermaid's digested remains. The mermaid enters a putrid state of unlife, asserting its will into the shark to live again. The shark gradually becomes more mermaid like, growing a humanoid torso out of the top of its head. This new amalgam creature is bloodthirsty and vicious, seeking out more mermaids to devour. If none can be found, sailors and buccaneers suffice.



Mermaid Cove Matron

Large sea creature

Armour 14

Hit Points 36 (6d10 + 6)

Movement 15 ft., swim 50 ft.

Morale 10

Special

- *Mermaids can breathe both air and water.
- *The Cove Matron is immune to the effects of charm and sleep magic.
- *All mermaids that can see or hear their Cove Matron gain a +2 bonus to attack rolls and saving throws.

Actions

Bite. +4 to hit, 4 (2d4) damage.

Trident. +2 to hit, range 20 ft./60 ft., 4 (1d6 + 1) damage.

Devour. The mermaid makes a grappling check (+2 bonus) against a creature. If successful, the Cove Matron grabs the creature and swallows them whole. The swallowed creature takes 1d6 damage from acid, is restrained, and cannot breathe. Every round the swallowed creature remains inside the Cove Matron, they take 1d4 damage from acid. Freeing a swallowed creature requires dealing 8 or more damage to the Cove Maiden with a slashing or piercing weapon, or coming up with an improvised solution.

On mermaid cove matrons. Mermaids of the Caribbean are fierce and territorial creatures. Birthed from dead sailors, buccaneers, and slaves, the weird on the waves gives them new life and new purpose: survive at all costs.

Sometimes mermaids encounter each other in the ocean. Often this ends in bloodshed, but occasionally the mermaids get along and form communal groups: what's left of their human minds crave society, so they form one. A group of mermaids is called a Wave ("A wave of mermaids"). When this happens, a leader among the mermaids emerges: this head mermaid, a Cove Matron, grows larger and more ferocious than her new 'children'. The Mermaid Cove Matron acts as the wave's de facto leader and protector.

When a Mermaid Cove Matron is killed, there is a 50% chance another mermaid will assume the role and undergo the change to become the new Matron. Otherwise, the wave breaks apart and each mermaid goes their separate ways.





Scurvoids

"When life gives you lemons..."

Scurvoids are citrus mimics: creatures that disguise themselves as Caribbean citrus fruits to be harvested by humans, so they can poison those humans with scurvy rather than prevent it.

They are a byproduct of the ocean's distaste for the land and the creatures who dwell upon it. Once the ocean became aware of humankind's need for vitamin rich flora, it seeded its sentient distaste in rainwater. This rainwater fell upon the fruit bearing trees of the Caribbean isles, causes them to grow sentient, malevolent fruit.

Not all at once, of course. The chances of an entire tree being infected with Scurvoids are slim. Instead, the Scurvoids remain hidden amongst healthy fruit (lemons, limes, grapefruits, oranges), remaining dormant until something attempts to eat them. That's when they spring to life, forming razor sharp teeth and mouths to feast upon those that would feast on them.

Useful Facts

- Scurvoids are indistinguishable from ordinary citrus fruits until attacked.
- Whenever provisions are recovered as treasure from shipwrecks, derelict ships, or buccaneer vessels, there's a 30% chance a scurvoid bunch is within them.
- Scurvoids can be used as random encounters on islands. They're often found hanging in citrus trees among ordinary fruit.
- The average barrel or crate holds up to 3 scurvoid bunches.
- Island witches and curiosity vendors pay up to 50 sp for a live, unblemished scurvoid specimen.

Scurvoid

Tiny citrus aberration

Armour 14 (small)

Hit Points 2 (1d4)

Movement 20 ft. (Rolling)

Morale 7

Special

*Scurvoids cannot be magically put to sleep.

Actions

Bite. +1 to hit, 1 damage. Any creature bit by a scurvoid must make a saving. Failure causes the creature to instantly contract scurvy. If a character already has scurvy when bitten, they take an additional 1 point of damage.

Scurvoid Bunch

Small swarm of citrus aberrations

Armour 12

Hit Points 24 (8d4 + 8)

Movement 30 ft.

Morale 9

Special

*The swarm takes half damage from slashing or piercing weapons, but double damage from blunt weapons or spells.
*Scurvoids cannot be magically put to sleep.

Actions

Bite. +1 to hit, 4 (2d4) damage or 2 (1d4) damage if the scurvoid bunch has half of its hit points or fewer. Any creature bit by a scurvoid must make a saving. Failure causes the creature to instantly contract scurvy. If a character already has scurvy when bitten, they take an additional 1 point of damage.

Flotsam Mutants

"You are what you eat..."

These half-sailor, half-sealife creatures are the result of humans consuming marine life tainted by the weird of the waves: Spanish captains eating steamed crab in seedy eateries, English sailors slurping down eels on dares, Buccaneers feasting on sharks caught in their fishing nets; all of them unaware of the terrible symbiosis they're engaging in.

It takes several days for an ordinary human to transform completely into a flotsam mutant. Many are killed or shoved overboard by their crew once their transformation can no longer be kept hidden, while a few cases have entire crews of a ship transforming; killing or shoving overboard the normal humans and taking over.

These accursed sailors become utterly mad. They are driven to fill the role they had in their former life and will fight and kill to have it back. Unfortunately, they are inhumanly terrible at their former jobs. Navigators find they cannot read maps not penned in their inhuman handwriting, deck hands tie strange and alien knots, and captains often try to capsize their ships "because don't you see?! Our ship is upside down!". They are a danger to themselves and everyone else.

Flotsam Mutant

Medium creature

Armour 14

Hit Points 12 (3d8)

Movement 30 ft.

Morale 8

Special

*Yellow Fever. Any creature that gets into melee with a flotsam mutant must make an immediate saving throw against disease. On a failed roll the opposing creature contracts yellow fever. On a successful roll the opposing creature is immune to this effect for 1 hour.

Actions

Cutlass. +2 to hit, 3 (1d6) damage.

Flotsam Mutant Origin Table

1d6	Mutation	Ship Role
1	Crab. +2 to armour, hands are pincers (1d6).	Deck hand
2	Squid. Can attack twice using extra tentacle arms.	Cabin boy/girl
3	Eel. Cannot be grappled, resistant to magic damage.	Navigator
4	Shark. Can breathe underwater, increased bite damage (2d6).	Cook
5	Ramora. Bite attacks restore hit points equal to the damage done.	Quarter-master
6	Jellyfish. Resistant to physical weapon damage.	Captain



Screegulls

"All the world is just a feast for the gulls"

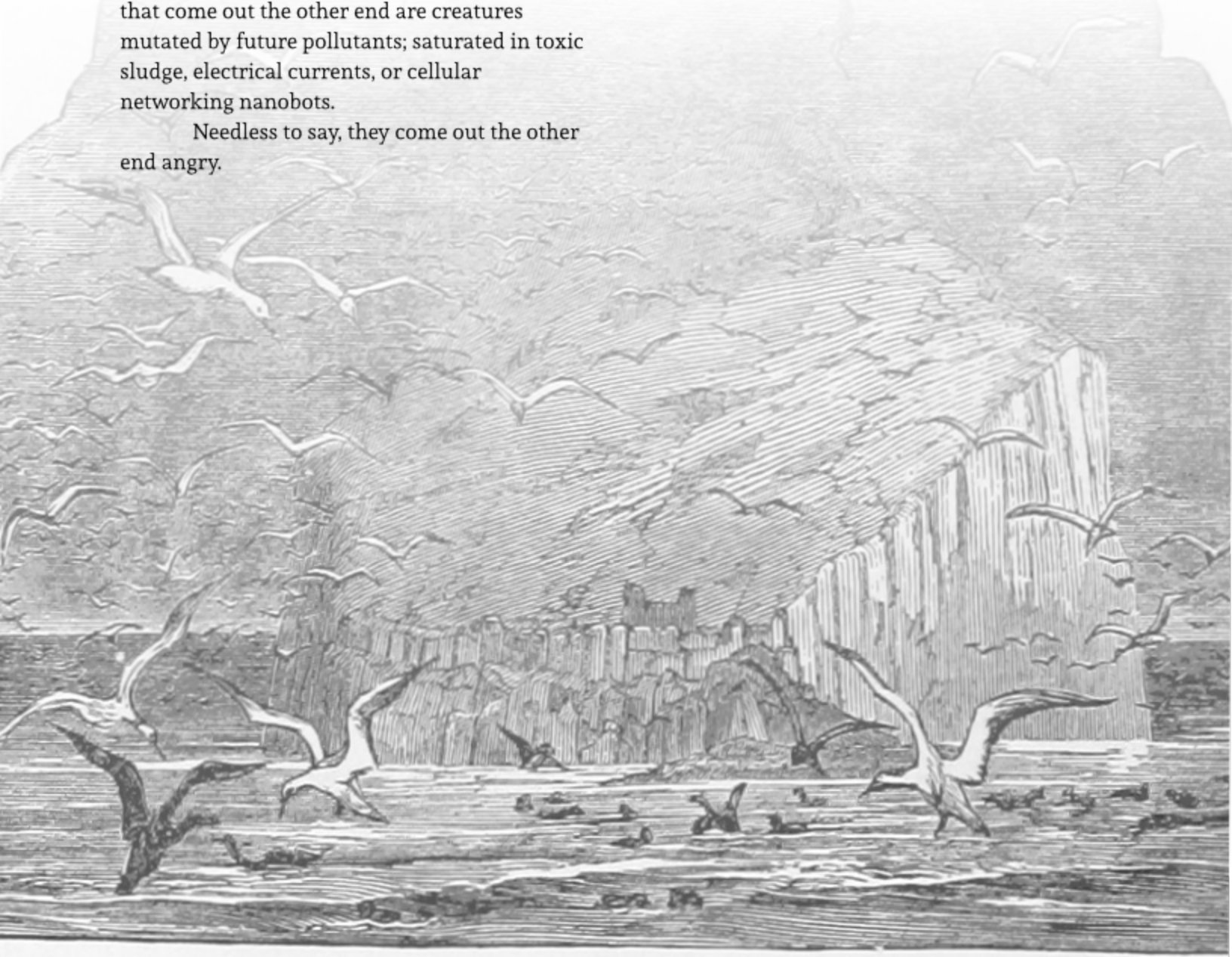
The weirdness of the Caribbean sea isn't limited to the ocean itself. The skies overhead, saturated in ocean spray and tropical rain, have become weird as well. One such weirdness is an invisible dimensional rift that's too high up for ships or people to access, but is just the right height to allow flocks of seagulls to pass through.

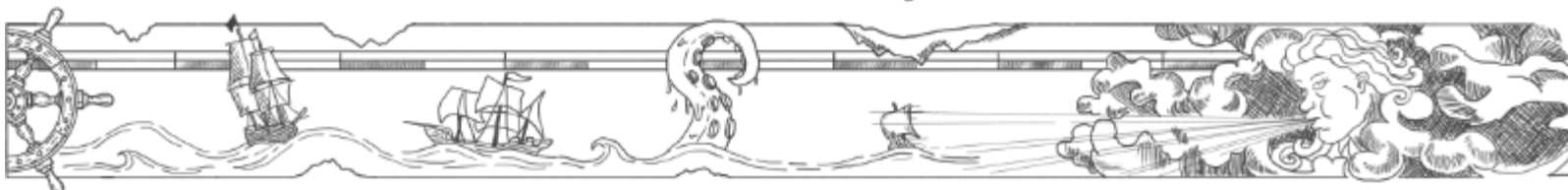
The other side of the rift is a far-flung future Caribbean, choked by a miasma of toxins and electrical pollutants. The seagulls that come out the other end are creatures mutated by future pollutants; saturated in toxic sludge, electrical currents, or cellular networking nanobots.

Needless to say, they come out the other end angry.

Useful Facts

- Screegulls are always hostile.
- Screegulls become elementally attuned. Once most of a flock has been mutated to one pollution element, the rest of the flock will mutate to match them.
- While screegull flesh is toxic, it holds the potential of transferring its mutagen to the eater. The eater must make a saving throw. Failure causes 1d6 damage. Success grants the eater the pollution element bonus of the screegull for 1d4 + 1 hours.





Screegulls

Small creature

Armour 14 (small)

Hit Points 6 (2d6)

Movement 10 ft., fly 40 ft.

Morale 10

Special

*Each screegull has a different pollution mutation that affects its statistics. Before each encounter, roll on the Screegull Mutation Table to determine their statistics.

Actions

Peck. +1 to hit, 2 (1d4) damage.

Flock of Screegulls

Large swarm of creatures

Armour 12

Hit Points 50 (8d10 + 10)

Movement 10 ft., fly 40 ft.

Morale 12

Special

*Each screegull has a different pollution mutation that affects its statistics. Before each encounter, roll on the Screegull Mutation Table to determine their statistics.

*The swarm takes half damage from slashing or piercing weapons, but double damage from blunt weapons or spells.

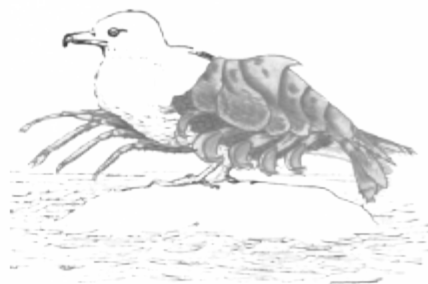
Actions

Peck. +5 to hit, 6 (3d4) damage, or 1 (1d4) damage if the flock of screegulls has half of its hit points or fewer.

Screegull Mutation Table

1d6 Mutation

- 1 **Fire.** Touching it causes 1 fire damage. Anything flammable it touches (sails, clothing, etc) catches on fire. Water deals 1d6 damage to it.
- 2 **Cellular.** It can emit a 30-foot diameter pulse of incomprehensible noise up to three times a day. Those who hear it must make a saving throw. Failure causes them to discern the noise as terrible messages from the future, driving them mad for 1d4 rounds.
- 3 **Smog.** It is surrounded by a thick cloud of noxious smoke. All attacks against it have disadvantage.
- 4 **Epoxy.** Its body and wings are covered in a thick slime stickier than any glue. Anything that touches it is now stuck to it and cannot be pulled free or separated.
- 5 **Electricity.** Its body courses with immense static electricity. Attacking it with metal weapons causes the wielder to take 1d4 damage. Those wearing metal armour who are hit by its attacks take an additional 1d4 damage. This damage can also be dealt if both the screegull(s) and others end their turn in any amount of water.
- 6 **Rust.** Its body is made of pure corrosion. Any non-magical metal items that touch it are instantly rusted and take a -1 penalty (to Armour, Attack bonus, Damage bonus, etc).



Artillery Crab

"A giant enemy crab approaches!"

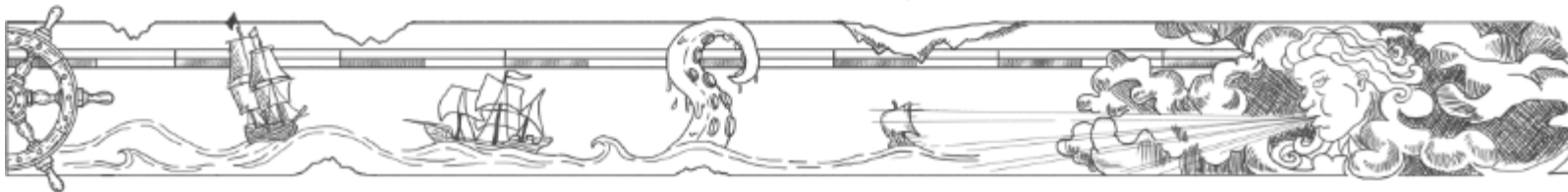
By the time of the Weird on the waves, the Caribbean sea has been littered with black powder, cannon balls, and broken firearms. The weird on the waves reacted to this corrosive, smokey waste by influencing a sea creature to feed upon it: *Gecarcinus ruricola*, the land crab.

These red, black, blue, or purple land crabs feed on the detritus of the ocean. The weird on the waves has expanded their appetite

to gunpowder and guns, which has changed them dramatically: the artillery crab is large, its carapace is hard like iron. The guns it consumes whole become a part of it, pushing out from its shell like cannons out of a ship. Its insides roil with flammable digestive juices needed to digest black powder and metal.

These crabs are an incredible danger to coastal life. They scuttle out from the surf and onto the beach, shooting and pinching anything it can.





Artillery Crab

Large sea creature

Armour 18

Hit Points 50 (10d10)

Movement 30 ft., swim 30 ft.

Morale 8

Special

*Firearm attacks against the artillery crab do not lower its armour. Artillery Crabs can breathe both air and water.

Actions

Multiattack. The artillery crab makes two attacks. One with its artillery if possible and one with its claws, or two with its claws.
Artillery (Recharge 4-6). All creatures within 30 feet of the artillery crab must make a saving throw. Failure causes them to be hit by rifle fire for 4 (1d8) damage.

Claws. +3 to hit, 6 (2d6) damage and the target is grappled. The target must succeed on a saving throw to escape on their own.

Reactions

Devour Guns. When the artillery crab hits a creature wielding a firearm with its Artillery attack, it moves up to its speed and snatches the firearm out of their hands and devours it. The artillery crab can do this once per round.

Artillery King Crab

Huge sea creature

Armour 20

Hit Points 140 (20d12 + 20)

Movement 50 ft., swim 60 ft.

Morale 10

Special

*Firearm attacks against the artillery king crab do not lower its armour. Artillery king crabs can breathe both air and water.

Actions

Multiattack. The artillery king crab makes two attacks. One with its cannons if possible and one with its claws, or two with its claws.

Cannons (Recharge 4-6). +5 to hit, range 200 ft., 8d8 damage.

Claws. +7 to hit, 12 (2d12). If attacking a ship, this attack ignores Damage Thresholds.

Reactions

Devour Guns. When the artillery crab hits a ship with its Cannon attack, it moves up to its speed and rips a cannon out of the ship and devours it. This lowers the ship's cannon attacks by one dice (Ex: 8d8 becomes 7d8). The artillery king crab can do this once per round.

Useful Facts:

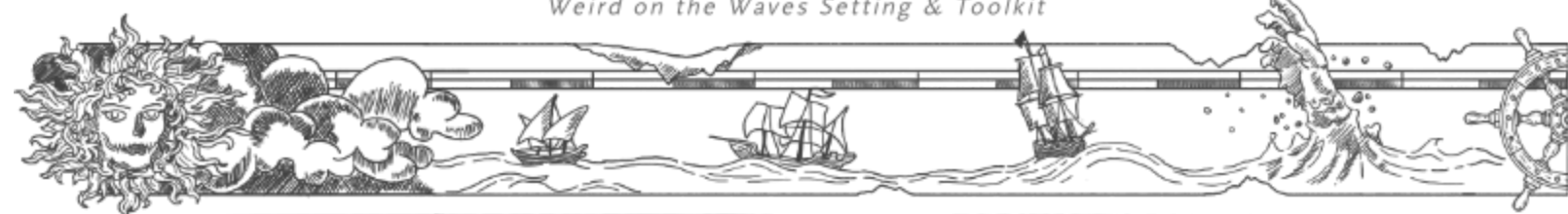
- Artillery Crabs eat guns and black powder for fuel. They are often found combing beaches with shipwrecks, or the ocean floor where ships have sunk. When in combat, their preferred tactic is to shoot creatures with firearms, then scuttle over and devour their dropped guns.

- The cooked flesh of an Artillery Crab is peppery and delicious with butter. However, any creature that eats of it must make a saving throw against disease. On a failed roll the creature contracts dysentery.

- The insides of an Artillery Crab are highly explosive and volatile. While its outer shell is

bulletproof, if its soft underbelly is hit with an explosive or fire-based attack, there is a 50% chance it will explode, dealing 8d6 damage to all creatures in a 30-foot radius. This kills the crab. If the Artillery Crab rolls a natural 1 on an artillery attack, it explodes from within and deals 6d6 damage to all creatures in a 30-foot-radius. This also kills the crab. Characters get a saving throw to take half damage.

- Killing and carving open an Artillery Crab yields 1 barrel's worth of black powder and 1d4 random firearms. These firearms are made from a combination of crab carapace and iron. They cannot be sold as treasure, but they look totally badass.



Water Tentacle

"The fingers of the sea. Dexterous, inquisitive, incredibly dangerous"

The surface of the sea is a membrane containing the living sea. While it can manipulate creatures and objects inside of it with ease, the things that skim across its surface require a defter touch. Water tentacles interact with things with far more precision than waves.

These tendrils of sentient salt water extend from the surf to interact with the coarse, unyielding surface world. Sometimes they do so out of curiosity, often it is to destroy threats.

Useful Facts:

- Water tentacles are an extension of the sea itself. Although they have no eyes, ears, or other sense organs, they can perceive their surroundings with great acuity. They can recognize faces and the shapes of creatures and ships.

- The tips of the tentacles can be used to communicate with others, forming themselves into rudimentary shapes. Some buccaneers claim to have seen tentacles mirror the shapes of their own faces; expressions and all.

- A water tentacle cut off from its source loses its connection to the ocean, immediately falls away and becomes inert sea water again.

- Water tentacles emerge out of the sea when the sea wants or needs something: to communicate an urgent message, to gain information about the surface world, or to destroy a specific threat. However, the sea's wants and needs may be completely alien to humans.

Water Tentacle

Huge construct

Armour 6 (hard to miss)

Hit Points 72 (9d12 + 18)

Movement 30 ft.

Morale 7

Special

*Water tentacles take half damage from all non-magical attacks.

Actions

Slam. +2 to hit, 2d6 damage, and the target must make a saving throw. On a failed roll the target contracts sea pox.

Engulf. The water tentacle grabs a creature and begins to drown it. The creature must make a saving throw. Success pushes the character back 5 feet. Failure causes the creature to take 2d6 damage. The creature is engulfed, restrained, and cannot breathe. They take 2d6 damage at the start of their turn. When the water tentacle moves, the engulfed creature moves with it. At the end of the engulfed creature's turn they can try to escape by making another saving throw. On a success, the creature escapes and is ejected within 5 feet of the water tentacle.



Wave Strider

"You cannot destroy what you cannot see"

When the waves of the Caribbean became weird, more and more ships were mysteriously sunk and scuttled along the shore. Traumatized sailors told frantic tales of some invisible force colliding with their ship as it was about to reach the shore: sailors suddenly flying up into the air only to disappear into thin air, their screams silenced as they vanished. Entire vessels ripped open, crew snatched into the air only to disappear. All that's left are a handful of survivors, wreckage, and a nauseating smell of rotten eggs.

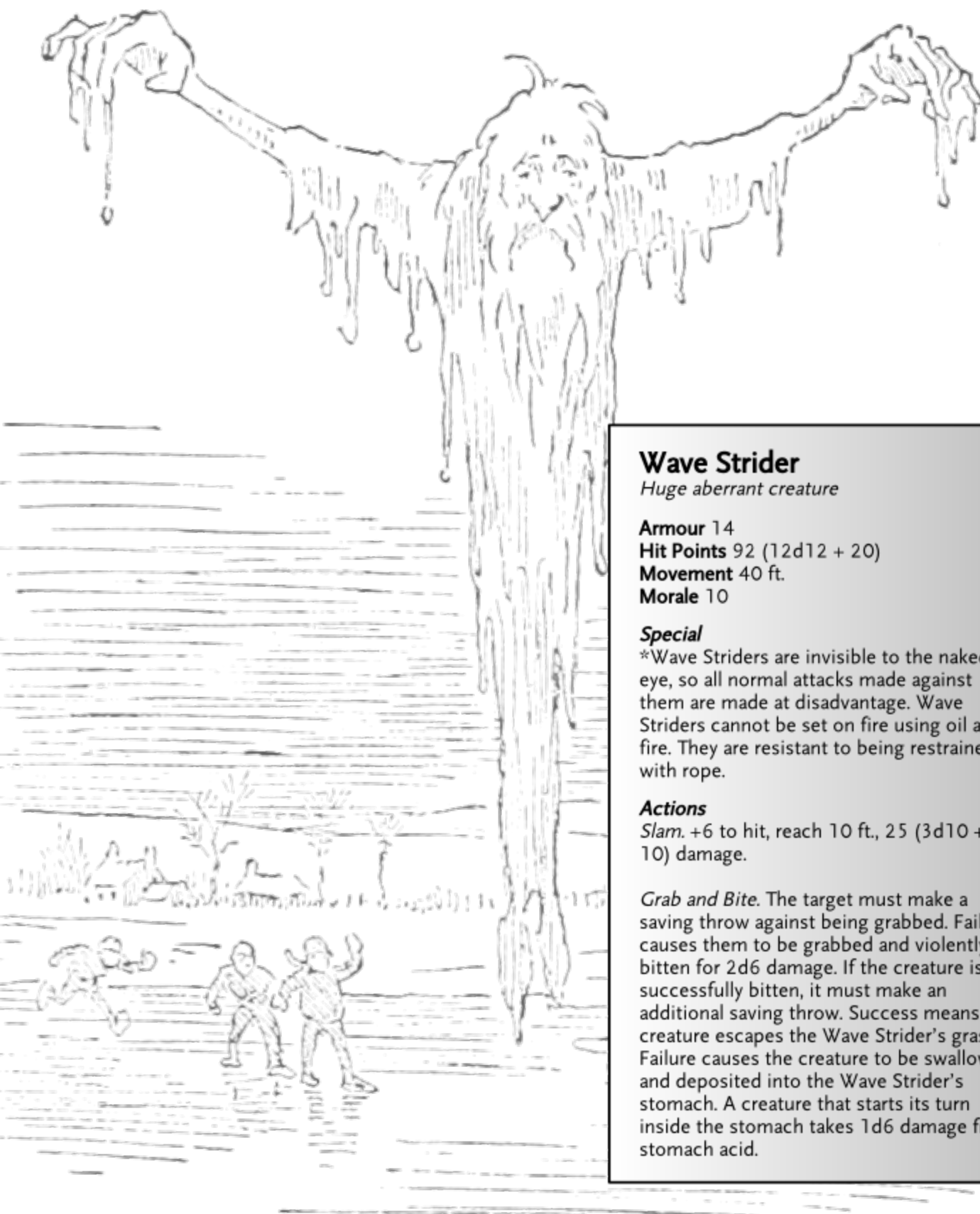
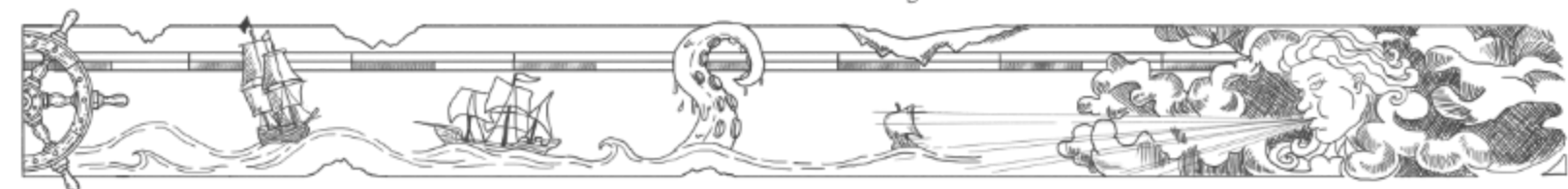
Wave striders are invisible ocean giants that stalk the shores, shallows, and coastlines of the Caribbean sea. They feed on the flesh of humans, and sailors and buccaneers are their easiest prey.

Useful Facts:

- Wave striders are hydrophobic. All manners of liquids retreat from their bodies: water, oil, acid, and so on. Even rope does not cling or bite into their flesh properly.
- Wave striders are only visible when glimpsed through non-aquatic reflections. Mirrors, polished metal, and glass can show the true shape of the Wave Strider. Unfortunately, any creature that glimpses the Wave Strider's hideous otherworldly form may be driven mad.
- Wave Striders are most easily detected by their noxious rotten egg smell. Some believe that they secrete liquid sulphur through their skin.
- The stomach of the Wave Strider is acidic but not immediately lethal. If a creature is not killed outright when chewed and swallowed, they can attempt to escape back up its narrow throat or piece their way through its belly. There is a 50% chance the Wave Strider has a random treasure in its stomach (Use the 'I search the body' Table in Chapter 9).

■ Escaping from a Wave Strider's stomach and living to tell about it infects the surviving creature with tentacular madness (see Chapter 4). Creatures infected with tentacular madness are able to see the horrifying realities of a Wave Strider's body and can attack them normally...but at a terrible cost.





Wave Strider

Huge aberrant creature

Armour 14

Hit Points 92 (12d12 + 20)

Movement 40 ft.

Morale 10

Special

*Wave Striders are invisible to the naked eye, so all normal attacks made against them are made at disadvantage. Wave Striders cannot be set on fire using oil and fire. They are resistant to being restrained with rope.

Actions

Slam. +6 to hit, reach 10 ft., 25 (3d10 + 10) damage.

Grab and Bite. The target must make a saving throw against being grabbed. Failure causes them to be grabbed and violently bitten for 2d6 damage. If the creature is successfully bitten, it must make an additional saving throw. Success means the creature escapes the Wave Strider's grasp. Failure causes the creature to be swallowed and deposited into the Wave Strider's stomach. A creature that starts its turn inside the stomach takes 1d6 damage from stomach acid.



Sealion Trap (Weird Sirens)

"Buzz's girlfriend, woof"

Sailors of the Adriatic and Aegean seas tell tales of alluring, seductive creatures that lure unlucky seamen to their deaths with their siren songs. Some myths of sirens describe them as half woman, half bird, while others claim they are closer to mermaids in appearance. The one commonality between all these myths and stories is the siren's song...a honeyed voice to alluring it bewitches the senses and leads one to shipwreck.

These things are definitely not those sirens.

The Sealion Trap, also known as the 'weird siren', is a mutation of the Caribbean monk seal. They have the head and upper torso of a sea lion, but their lower body is more humanoid with arms and legs. Found most often on rocky shores and small islands, these creatures bark and howl at so high a frequency that it distorts the perceptions of creatures around it.

Those that hear the "song" of the sealion trap see and hear the monster to be the most attractive humanoid creature they have ever encountered (its gender and appearance vary depending on who's hearing the song). They are filled with overwhelming amorous feelings about the sealion trap and do anything and everything they can to impress, romance, and/or sex them up. The sealion trap uses its humanoid limbs to stove the affected person's head in, then feast on their still warm flesh.

Sealion traps most often appear in groups of three.

Sealion Trap

Medium sea creature

Armour 12

Hit Points 12 (3d8)

Movement 25 ft., swim 35 ft.

Morale 6

Special

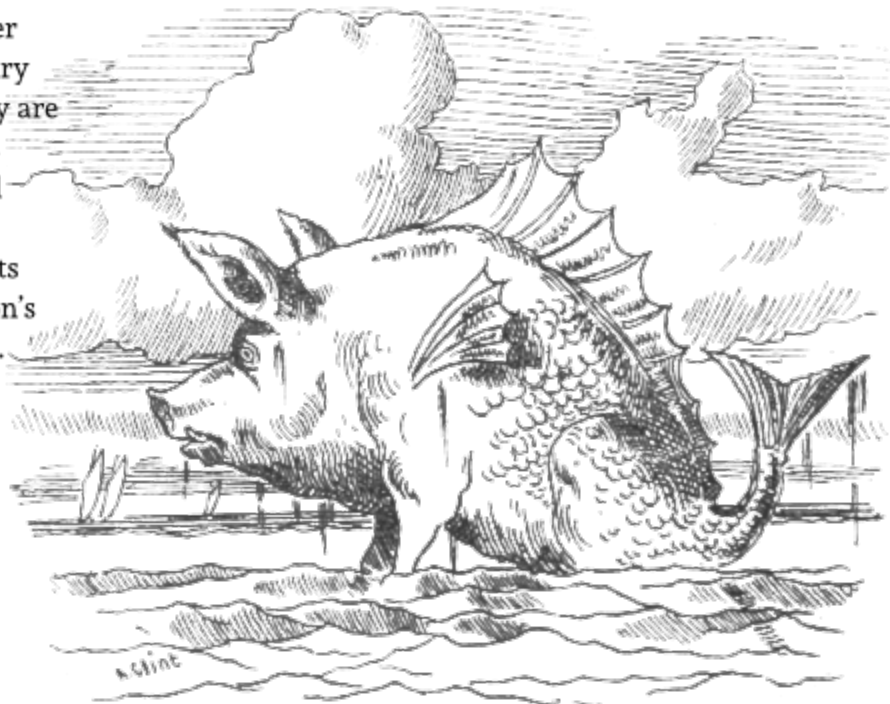
*The sealion trap breathes air. It can hold its breath underwater for 1 hour.

Actions

Sing. All creatures who can hear the sealion trap must make a saving throw to resist its song. Failure causes them to be enchanted. On its turn the creature must do everything in their power to get close to the sealion trap and impress or be amorous with it. This effect only lasts as long as the sealion trap is still singing and the affected creature can hear its song.

Slam. +2 to hit, 4 (1d6 + 1) damage. This attack deals double damage to enchanted creatures.

Bite. +2 to hit, 5 (1d8 + 1) damage, and the target must make a saving throw. On a failed roll the target contracts syphilis.



The Überwhale

"A whale of a whale"

The Überwhale is easily described: It's a massive carnivorous whale that's insides are big enough to be a dungeon.

It swallows entire small and medium ships whole, digesting their contents over several months. Escape from the belly of the beast is almost impossible, as those swallowed by the whale often succumb to madness and cannibalism to survive and are as much a threat to 'new arrivals' as the stomach acid and intestinal parasites are.

Engaging in direct combat with an Überwhale is to resign yourself to a new life inside of it. Only by distraction and fleeing can such a fate be avoided.

Überwhale

Gargantuan sea creature

Armour n/a (every attack is a hit)

Hit Points 600 (50d20 + 100)

Movement 0 ft., swim 50 ft. (when not in combat its swim speed is equal to a medium ship).

Morale 6

Special

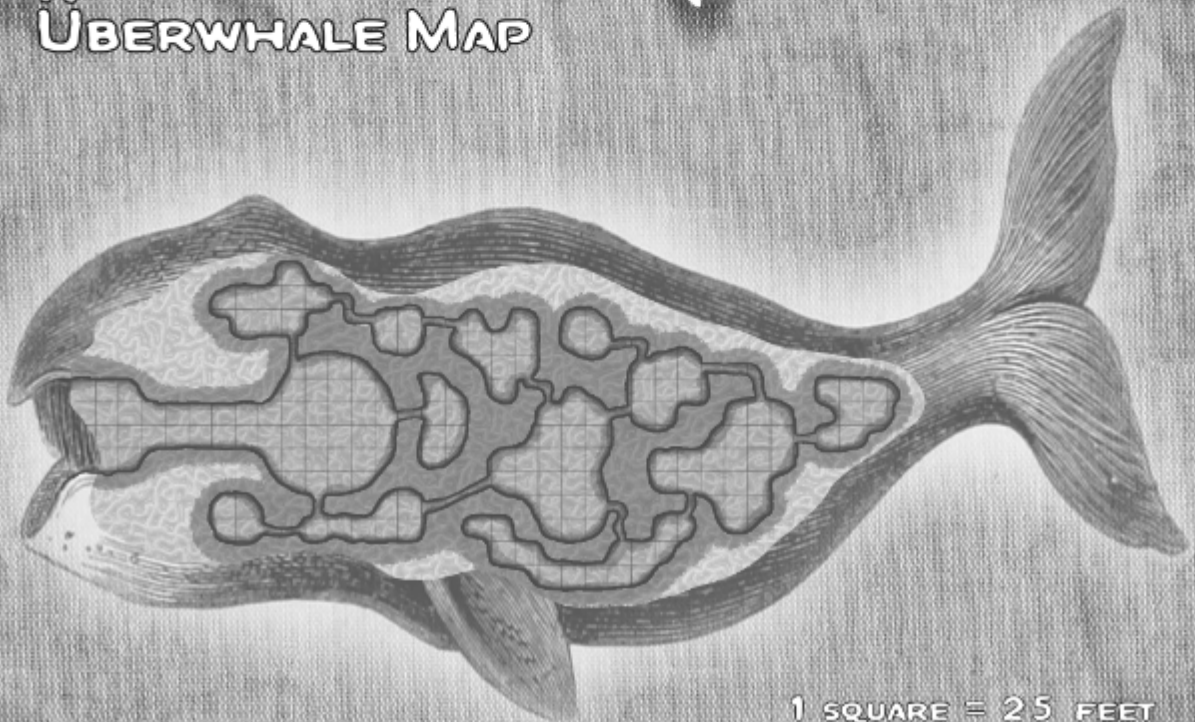
*The Überwhale is resistant to all non-magical damage. The Überwhale

Actions

Collide. +10 to hit, 70 (7d20) damage.

Swallow Whole. The Überwhale opens its enormous mouth and swallows everything within its path whole. All creatures in its path must make a saving throw. Failure causes them to be swallowed whole and deposited into the Überwhale's gullet. Success means they avoided being swallowed, but must now make a saving throw against damage from the Überwhale's teeth as it closes its mouth. They take 3d6 damage on a failed save and half as much damage on a successful save.

ÜBERWHALE MAP



1 SQUARE = 25 FEET



Gwarnacles

heavy metal plays

Some ocean life was altered directly by the unnatural will of the weird on the waves. Other ocean life adapted to it on its own. The common acorn barnacle is one example.

In prompt response to the ocean's creation of several new invasive creatures, barnacles evolved to be fiercer and more predatory, developing a taste for blood. Gwarnacles are enlarged, spiked barnacles whose insides are a tangle of razorblade-like arms. When warm prey gets close to the Gwarnacle, its beaked 'mouth' opens and its arms explode out and cut up the prey. The Gwarnacle then uses pneumatic muscles to suck up all the blood.

While ordinary acorn barnacles affix themselves to rocky shores, ships, and slow sea creatures, Gwarnacles are more predatory in their choice of 'mates'. They affix themselves to more mobile creatures like sharks, octopi, and even some humanoid creatures. The gwarnacle creates a horrific and painful symbiosis with their living host: So long as the host keeps moving towards larger and more mobile prey, the Gwarnacle inflicts less pain upon the host.

Useful Facts:

- Corpses of humans and sea creatures found by the shore have a 25% chance of being infected with 1d4 + 1 Gwarnacles.

- Gwarnacle shells can be fashioned into spiked armour and weapons that deal an additional 1d4 damage on contact. Doing so requires a talented weapon or armour smith, 1d6 days, and up to 500 sp.

- Gwarnacle meat is mildly toxic. However, rumour has it that an extremely talented chef in northern central Cuba has a gourmet recipe for steamed gwarnacle that neutralizes the toxicity. This chef pays 10 sp for each intact Gwarnacle corpse delivered to them.

Gwarnacled Creatures

- Mundane land and sea creatures who have Gwarnacles attached to them. They are in a perpetual state of agony, desperately obeying the spiky parasite's will. Any creature in the "Common Monsters and Adversaries" section that is 'Gwarnacled' gains the following traits:

- Armour increases by 2 points.
- Hit Points are halved.
- Any attack against them risks the attacker being pierced by the Gwarnacles' spines. Attacking them prompts a saving throw from the attacker. Failure causes them to take 1d4 points of damage.



Gwarnacles

Tiny sea creature

Armour 14 (small)

Hit Points 4 (2d4)

Speed 0 ft., swim 10 ft.

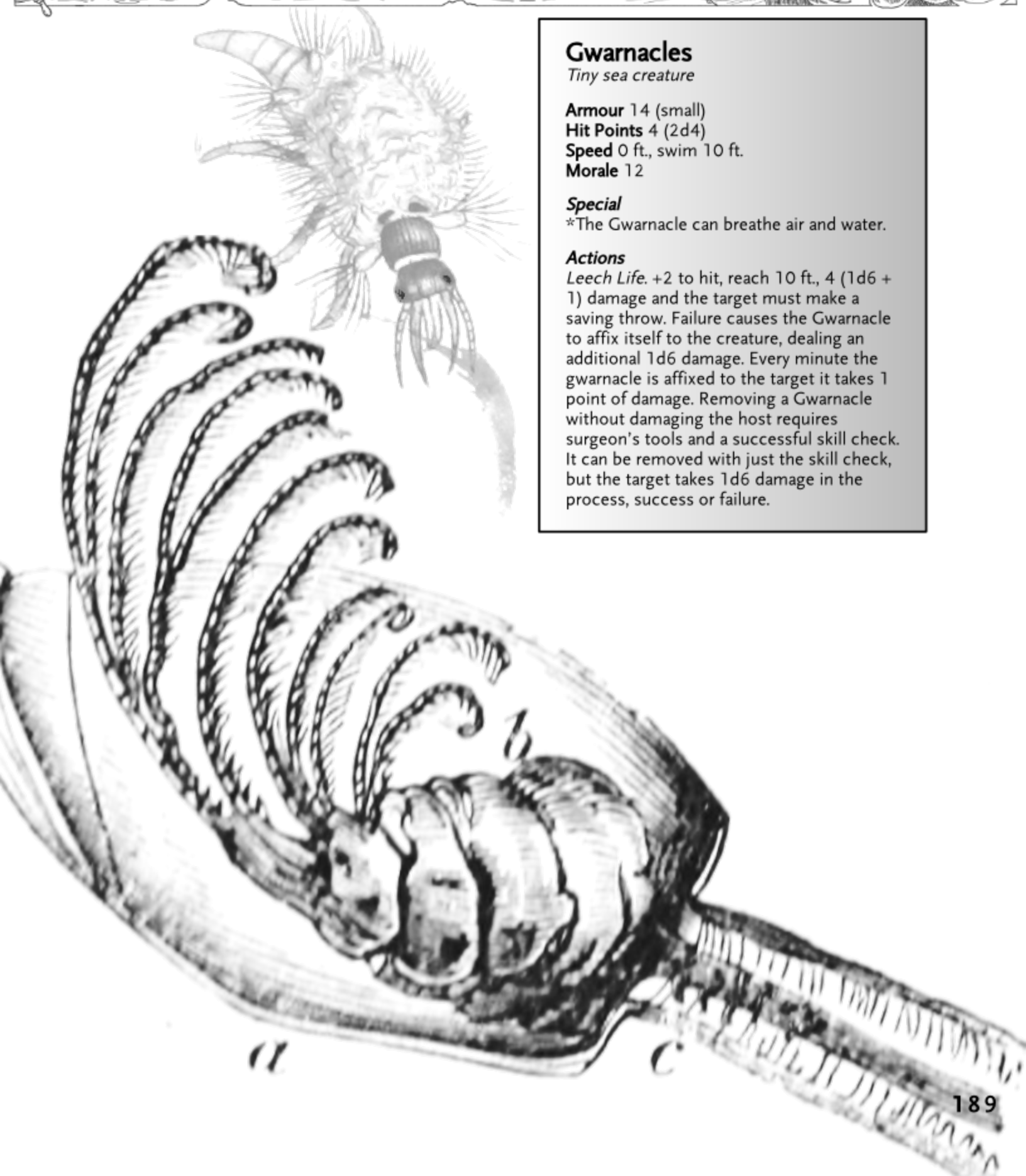
Morale 12

Special

*The Gwarnacle can breathe air and water.

Actions

Leech Life. +2 to hit, reach 10 ft., 4 (1d6 + 1) damage and the target must make a saving throw. Failure causes the Gwarnacle to affix itself to the creature, dealing an additional 1d6 damage. Every minute the gwarnacle is affixed to the target it takes 1 point of damage. Removing a Gwarnacle without damaging the host requires surgeon's tools and a successful skill check. It can be removed with just the skill check, but the target takes 1d6 damage in the process, success or failure.





The Unship

"A ship isn't a ship if it's alive"

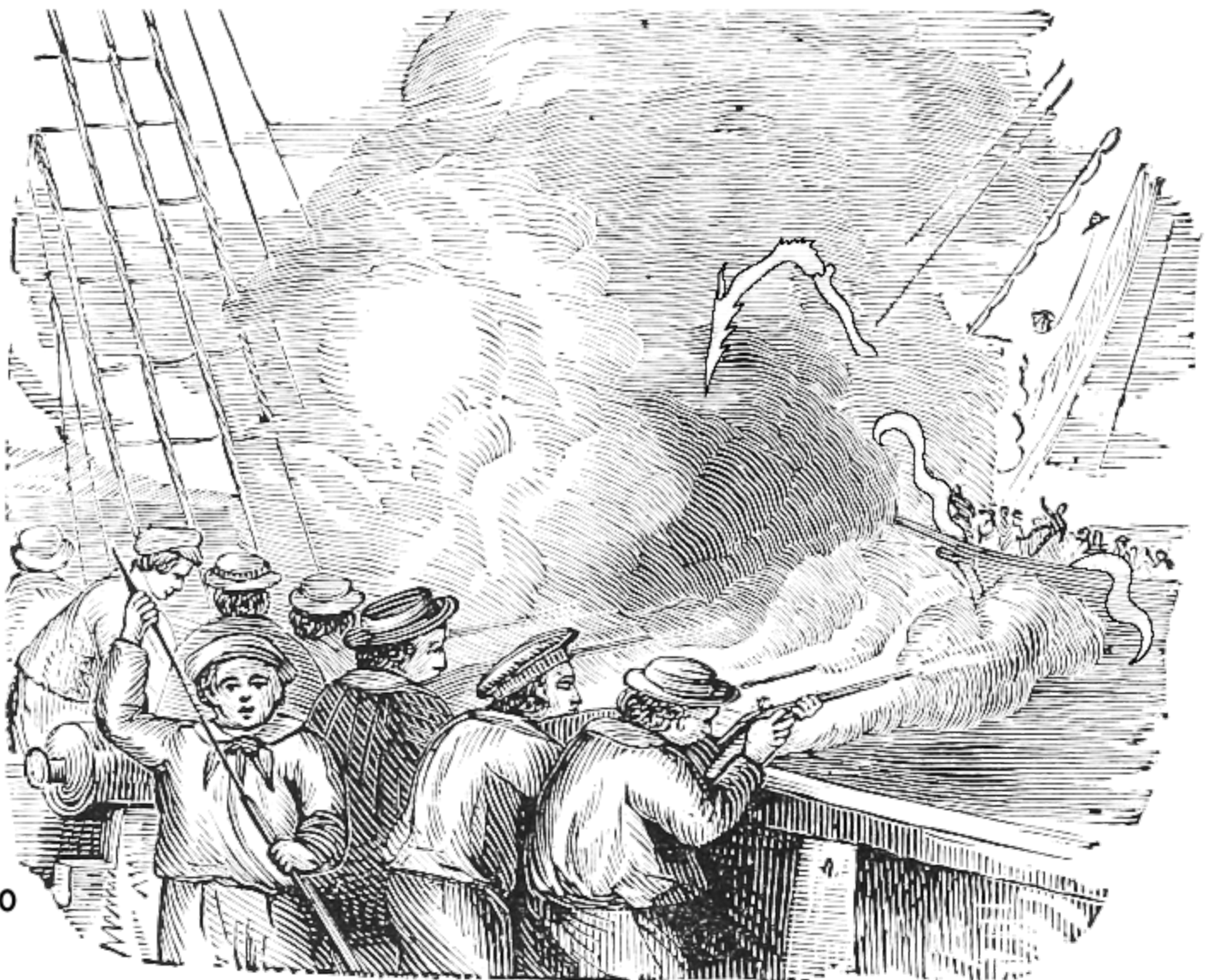
The Weird on the waves altered the perception and genetics of a great deal of ocean life, perhaps none more than cephalopods and squids. Many of them grew larger and more predatory, urged to hunt the humans that sail on the sea.

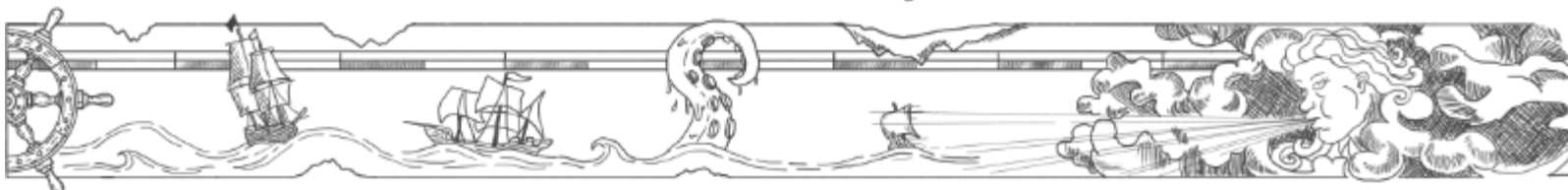
This didn't work out well for most squids, however. Fishing and whaling vessels grew wise to their new ways, and the humans began to hunt these larger squids. Their increased size made them more noticeable.

So the cephalopods adapted. They learned to camouflage themselves as the things

that hunt them. Just as a hermit crab makes a shell its home, these weird cephalopods clothed themselves in the wrecks of ships. They learned to float on the surface, how to pierce corpses of sailors with their tentacles and wriggle them on deck like puppets, mimicking sailors at work. Eventually their softened bodies began to fuse with their new wooden shells, until squid and ship were inseparable.

They are now Unships: deceptive sea creatures that camouflage themselves as sea vessels. They lure passing ships closer with signal flags and waving crew. Most lookouts don't realize they're not ships in distress until it's too late; the hull splintering apart to reveal rubbery flesh and a beaked maw hungry for flesh.





Small Unship

Huge sea creature

Armour 18 (wooden ship armor)

Hit Points 120 (20d10 + 20)

Movement 0 ft., swim 70 ft.

Morale 9

Special

*When an Unship is camouflaged as a ship, it gains a Damage Threshold of 10. On rounds when it attacks with its tentacles, it loses this and its Armour drops to 15.

*Boardable Area. An Unship often waits until a passing crew has boarded it before it reveals its true nature. The Small Unship has a 40-foot-long, 20-foot-wide deck. Its tentacles control 1d6 + 2 corpses on the deck. Each of these corpses can act and attack as a sailor, but with half their Hit Points.

Actions

Multiattack. The Unship attacks up to two times. Once with its cannons if able, and once with its tentacle, or twice with its tentacles.

Tentacles. +5 to hit, 20 (4d10) damage.

Cannons (Recharge 5-6). +1 to hit, 40 (8d10) damage. This attack can only be used on ships.

Medium Unship

Gargantuan sea creature

Armour 20 (wooden ship armor)

Hit Points 150 (20d12 + 30)

Movement 0 ft., swim 90 ft.

Morale 9

Special

*When an Unship is camouflaged as a ship, it gains a Damage Threshold of 15. On rounds when it attacks with its tentacles, it loses this and its Armour drops to 15.

*Boardable Area. An Unship often waits until a passing crew has boarded it before it reveals its true nature. The Small Unship has a 90-foot-long, 30-foot-wide deck. Its tentacles control 2d6 + 2 corpses on the deck. Each of these corpses can act and attack as a sailor, but with half their Hit Points.

Actions

Multiattack. The Unship attacks up to two times. Once with its cannons if able, and once with its tentacle, or twice with its tentacles.

Tentacles. +5 to hit, 20 (4d10) damage.

Cannons (Recharge 5-6). +1 to hit, 40 (8d10) damage. This attack can only be used on ships.

Useful Facts:

- Discerning an Unship from an actual ship at a distance of 1 mile or more is impossible. At a range of 500 feet, a character that makes a successful Maritime skill check when investigating can discern an Unship from an actual ship.

- An Unship has never been observed without its wooden ship parts. Many think they are giant squids beneath their coverings, while others believe they are tentacled abominations not of this earth.

- When killed, an Unship bleeds a pearlescent purple ichor that floats to the surface of the water. It is flammable at the same rate that lantern oil is, and can be collected and sold for the equivalent price. An Unship bleeds 3d6 barrels worth of flammable ichor.

- Some Unships are said to be so intelligent that they can mimic the sounds of human speech, repeating overheard shouts of their victims like "Hey, over here!" "Help us we're sinking!" and "Come on aboard! Hurray!"



Coconauts

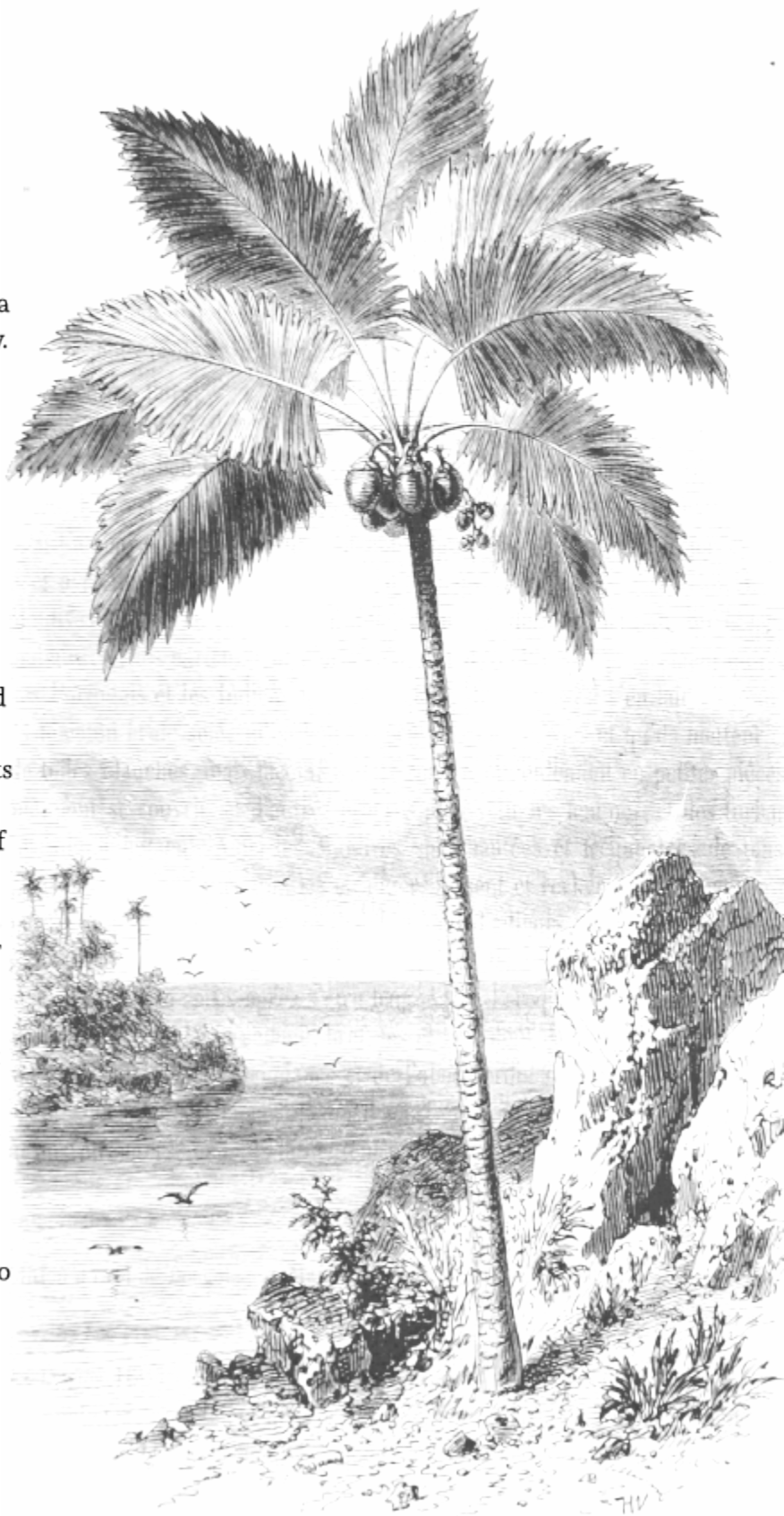
"Big ones, small ones, one's as big as your head!"

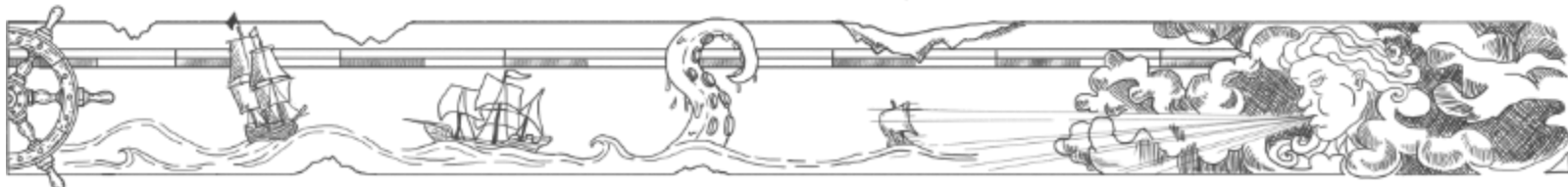
Discarded husks of coconuts litter the Caribbean, dropped by sailors and buccaneers alike. The weird on the waves has seen fit to give these husks life. Coconauts are living humanoid constructs made from coconut and palm tree matter. They begin small, nothing more than some fibrous limbs bursting out of a coconut shell, but they grow and adapt quickly. Coconauts have a kind of plant-based hive intelligence that causes individuals to gather and link themselves into a larger, single body, so that they may pose a greater threat.

Useful Facts:

- Coconauts can be found predominantly on deserted islands and places where sailors have visited and left. They build structures and gather up refuse left behind by sailors. Ships passing by islands often mistake Coconaut huts and lean-to's for those of buccaneers.

- Coconauts display a surprising amount of intelligence for creatures without eyes or mouths. They communicate with one another by clacking their coconut parts together. Their rhythmic clacking is a kind of language that can be imitated using the Languages skill. Coconauts are driven by some strange instinct to construct larger and larger humanoid structures (like Wicker Men or Inukshuks) out of the refuse of humans. Some believe they do this to communicate with some outside force that governs their lives, while others think they're building bigger bodies for themselves to inhabit and take control of. Noteworthy





Coconaut

Small construct

Armour 13

Hit Points 8 (2d6 + 2)

Movement 25 ft.

Morale 8

Special

*Coconauts float in water.

*When a Coconaut makes an attack while within 30 feet of another Coconaut, it gains advantage on its attack roll.

Actions

Spear. +3 to hit, 3 (1d6) damage.

Coconaut Giant

Large construct

Armour 16

Hit Points 50 (8d10 + 10)

Movement 40 ft.

Morale 10

Special

*Coconauts float in water.

*When a Coconaut makes an attack while within 30 feet of another Coconaut, it gains advantage on its attack roll.

Actions

Spear. +5 to hit, 6 (2d6) damage.

Stone. +5 to hit, range 60/240 ft., one target. Hit: 15 (2d10 + 5) damage.

Coconaut Bruiser

Medium construct

Armour 15

Hit Points 20 (4d8 + 4)

Movement 30 ft.

Morale 8

Special

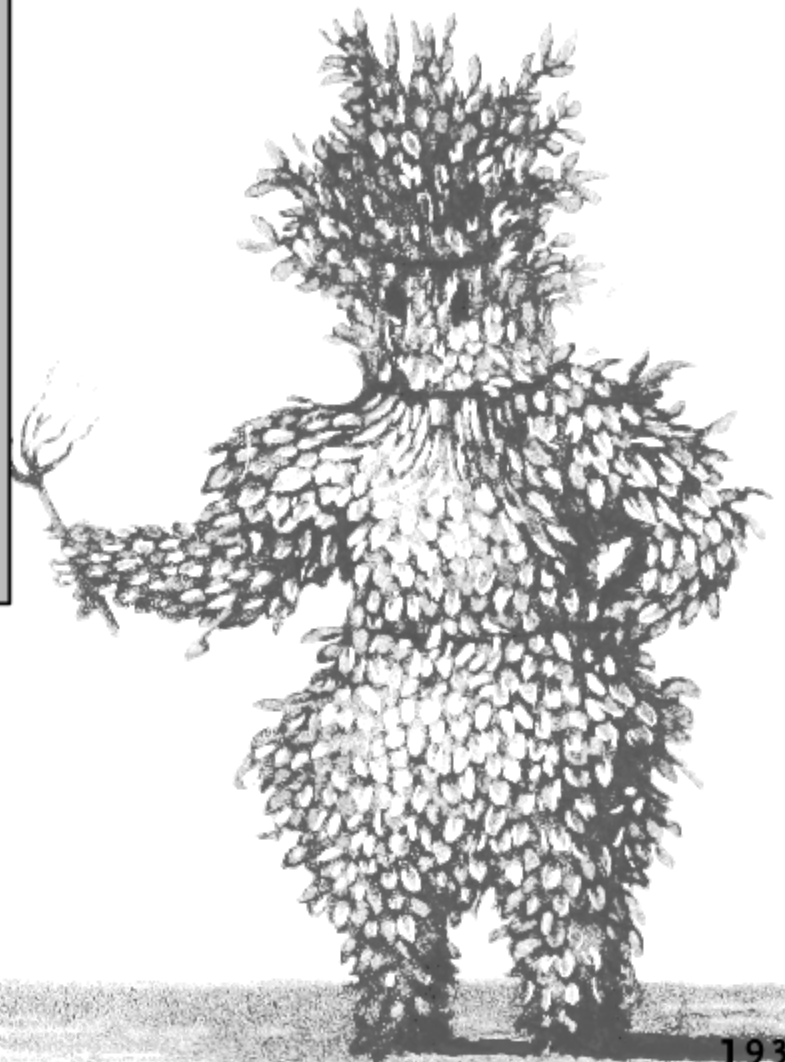
*Coconauts float in water.

*When a Coconaut makes an attack while within 30 feet of another Coconaut, it gains advantage on its attack roll.

Actions

Spear. +3 to hit, 3 (1d6) damage.

Grab and Toss. The coconaut bruiser grabs a single creature. The creature must succeed on a saving throw or be tossed 30 feet, taking up to 3d6 damage from falling.

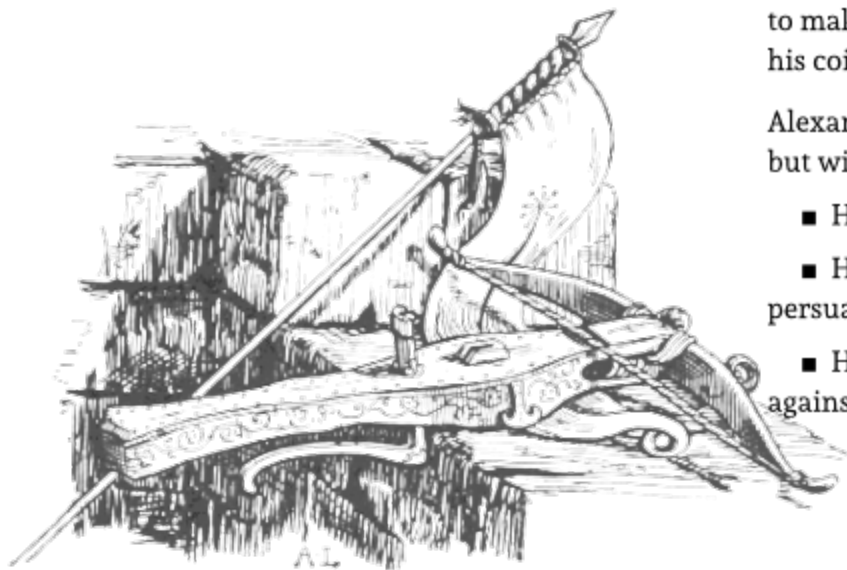




Noteworthy Caribbean NPCs

In 1666 the Caribbean is full of interesting characters, both heroic and villainous (depending on your perspective): dread buccaneers, native chiefs, merciless naval captains, brash merchants, and conniving nobles and politicians are among the folks characters may encounter on the waves. Wave Masters are encouraged to use these NPC's to share plot details, act as allies or rivals, or to stand in the character's path.

Most, but not all, of these characters were actual people from history. While the overall shape of their character and history has tried to be faithfully recreated, some license and liberties have been taken to best fit the alternate setting and time period. By 1666 Henry Morgan was likely to have retired to Jamaica with the remainder of his living family, his days as a privateer over. But the Weird on the waves and the Border Ethereal would likely press him back into his Majesty's service. Such as it is for all of the NPC's in this chapter.



Alexandre Exquemelin

A Flemish man of 21 years, pressed into service by the French West India company, Exquemelin is a writer and chronicler who's found himself at the heart of the Caribbean during the rise of both the buccaneer era and the appearance of the Border Ethereal. An overeager and excitable whelp of a man, Exquemelin is writing his accounts of buccaneers, buried gold, and sea monsters in the hopes of selling a book of "the piratical exploits of buccaneers and all the weirdness they faced in the Americas" to mainland Europe.

Exquemelin can most often be found in dockside bars and in ports, badgering sailors and pirates for stories and tales. He has secured several loans from different Dutch merchants to help finance his 'research' into the stories of Caribbean buccaneers. He often asks to accompany pirates on their voyages and raids so that he might "See real action first hand". While most buccaneers have dismissed him outright, Captain Henry Morgan has taken a shine to the lad and will vouch for him when needed.

It's unclear whether Exquemelin's interest in pirates is genuine or if he's just out to make it rich off of other people's stories, but his coin spends as good as any other's.

Alexandre Exquemelin has the stats of a **noble**, but with the following changes:

- He has 25 hit points.
- He has advantage on all checks to persuade, convince, or lie to others.
- He has disadvantage on all saving throws against charm and deception.





Captain Henry Morgan

A 31 year old Welshman, Henry Morgan was a low ranking officer in the army of Robert Venables, sent by Oliver Cromwell as part of the Caribbean expedition against the Spanish. When the English forces, mostly made up of press-ganged criminals and vagrants, made land at the northern beaches of Hispaniola, they were quickly overcome with yellow fever and dysentery. Henry Morgan was the man who led the English sailors to some of their first victories against the Spanish. Soon after, he became a privateer, sailing in the armada of Christopher Myngs as they sacked towns on the Spanish Main.

Now, Henry Morgan is a buccaneer captain, sailing with a letter of marque against the Spanish and the Dutch. He's an expert in naval warfare and has a history of taking

towns and colonies with but a single cutlass and the threat of a cannon. The swarthy, heavy-set bearded man is a force to be reckoned with among fellow buccaneers.

Captain Henry Morgan can most often be found in Port Royal, gathering crews for raids of the Lesser Antilles and Puerto Rico. He captains a buccaneer war frigate called Satisfaction. He also has a buccaneer brig, The Oxford, harboured in Tortuga. Henry Morgan is always looking for prominent sailors and buccaneers to take under his wing, teaching them the finer points of pirating against the Empires of the world. The only power Henry Morgan won't betray is England.

Captain Henry Morgan has the stats of a **captain**, but with the following changes:

- He has 50 hit points.
- He has an Armour of 17.

Montbars the Exterminator

Daniel Montbars is a 21 year old Frenchman born to a wealthy family in Languedoc, originally enlisted in the Royal French Navy. After arriving in the Caribbean, he developed a vicious bloodlust. Perhaps it was his exposure to the brutality of the Spanish conquistadors as a child, or maybe it was witnessing the brutality of the buccaneers from Tortuga. Whatever the cause, Montbars was only ever satisfied when putting his enemies to the sword.

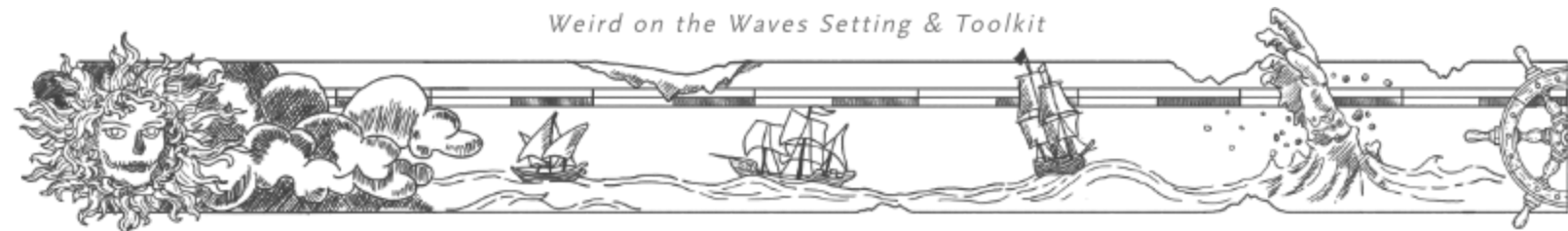
As a buccaneer, Montbars the Exterminator is known for his brutal tactics and unwillingness to parlay or take prisoners. He and his crew are killers who do not rest until every living creature upon an enemy ship has been slaughtered. He frequently targets Spanish merchants, operating on a letter of marque from France against them, though he'll attack any vessel he thinks is an easy target for murder.

Montbars the Exterminator can most often be found in Martinique. He patrols the waters of the Windward and Leeward islands aboard his buccaneer brig Campeche's Doom. Montbars can be an ally against the Spanish, but more often than not he is an enemy. The only power Montbars won't betray is France.

Montbars the Exterminator has the stats of a **captain**, but with the following changes:

- He has 45 hit points.
- He has an Armour of 16.
- His cutlass attacks deal an additional 1d4 damage.





Captain Diego Lucifer

Also known as Diego the Mulatto, Diego Lucifer was born into slavery, the son of an African servant woman and a Spanish sailor. After escaping his bonds, he swore revenge against the Spaniards who would put him in chains. As a buccaneer, Diego Lucifer raided all across the Spanish Main, sacking cities and capturing Spanish forts.

Diego Lucifer is a hot tempered man quick to take up arms at any insult or slight. While he cares little for his victims, he's been known to free black slaves from ships and take them on as his crew, offering full shares of plunder. Of all the notorious buccaneers of the West Indies, Diego is the one that cares the most for the plight of slaves.

Captain Diego Lucifer can most often be found in Barbados, ridding the island of any colonialist stragglers or British loyalists. When at sea he captains the Blackdog, a buccaneer brig. He's been known to target English and Spanish ships in particular. The only power Diego won't betray is the Brethren of the Coast.

Captain Diego Lucifer has the stats of a **captain**, but with the following changes:

- He has 45 hit points.
- He has an Armour of 16.
- He has advantage on saving throws versus magic and spells.





Captain Charlotte de Berry

Charlotte de Berry is an English-French woman of station who sailed to the West Indies disguised as a man with her sailor husband. Sadly, when she arrived in the Caribbean they were shipwrecked off the coast of Nassau. As provisions dwindled the crew turned to cannibalism and de Berry's husband was eaten. When rescue finally came in the form of a Dutch merchant ship, she took over the ship and made herself captain. Since, she's been a fearsome buccaneer in the Bahamas.

Pirating openly as a woman, Captain de Berry is a fearsome pirate who fights against the advance of the Dutch and the brutality of English privateers. Considerably more open minded than many of her piratical peers, de Berry holds no ill will towards the Spanish unless provoked. She is also skeptical of the

claims of the Brethren of the Coast, thinking them a bunch of vicious murderers and opportunists.

Captain Charlotte de Berry can most often be found in Nassau, nursing an opium addiction and plotting her next raid. She sails aboard her buccaneer war frigate, *The Madame*, around the Bahamas. There are no powers she currently won't betray, instead operating off of her own morals rather than loyalty to a home country.

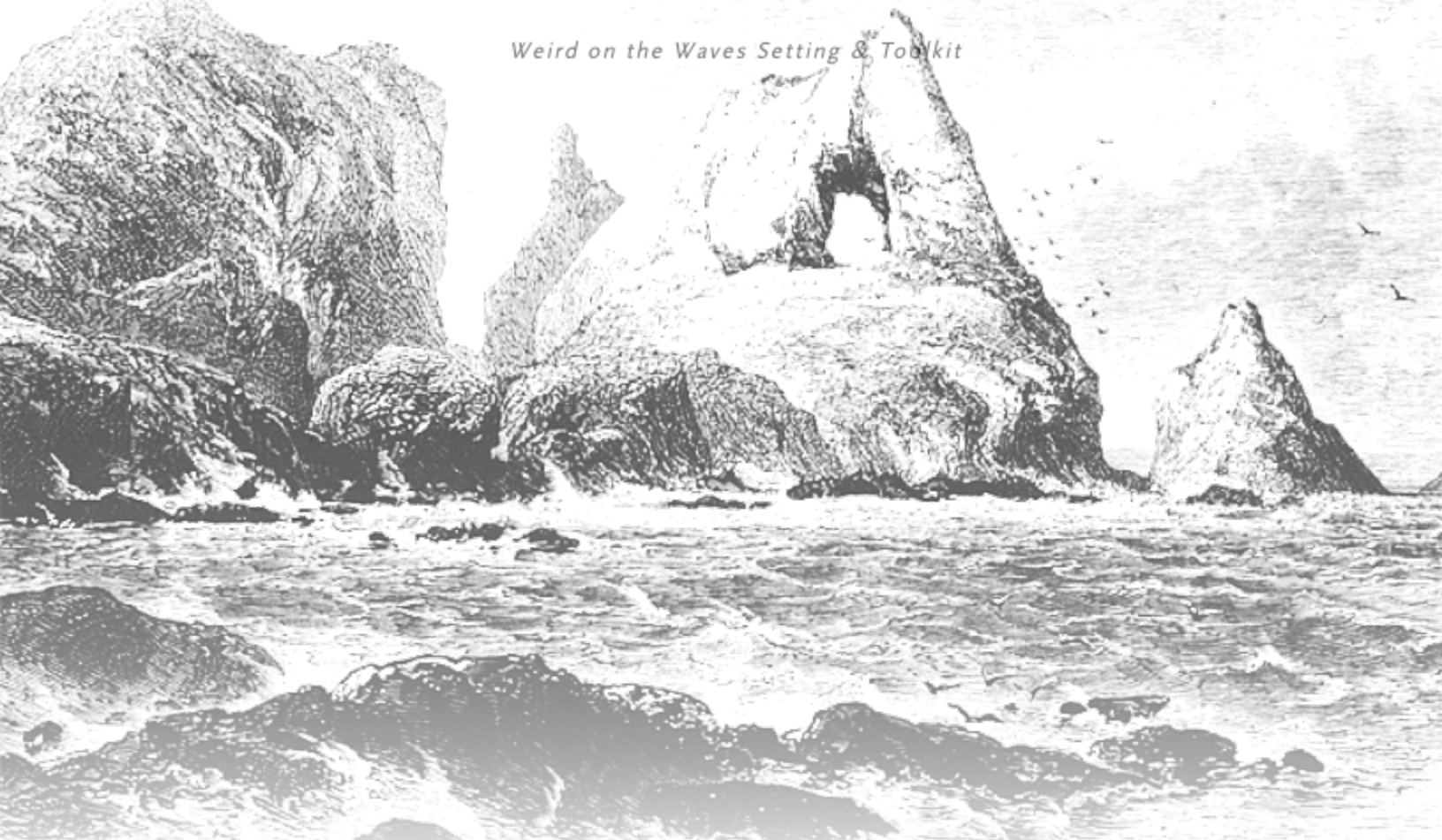
Captain Charlotte de Berry has the stats of a **captain**, but with the following changes:

- She has 50 hit points.
- She has advantage on saving throws versus poison and sickness.
- She can cast cleric spells up to 2nd level.

Chapter 11

The Horrors Of Pig Island





The Horrors of Pig Island

Running The Adventure

The Horrors of Pig Island is designed to kick off a new *Weird on the Waves* campaign by starting players off with what's familiar in fantasy roleplaying games: you're adventurous folk in an unfamiliar place that's filled with magic and monsters; escaping with as much treasure as possible is the goal. From here, the adventure steadily introduces players to new concepts in *Weird on the Waves*, such as mermaids, the Weirdways, Maritime skill checks, flintlock firearms, and eventually seizing their own pirate ship and sailing away.

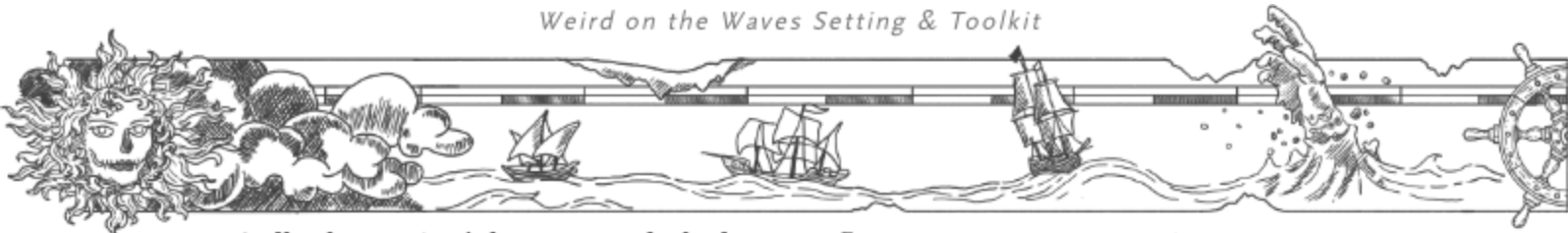
If your players are eager to get right into sailing and plunder, this adventure can be skipped over as they get right into *The Race To Mondo Island*. Once completed, this adventure can lead right into the events of *The Race To Mondo Island* as a natural next step.

Adventure Background

As the Border Ethereal closed in around the Caribbean, the merchants of Spain grew worried. Fewer and fewer supply ships returned from the ports of Cuba, and all communication with their colonies seemed to disappear. Eventually, every merchant company put a hold to all sailing to the West Indies and the Spanish Main, thinking it a cursed place.

This info must not have been given to Circe of Begoña and her many merchant suitors, because she sailed right into it.

In 1659, the inheritor of a sizable merchant fleet, as well as a secret dabbler in the dark arts, Circe sailed aboard her Italian investor's ship *Señora de Soldi* towards the Caribbean. Joining her were a score of sailors and servants, as well as twelve prospective suitors from all across Europe, all hoping to wed Circe in the new world and gain access to her sizable fortune.



Sadly, these suitor's hopes were dashed upon the rocks...as was the Señora de Soldi. Circe was marooned on an uncharted island in a strange part of the sea (The Weirdways). Most of her crew had died, but her many suitors survived. As they explored the island and awaited rescue, Circe noticed a strange change coming over her many men and servants. Their bodies hunched, their faces swelled, and their hands began to fuse into hooves. Within a week, all of them had been transformed into pigs. The island was cursed!

Using what little magic she knew, Circe cast spells to slow this process. It turned her twelve suitors into half man, half pig monstrosities. Dim-witted and utterly servile, these heinous hogs served Circe well. She didn't know why she was spared from the same curse of the island, but she endeavoured to make the best of it until rescue arrived.

But no rescue would come. Every ship that approached Pig Island crashed and all survivors eventually turned into pigs. As a year passed, Circe gave up hope of rescue and instead proclaimed herself the ruler of Pig Island. She feasted on the pork of those foolish enough to be stranded on her island, and she grew more powerful in the ways of evil magic. As powerful as she was in Spain, here she thought herself a god.



Adventure Overview

The player characters find themselves shipwrecked on Pig Island. The five treasure chests they brought from the old world are scattered about the island, carried off by cutthroat survivors or others. The island is home to a number of other creatures and adversaries: wild boar, a lagoon full of mermaids, a bloodthirsty mermaid shark, and horrible pig men called heinous hogs. To make matters worse, the island is cursed. Any person who washes ashore is slowly transformed into a wild pig over 24 hours.

The players must survive on the island, claim their lost treasures, and find a means of escape before they succumb to the curse and become pigs. There are many ways to do this:

- **Build a raft!** A large raft can be built from the wreckage of the previous ship.
- **Unbeach the pirate ship!** A buccaneer's sloop is beached on the opposite side of the island, and can be repaired and sailed.
- **Help the mermaids!** The mermaids of the lagoon will raise a sunken cutter from the lagoon if the players kill the shark mermaid that circles the island.

The ruler of the island is a Spanish noblewoman turned **sea witch**, Circe of Begoña. She is immune to the curse, and feeds off the sailors and buccaneers who become trapped on Pig Island. She commands the heinous hogs to capture any castaways they find, along with any treasures they carry.

Once free of the island the players sail back to the Caribbean in whatever ship they find or make. The adventure ends once the players have escaped the island, or when they've all been killed or turned into pigs.



Setup

Once the players have rolled up characters and decided on backgrounds for themselves, read or paraphrase the following to them:

The year is 1666. The place is the Caribbean.

You are all crew or passengers aboard a British merchant vessel 'Fair Elizabeth', voyaging from the coast of Florida to Hispaniola. Its cargo is varied: textiles, sundries, and five large treasure chests filled with gold and jewels. More wealth than you've ever seen in one place.

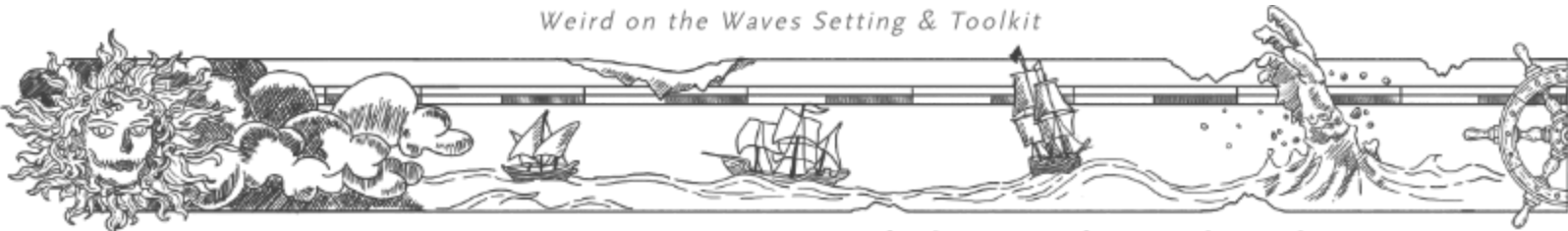
The West Indies promise to be a new beginning for you, but this tropical land of opportunity is rumoured to be a more dangerous place as of late. Unexplained storms, unnatural phenomena, and talk of monsters in the waves.

You should have heeded these rumours, because your ship was overtaken by a sudden storm and capsized.

You awake on the shore of an unfamiliar island. The Fair Elizabeth is dashed upon the rocky shore, beyond repair. The captain and quartermaster are dead on the shore with you, their bodies being picked at by crabs. A few other sailors lay unconscious nearby. You can see footprints and drag marks leading in different directions away from the shore. Some of the crew must have survived...and made off with those five chests!

Even if you survive the island, everything you had is gone...except those five chests. Perhaps it's time you turned pirate and made a new life for yourself!

The drag marks on the beach lead to each of the X's on the Pig Island map. Each treasure chest's contents is detailed in the map breakdown. If a PC dies or is turned into a pig during this adventure, the player can roll up another PC and have them appear from a hex nearby; another lost crewmember of the Fair Elizabeth.



Turning Into Pigs

Every two hours characters must make a saving throw against magic. Failure causes them to begin to turn into pigs.

- Wizards and other arcane magic user characters have advantage on their saving throws.

- Three successful saves in a row make a PC immune to the effects for the rest of the day. Their next save is in the morning.

- Characters become pigs completely after 3 failed saves.

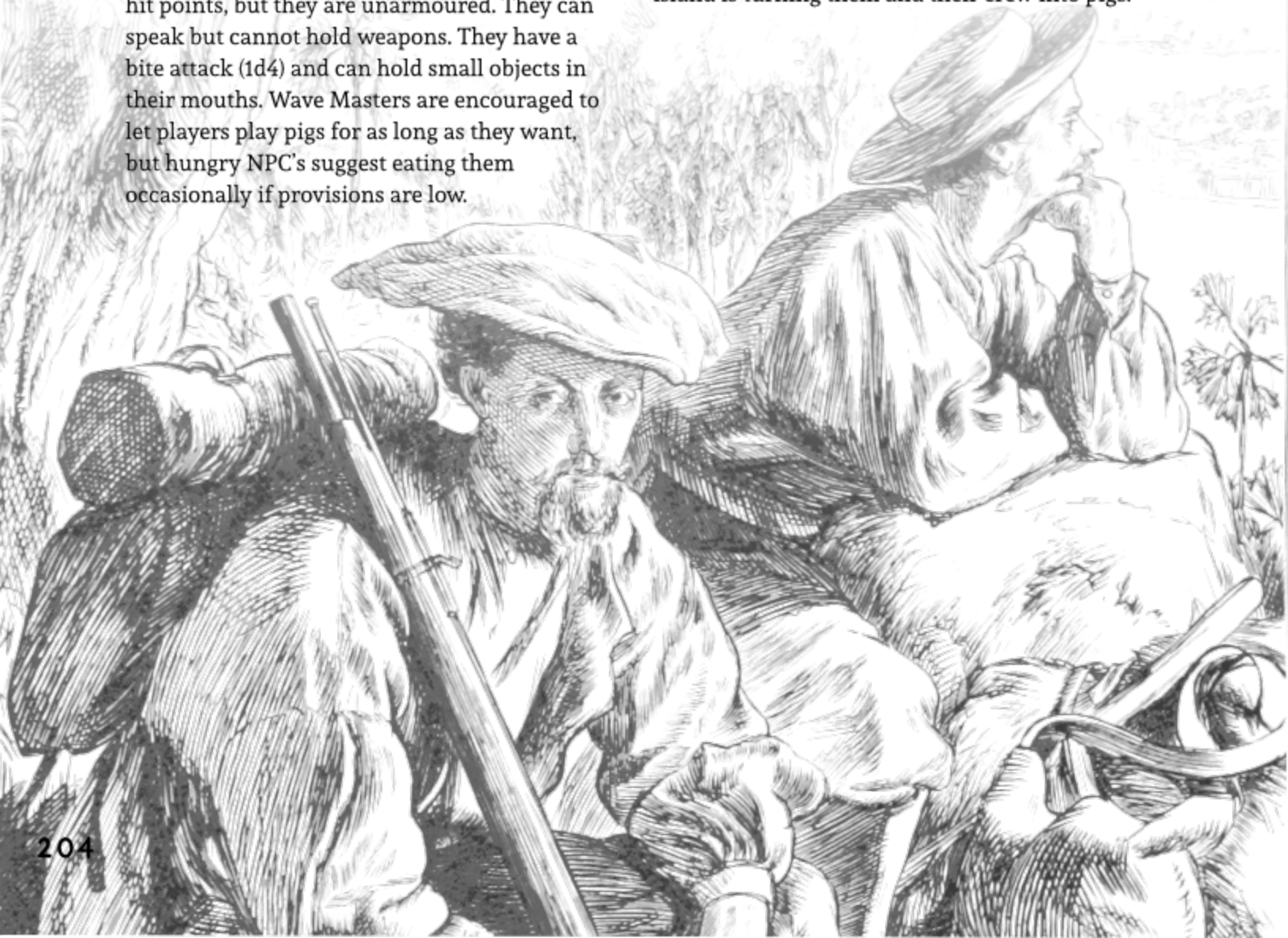
- Pig PC's can continue to be played. A pig PC retains all of their ability scores, skills, and hit points, but they are unarmoured. They can speak but cannot hold weapons. They have a bite attack (1d4) and can hold small objects in their mouths. Wave Masters are encouraged to let players play pigs for as long as they want, but hungry NPC's suggest eating them occasionally if provisions are low.

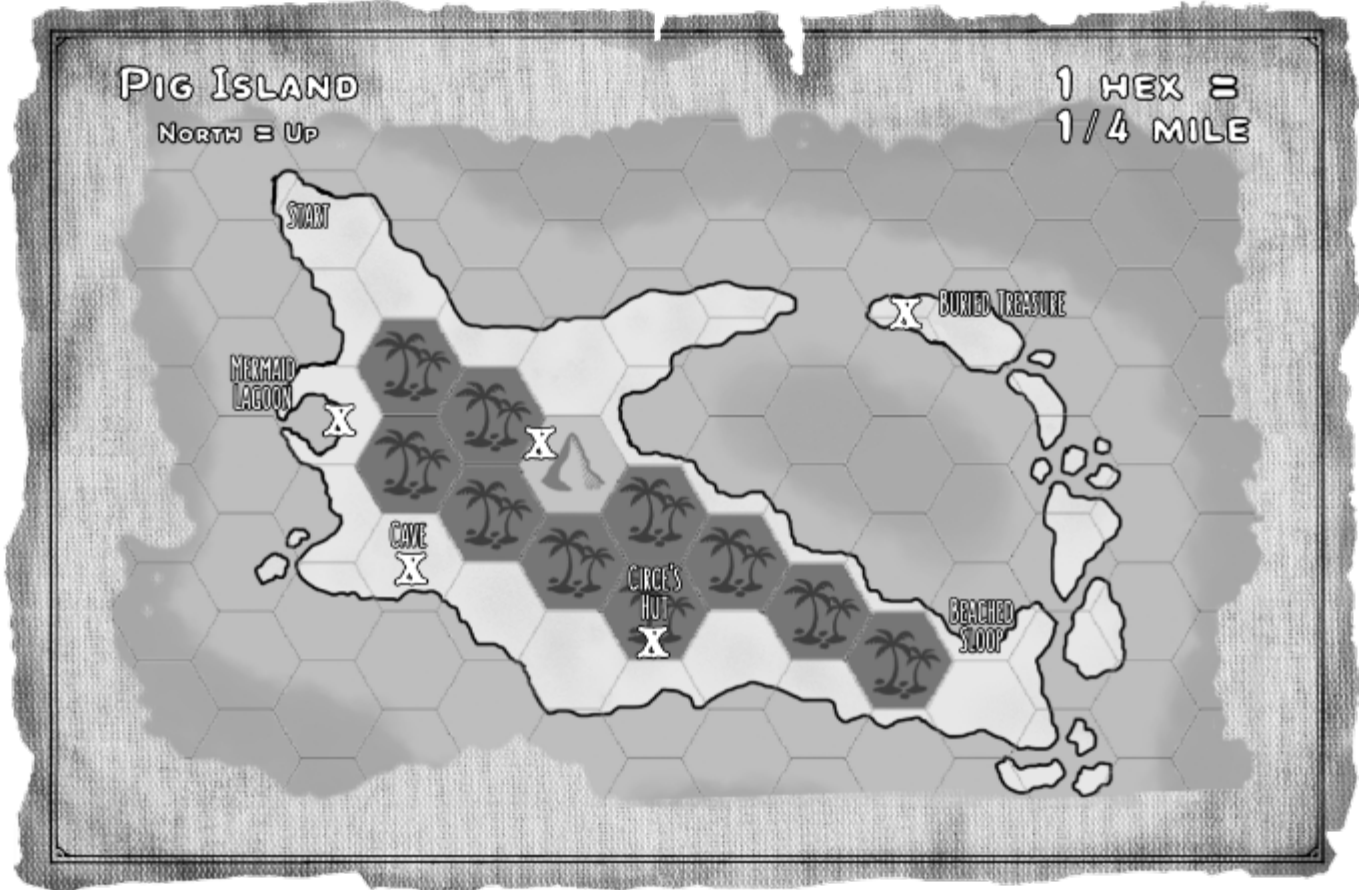
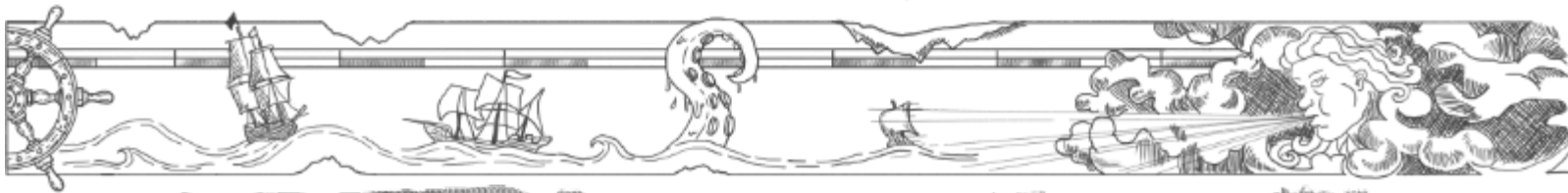
- After being a pig for more than 24 hours, the pig PC begins to lose the ability to speak in anything but grunts and squeals.

- A slaughtered pig provides 1 point of provisions.

- The curse can be lifted by a restoration spell of any kind.

Wave Masters are encouraged not to reveal a cursed character's fate right away, but instead describe the changes to the PC with each failed saving throw. Backs begin to bend, noses protrude like snouts, fingers and feet begin to fuse into hooves, a curly tail appears. Players should put it together themselves that the island is turning them and their crew into pigs.





Map Breakdown

Each hex is 1/4 mile. Lightly encumbered characters can explore 4 hexes per hour, or 2 hexes per hour if they are heavily encumbered (like carrying chests).

1. Wreck of the Fair Elizabeth (play starts here)

This rocky beachfront is strewn with what remains of the ship. Four **sailors** lay exhausted on the beach. The PC's can take charge and gather these four sailors (Marco, Kristoff, Josephine, George) with a successful Charisma contest with them. The sailors roll as a group with +1 to the roll. If successful, the PC with the highest Charisma score can roll to set Morale for them.

■ **Provisions.** 1d6+1 provisions can be salvaged from the crates and barrels strewn on the beach. Salvaging takes 1 hour.

■ **Building a Raft.** If any of the PC's try to build a raft out of the wreckage of the ship, they can do so with a successful Maritime skill check opposed by the Wave Master. The rest of the PC's can assist with this, granting them advantage. The raft takes 2d4 hours to construct.

■ **Swimming.** A monstrous mermaid shark hunts 100 feet out from the shore. It attacks any creature that swims in her waters, or rows upon them on a raft.



2. Mermaid Lagoon

■ **Sunken Ship.** A Spanish merchant sloop is sunk in the lagoon. It's hull is covered in coral and barnacles, and its rigging peaks out of the surf.

■ **Mermaids.** Eight **mermaids** live in this shallow and secluded lagoon. They became trapped here months ago when the mermaid shark arrived. Originally there was a whole school of the mermaids, but most have been devoured by the mermaid shark. The mermaids are wary of 'land walkers', but they ask the PC's for help with the mermaid shark. As a reward they'll raise the sunken ship from the bottom of the lagoon for them. The mermaids have been using it as a nest, and don't quite understand it is a sea vessel.

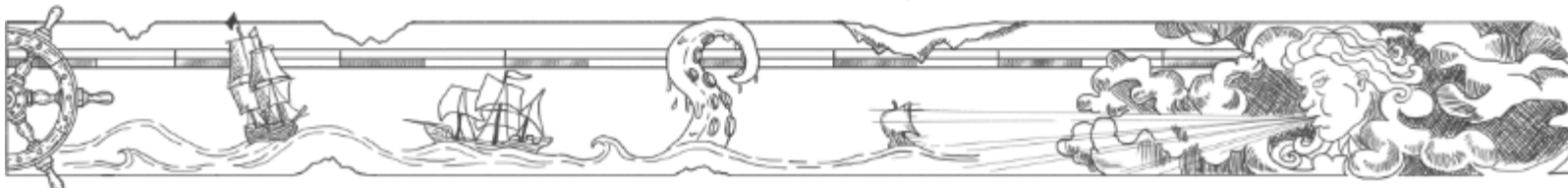
■ **Treasure.** On the beach of the lagoon a **wild boar** pulls at the handle of a treasure chest, dragging it through the sand. The boar, a former sailor, squeals and attacks anyone that tries to take the chest from them. Within the chest is 500 gp and a loaded pistol, dry and ready to fire.

3. Mountain

The peak of this rocky mountain is 200 feet above the ocean. Climbing up to the peak is made easier with climbing tools. Those without must make a difficult climb, risking falling up to 30 feet and taking damage.

Every part of the island can be seen from here. Smoke can be seen rising from a clearing in the jungle to the southwest (Circe's hut, area 5), as well as a beached sloop with no flag or sails to the southeast.

■ **Treasure.** 100 feet up the mountain is a dead sailor with a treasure chest. The sailor broke his back from a fall, dying instantly. Within the chest is 650 gp.



4. Cave

Five **heinous hogs** squat in this cave over a sputtering fire. They're servants of Circe, looking for new arrivals. They're hostile, but they aim to capture other creatures alive to bring them back to Circe's hut (area 5).

■ **Treasure.** Within the cave is the corpse of a sailor, along with one of the Fair Elizabeth's treasure chests. Within the chest is 300 gp worth of ivory, two cutlasses (1d8), and 100 gp in coins.

Heinous Hog

Medium creature

Armour 12

Hit Points 8 (2d8)

Movement 30 ft.

Morale 8

Special

*Heinous hogs have advantage on attacks when in groups of two or more.

Actions

Fist. +1 to hit, 3 (1d4 + 1) damage.

Tusks. +1 to hit, 3 (1d6) damage and the target is knocked prone.

5. Circe's Hut

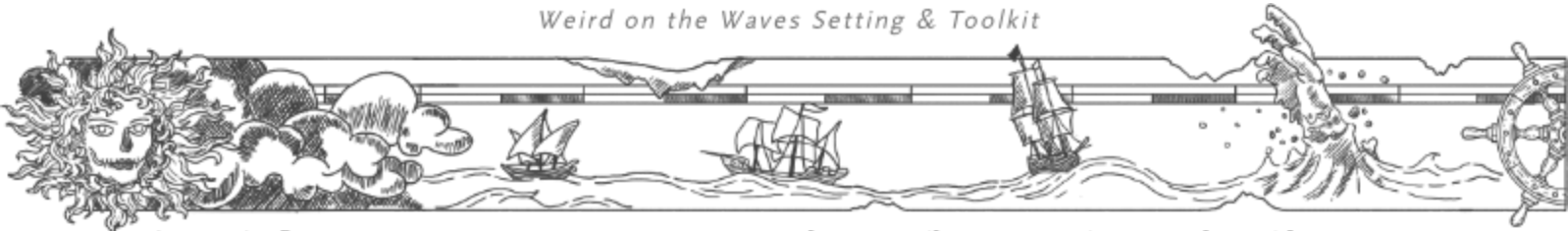
This small hut is made up of pig bones and pig leather. The smoke from within smells of sweet pork. The hut is guarded by four **heinous hogs** who only attack if provoked. Circe is aware of all creatures that come within 50 feet of her hut.

■ **Circe of Begoña.** Within the hut is a Spanish woman dressed in a filthy noblewoman's dress, festooned with a grisly assortment of finger bones and jewels. Circe speaks Spanish, English, and French, and is happy to feed, shelter, and entertain visitors so long as they keep their weapons stowed. Circe is a **sea witch** who can use her magic to halt the spread of the curse for 24 hours if the characters request it. She can share all of the info in the Adventure Background section. She doesn't believe the characters have any chance of escaping, and she'll feast upon them once they inevitably become pigs.

■ **Treasure.** Circe has one of the Fair Elizabeth's chests. The sailor who carried it came to her, slowly becoming a pig. The sailor is dead, currently a pig roasting on a spit in her hut. Circe won't part with the chest unless killed. Within the chest is 700 gp in coins and trinkets.

Roleplaying Circe. Circe of Begoña is a well spoken Spanish lady who's grown increasingly mad from her time marooned on this cursed island with only pig men for company. Incredibly vain, prone to delusions of godhood, she lets out small mad giggles now and then. Circe is loath to leave her new island home, but charismatic PC's may convince her to join them in escaping if they have a convincing enough plan or they alert her to the intact sloop to the southeast.





6. Buried Treasure

Following the northmost trail of drag marks leads to an atoll dotted by palm trees. A body can be seen resting on the sandy dunes from the island's beach.

Investigating the atoll reveals the bloody corpse of a sailor from the Fair Elizabeth. He's been bitten in half by the mermaid shark, his lower half tossed aside on the beach. Searching the area reveals a shovel. It looks like he buried the chest he carried.

- **Buried treasure.** Finding the buried chest requires a difficult check. Once dug up, the chest contains 400 gp and a loaded blunderbuss (2d6), dry and ready to fire.

7. Beached Sloop

At the south-easternmost part of the eastern lagoon is a beached buccaneer sloop. The ship is abandoned, but its mast, sails, and rigging are all intact and working. Investigating its deck and hold reveals that the ship is called 'The Blushing Bride'. Use the Blushing Bride statistics in Chapter 1 of the book.

- **Unbeaching the sloop.** Unbeaching the Blushing Bride requires at least two characters, and a successful Maritime check opposed by the Wave Master. Each additional character

that contributes an action or a clever idea to get the ship unstuck grants the PC rolling the check a +1 bonus.

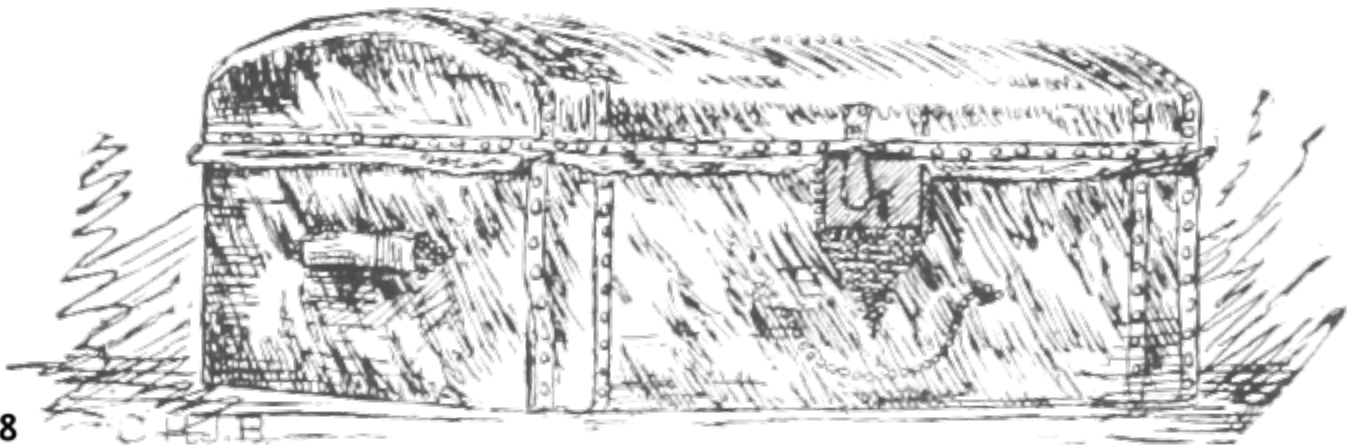
- **Mermaid Shark Attack.** If the mermaid shark has not already been defeated, it attacks the ship as it begins to sail away.

Conclusion

If the characters successfully sail away from Pig Island, they escape the reach of its curse. Characters who've been turned into pigs remain so, but can be cured of this affliction at any major colony or port of call with a priest or sea witch.

The Bahamas are the closest islands in the Caribbean, roughly 500 miles south from Pig Island. In a sloop this voyage can take up to 11 days. The characters can make this voyage on their own, or the Wave Master can have them encounter a friendly Dutch merchant caravel willing to tow their ship and give them a place on their crew. The caravel (The Tidebow) is bound for Providence.

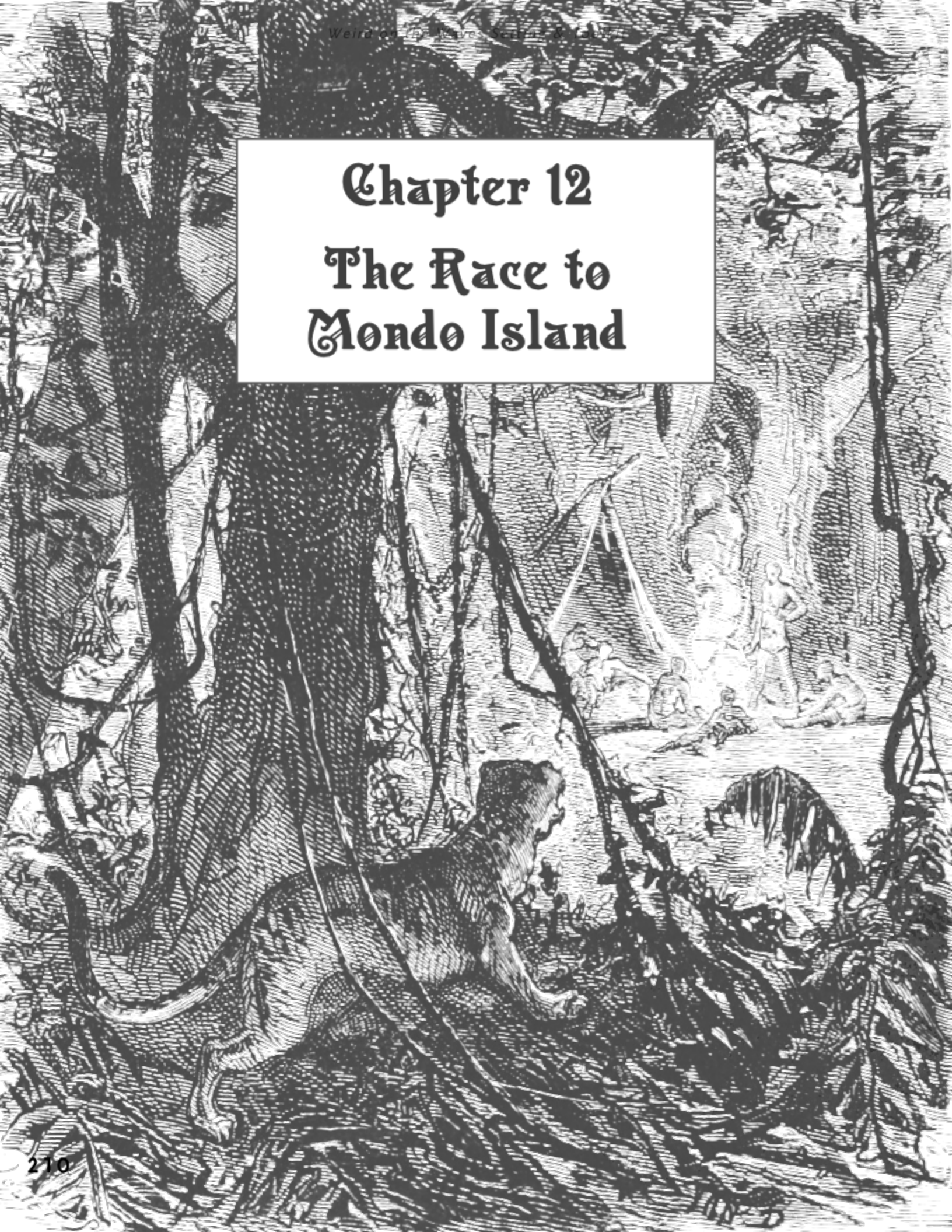
Once the characters reach any island in the Caribbean, treasure shares can be divided and experience points earned. Now the PC's have their own ship and can begin a career as a buccaneer. Rumours reach them of Pierre Le Grande's lost treasure, and they can move to *The Race To Mondo Island*.

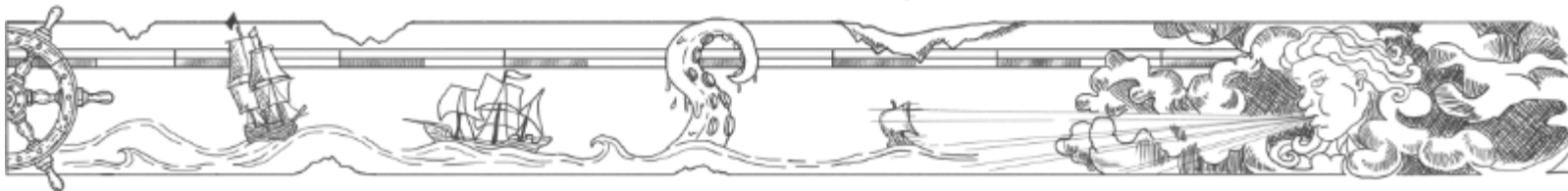




Chapter 12

The Race to Mondo Island





Race to Mondo Island

In the early days of buccaneers, no pirate was more feared and respected than the French pirate Pierre le Grande. A swarthy and cunning man known to threaten his crew with sinking his own ship in order to force them to seize an enemy ship quickly, the self titled 'Pierre the Great' was a local legend of Tortuga for his attacks on the Spanish and English. It was le Grande who sunk the Spanish navy around Santiago, le Grande who captured a whole Spanish treasure fleet, and le Grande who inspired a generation of indentured servants and beggars to take up arms and turn pirate.

Unfortunately it was also Pierre le Grande who disappeared without a trace when the *Weird on the Waves* first appeared. After a successful raid in the 1630's, le Grande sailed his stolen treasure galleon La Ballena east of Providence...only to disappear into a bank of ethereal fog. Le Grande and his enormous treasure were never seen again.

Thirty six years later, the *Weird on the waves* has taken hold. Exploratory vessels breach the Border Ethereal in search of a way out of the Caribbean. One such vessel returned to Providence with only two survivors. Both men rendered mute, their bodies emaciated and their hair shock white, one clutching a tattered map. The map shows directions to an island called Mondo, 370 miles from Providence, past the Border Ethereal. The only other detail is a notation beside Mondo Island that reads: "The grave of Pierre le Grande".

The PC's find themselves on Providence, an island populated by an odd mix of French pirates and English Puritans united in their hatred of the Spanish and their fear of the Weirdness on the horizon. It's here that they receive a copy of the map to Mondo Island and the notion that they could find Pierre le

Grande's long lost treasure before anyone else. All they need to do is stock a sturdy vessel, find a crew, and sail into the unknown.

Adventure Overview

Here's how to best use and run 'The Race To Mondo Island'.

The Goal

The player characters (PC's) have come across a map of Mondo Island and its location in the Caribbean. Their goal is to cross the sea, survive any and all encounters there, reach Mondo Island and recover Pierre Le Grande's treasure, then return said treasure to Providence before their ship is sunk or they are killed. A secondary goal is to amass as much treasure as possible, thereby gaining as much experience points as possible before dying.

One player is the Wave Master (WM), a role that controls the forces of the waves and all of the sailors and monsters within it. The Wave Master's goal is to oppose the player characters and make their way difficult by contesting their rolls and placing encounters and challenges before them using random tables.

Step 1: Setting Sail From Providence. The player characters begin play on the pirate island of Providence. They have formed a crew together and taken possession of a buccaneer sloop, a small sized vessel with a complement of guns and provisions. Depending on how many people are playing, the PC's can set sail immediately, or they can recruit crew members on the docks of the island (See 'Recruiting a Crew' in Chapter 6).

The PC's ship is named The Blushing Bride. In its cargo the ship has 5 points of Provisions and 50 gp of Materials. What this means is explained in further detail in the Equipment List section in Chapter 4.



Step 2: The Open Ocean. Using a small sized vessel with fair weather, the journey to Mondo Island can take 10-11 days. Over the course of these days, the players will encounter sailing mishaps, random monsters, islands, and enemy ships. In their role as buccaneers, the characters must rob and plunder as much as possible to strengthen themselves and their ship. Only a hardened and well-equipped ship has any chance of recovering Pierre Le Grande's treasure.

If the PC's are in poor health, or their ship is badly damaged, they can sail to Isle de Fou. Isle de Fou is a French buccaneer way station where crews can rest and repair their ships. It is a safe haven in the middle of a hostile ocean. If being pursued by another ship, île de feu acts as a safe place where enemy ships cannot come within 20 miles.

Isle de Fou is also a safe port where crew can be hired, cargo can be offloaded, experience points can be calculated, and their ship(s) can be repaired and upgraded.

Step 3: Reaching Mondo Island. Upon reaching Mondo Island, the PC's can row ashore and search for the buried treasure. Here they'll encounter a number of monsters and hazards.

Step 4: Returning to Providence. The PC's have Le Grand's treasure, and that makes them targets of every privateer and pirate in the region. The Wave Master rolls double the encounters during this part of the adventure. Players must use every resource and clever idea they have to survive long enough to get their treasure back to Providence.

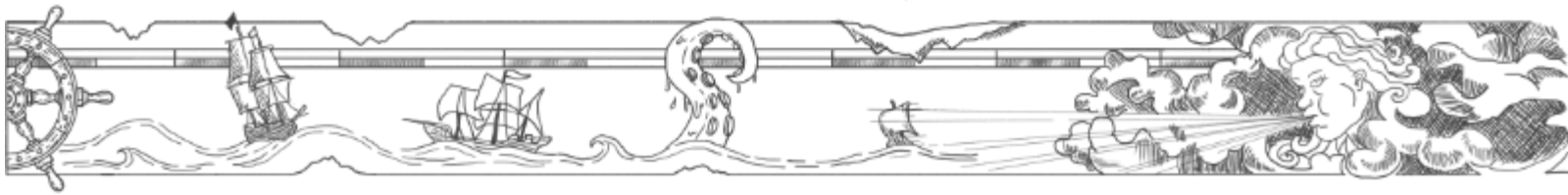
If the PC's reach Providence with Le Grande's treasure, they are victorious and the adventure is complete. If you want to continue playing, have the characters calculate experience points and level up. Then, they can make a return voyage to Mondo Island to explore it (and its buried riches) further.

Using the Setting

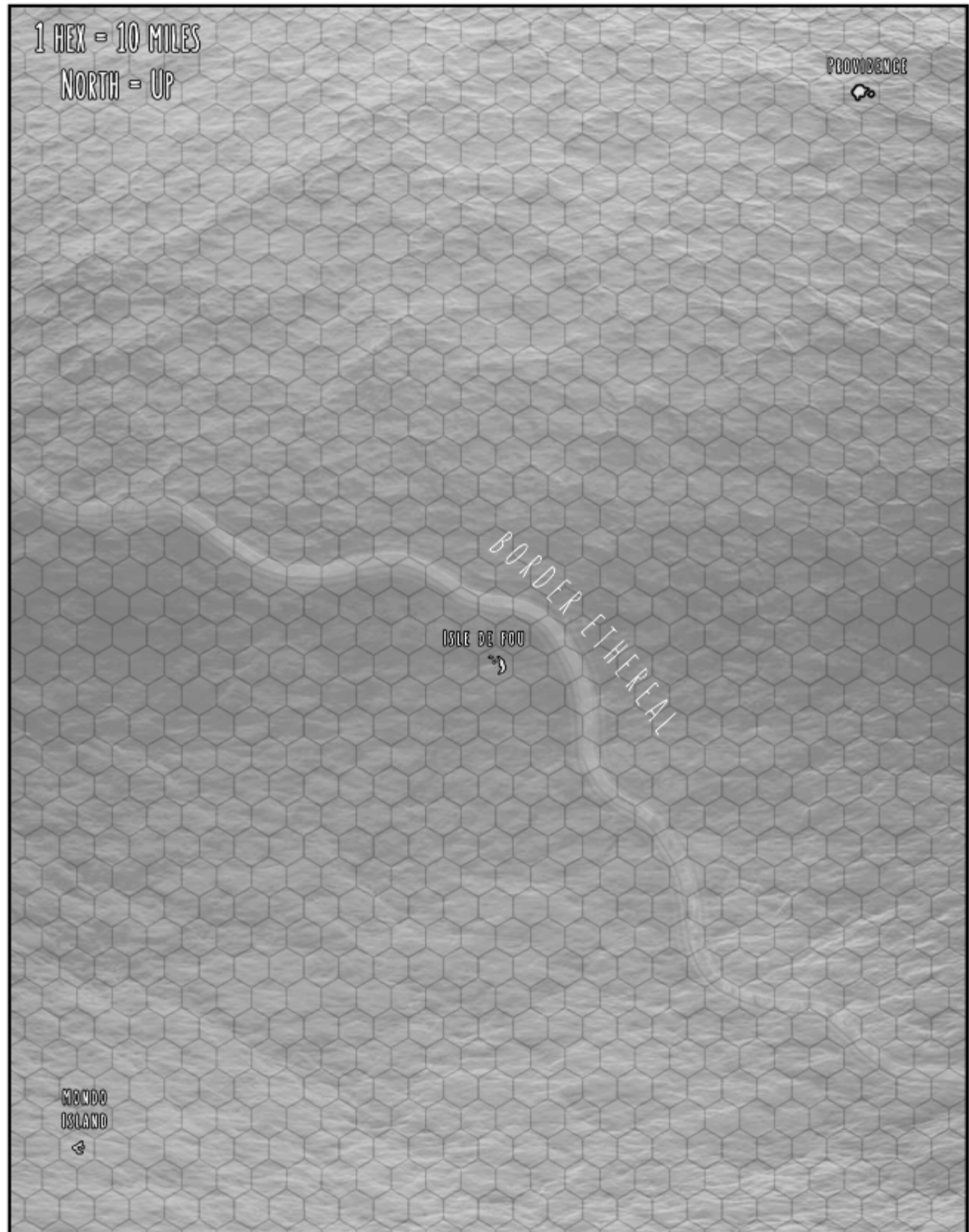
This 400 by 200 miles stretch of Caribbean sea is a small portion of the setting of *Weird on the Waves*, designed to give players just enough open ocean and adventure to test their skills at sailing and plundering as buccaneers. Finding le Grande's treasure is the main adventure, but the region holds a number of random voyages, encounters, and unexplored islands to dig into as well.

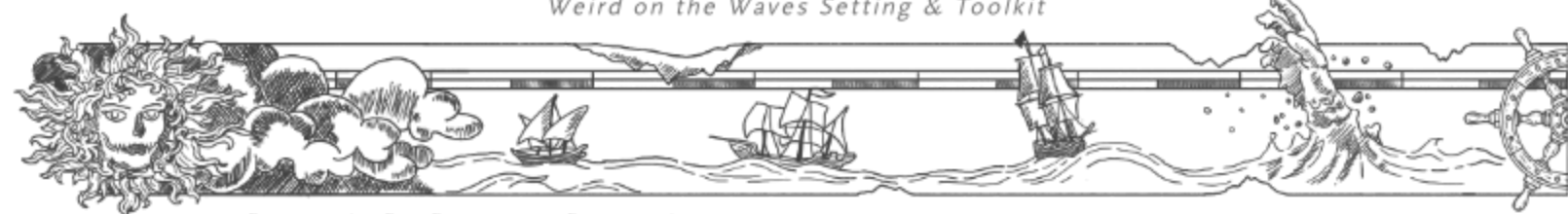
Have the players start on Providence having just acquired the ship *The Blushing Bride* and the map to Mondo Island. From here they can purchase supplies, gather a crew, and set out. Each of the major islands also has a few side-quest style voyages they can take to earn extra gold and experience.





Map of the Caribbean Sea (Providence + Isle de Fou)





Providence (Isla de Providencia)

Founded by French and Dutch pirates, then populated by English Puritans, Providence is a colony of mixed purpose: a religious bastion with tobacco plantations that's also home to notorious buccaneers who used to raid the Spanish Main.

Population: 550. Most are farmers, planters, and merchants, though there are a few dozen buccaneers and sailors still on the island. Most are Puritans, with a mix of French Catholics and Jews from Port Royal.

Government: Edward Mansvelt, former buccaneer and one of Henry Morgan's crew, has installed himself as Governor with express purpose of guarding the island colony from being captured by the Spanish. Mansvelt is friendly to buccaneers.

Defense: Providence is patrolled by three buccaneer brigs, and the island has a working militia of 20 guards.

Inn and Tavern: The Moldy Crow serves as the colony's only public house and inn. Alcohol is frowned upon by the local Puritans, so it is tightly controlled.

Supplies: Baldwin's Supply sells provisions and most other basic items. Coastal Repair sells materials and offers ship repairs.

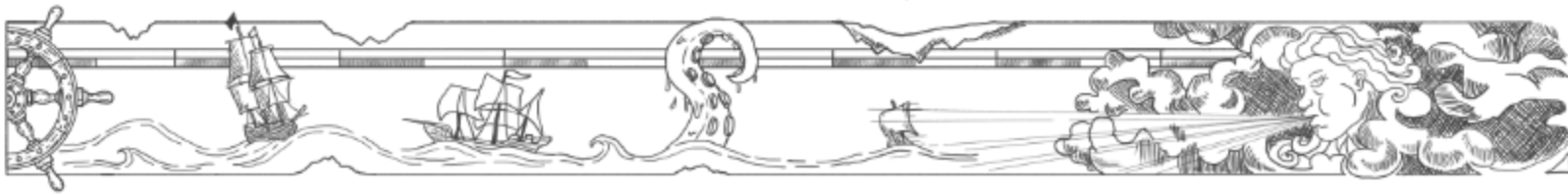
Voyages and Hires: Up to 20 sailors and 12 buccaneers can be recruited from the town square in the Providence Colony. Asking around the Moldy Crow reveals the following leads for voyages:

- **Cargo Delivery.** Transport 10 tons of housewares and textiles (13,500 gp) from Providence to Isle de Fou in less than four days time. The reward is 500 gp for every ton delivered safely. Expect attacks from privateers.

- **Shipwreck.** A medium Dutch merchant vessel was sunk 100 miles due southwest of Providence. It's 300 feet below sea level. Roll for random cargo. Expect other buccaneers and salvagers.

- **Treasure on Route.** A medium Dutch ship carrying riches is sailing from Isle de Fou to Providence, and will arrive in three day's time. If you hurry, you can intercept it before it reaches its destination. It's carrying large cargo parcel #4 (22 tons, 87,500 gp) and is protected by one small escort ship.





Isle de Fou (Fire Island)

One of the few colonies founded outside of the Border Ethereal, Isle de Fou was discovered and settled by French buccaneers from Tortuga, who operate the island as a pirate outpost and resupply. Life is strange on this island, but people make due. All open flame on the island burns green. The local pigs might not have the right number of eyes or legs, but their bacon tastes just as delicious.

Population: 220. Most are French sailors or ex-slaves from the African coast. Local religion is a mix of French Catholicism, African Hoodou, and new beliefs inspired by the Weird.

Government: Grann Salt. A former slave of the Spanish in Haiti, freed by buccaneers, Grann Salt is a bent old woman with a masterful command of her senses. She can smell the coming of storms and hear when ships with ill intent sail in. While she has no official title, Grann Salt is considered the highest island authority by all the pirates and sailors who live here.

Defense: Isle de Fou's port is filled with no less than four buccaneer ships at any one time. The island is also protected by a barrier coral reef that prevents large ships from coming ashore.

Inn and Tavern: Isle de Fou is home to almost a dozen watering holes, inns, and cat houses. The Drowned Rose is all three, and its owners pride themselves on their discretion.

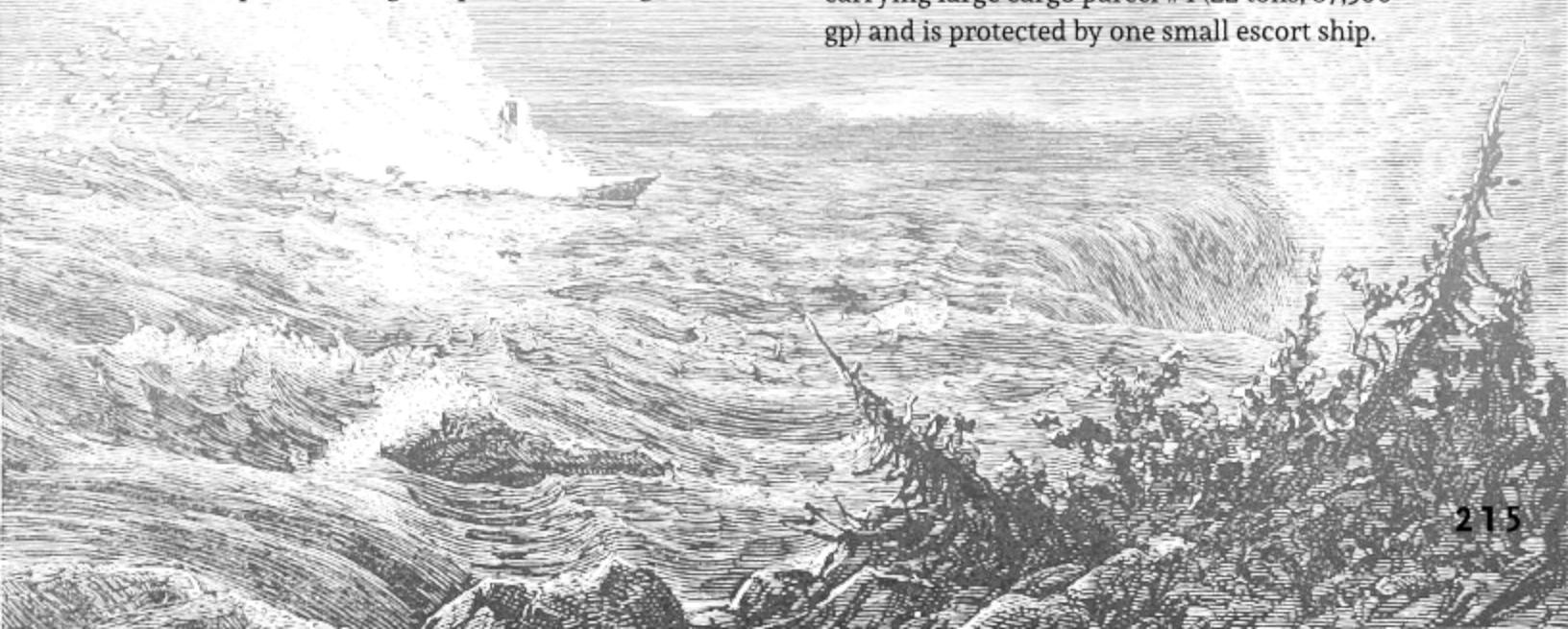
Supplies: Ruby's is the island's supply and shipyard, where materials, provisions, and other goods can be bought and sold. Pegged Leg Ruby, its owner, is always looking for goods and supplies to buy.

Voyages and Hires: Up 54 buccaneers can be recruited from the inns and taverns of Isle de Fou. Asking around the Drowned Rose reveals the following leads for voyages:

- **Cargo Pickup.** Sail to Providence to pick up 25 tons of livestock (1875 gp), then sail the livestock back to Isle de Fou. The reward is 50 gp for every ton delivered alive and safe. Expect sea monster encounters.

- **Shipwreck.** A medium Buccaneer vessel was sunk 70 miles due southeast of Isle de Fou. It's 200 feet below sea level. Roll for random cargo. Expect sea monsters and mermaids.

- **Treasure on Route.** A medium English ship carrying riches is sailing to Isle de Fou from deeper in the Unknown Waves, and will arrive in two day's time. If you hurry, you can intercept it before it reaches its destination. It's carrying large cargo parcel #4 (22 tons, 87,500 gp) and is protected by one small escort ship.



Mondo Island

A strange island filled with terrible curses and surrounded by hazardous sea life, this is where the famed buccaneer Pierre le Grande died and left his massive treasure.

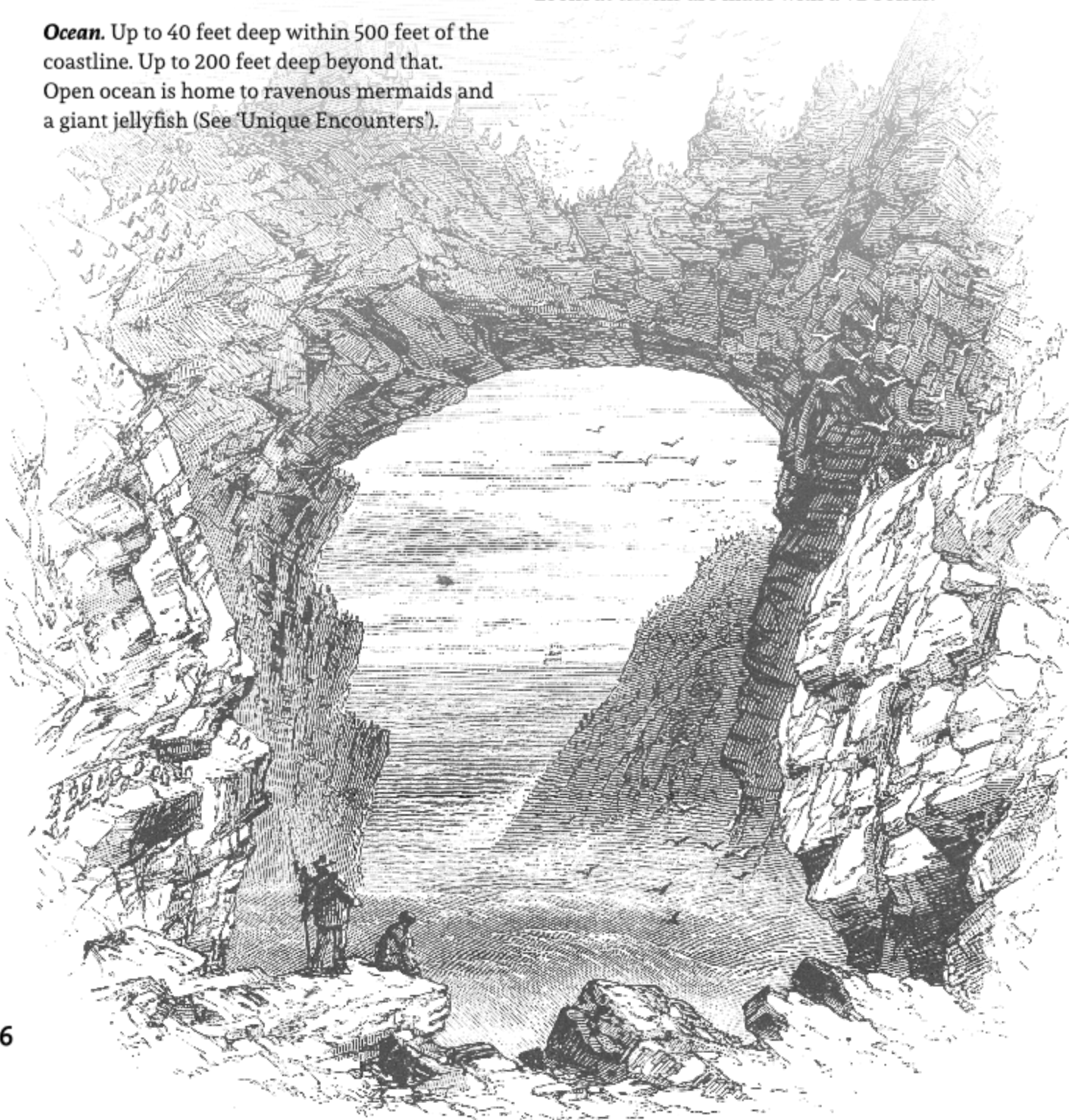
Mondo Island Features

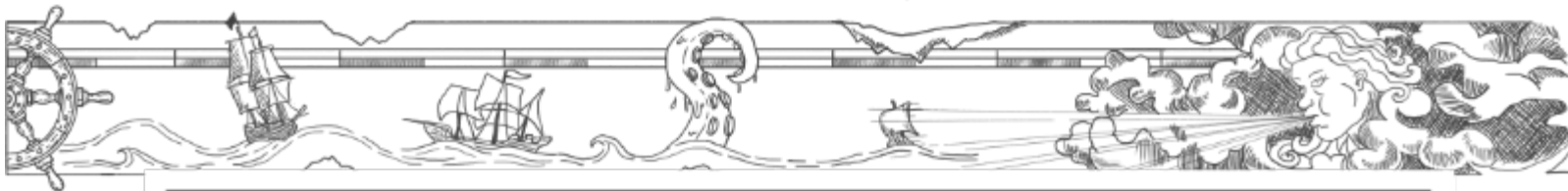
Ocean. Up to 40 feet deep within 500 feet of the coastline. Up to 200 feet deep beyond that. Open ocean is home to ravenous mermaids and a giant jellyfish (See 'Unique Encounters').

Rivers. 10 feet wide, between 5 and 10 feet deep. Moving across rivers carries a chance of catching yellow fever from biting insects.

Beach. Rough sand littered with human bones and sea creature carcasses.

Hills. Elevated areas with sparse foliage. Lookout checks are made with a +2 bonus.





Trees. Verdant palms, cedars, pines, and fruit bearing trees. Hunting and foraging for Provisions is possible here.

Jungle. Difficult terrain, slows movement to half. Jungle foliage acts as half cover at a distance of 20 feet or more.

Swamp. Difficult terrain, slows movement to half. Moving across swampland carries a chance of catching both yellow fever and dysentery from biting insects and water rot.

Mountains. Sheer rocky cliffs that extend to upwards of 300 feet. There are impassable barriers unless characters have climbing equipment.



Unique Encounters

The surrounding ocean is host to the usual sea creatures of the Weirdways. In addition there are blood thirsty mermaids and a giant psychic jellyfish that guard the waters of the coast and the bay of Mondo Island. If PC's linger in these waters, they encounter these creatures.

One way to run these encounters is to have the mermaids attack the PC's just as they're making land on the island, then to have the giant jellyfish attack as the PC's leave the island. An encounter at the beginning of the adventure, and another at the end!

Ravenous Mermaids

A choir of 8 **mermaids** attack the PC's. These mermaids differ from standard mermaids in the following ways:

- They have 25 hit points instead of 15.
- They have an Armour of 14.
- The range they can throw their tridents is increased to 50/150 feet, making them able to attack creatures on the decks of ships.

The mermaids have razor sharp teeth and hiss at their prey. They attempt to climb aboard passing ships and drag sailors overboard. They do this to one or two NPC crewmembers first, then begin targeting PC's. If questioned, the mermaids only screech and say "This island is cursed! Better to eat you now before your bones are cursed too!". When half of the mermaids have been defeated, the rest retreat beneath the waves.

Giant Jellyfish

In the large bay to the south of Mondo Island is a giant psychic jellyfish. This creature is a native monster of the Weirdways, feasting on the psychic energy of sailors who try to make land on Mondo Island. The more experienced and knowledgeable the sailors, the greater its meal. If the PC's attempt to leave the island with Le Grande's treasure or explore any of the nearby shipwrecks, the giant jellyfish attacks their ship.

If the PC's encounter the giant jellyfish before they've explored Mondo Island, there is a chance they may receive a fragment of memory when attacked by the jellyfish's tendrils. Contact with the jellyfish's tendrils causes damage, but also leaves a kind of psychic residue in the victim's mind: flashes of memory from the jellyfish's past victims. Whenever a character is hit by a tendril attack, roll 1d6. They receive a memory from the table below.

Giant Jellyfish Psychic Memory Table

1d6 Memory

- | | |
|-----|--|
| 1 | A Dutch sailor witnesses the jellyfish pull their caravel below the waves, sinking it while melting their crewmates with acid. |
| 2 | A buccaneer travels upriver from Mondo Island Bay, arriving at a village of small coconut people. |
| 3 | A spanish merchant watches as their ship is boarded by mermaids, killing his crew and sinking his ship off the western coast of Mondo Island. |
| 4-6 | A buccaneer and her mates travel south from Mosquito Lake along the river. At its end they discover a small lake with a cave...where Le Grande's treasure rests! |



Giant Psychic Jellyfish

Huge aberrant sea creature

Armour 14

Hit Points 56 (8d12 + 8)

Movement 50 ft.

Morale 9

Special

*Resistant. All damage from non-piercing weapons deal half damage.

*Submerge. The giant jellyfish descends 20 feet underwater for 1d4 rounds. While underwater the giant jellyfish is immune to all attacks made from the surface.

Actions

Tendril. +5 to hit, 6 (2d6) damage and the target must make a saving throw or be paralyzed for 1 round.

Breach. Ships only, +5 to hit, 20 (3d12 + 3) damage and the ship suffers from the Breached condition.

Lead Skeletons

The red glowing-eyed skeletal remains of those who sought Le Grande's treasure, their bones transmuted into lead by the cursed waters of Mondo Island's lake. These skeletons act on pure impulse: destroy all living creatures.

Lead Skeletons

Medium undead

Armour 16

Hit Points 20 (4d8 + 1)

Movement 15 ft.

Morale 12

Special

*Lead skeletons do not need to breathe.

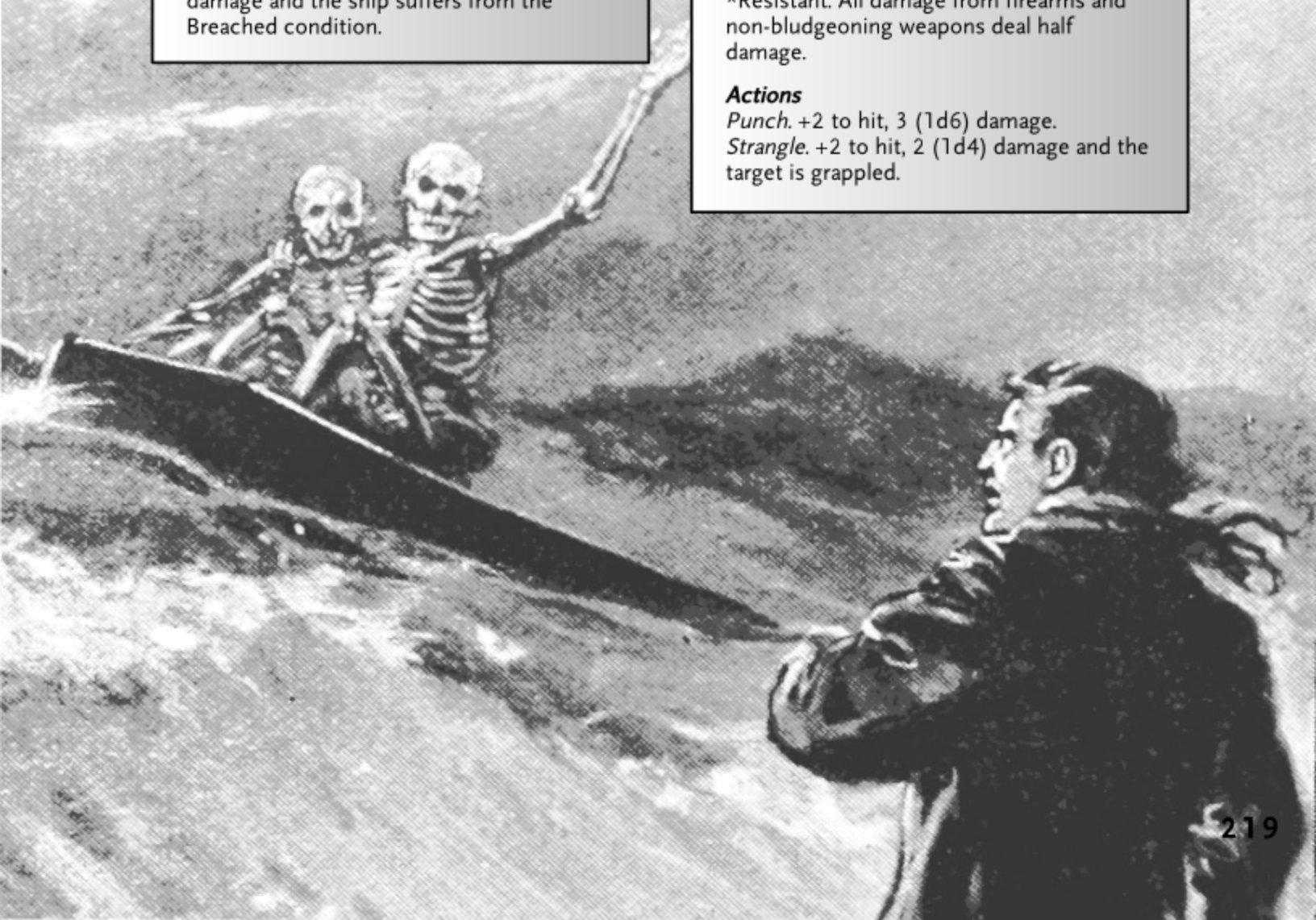
*Lead skeletons cannot swim.

*Resistant. All damage from firearms and non-bludgeoning weapons deal half damage.

Actions

Punch. +2 to hit, 3 (1d6) damage.

Strangle. +2 to hit, 2 (1d4) damage and the target is grappled.



Random Island Encounters

For every hex the PC's explore, roll on the encounter table below. If you roll an encounter that's already been used, no encounter occurs.

Random Mondo Island Encounters

1d12 Encounter

- | | |
|-----|--|
| 1–4 | No encounter |
| 5 | 4 coconaut explorers out seeking treasure |
| 6 | 3 wild boar charge out and attack once before fleeing |
| 7 | Corpse of a Spanish sailor, cursed from the knees down |
| 8 | Sea witch on the hunt for magical ingredients. She has a hut one hex away |
| 9 | Cloud of stinging insects. Everyone must make a saving throw against disease or catch yellow fever |
| 10 | Marooned buccaneer captain . Half-mad and starving, they try to commandeer the PC's services and ship |
| 11 | Coconaut giant rampaging |
| 12 | 2 lead skeletons wandering the island, attacking anything living |

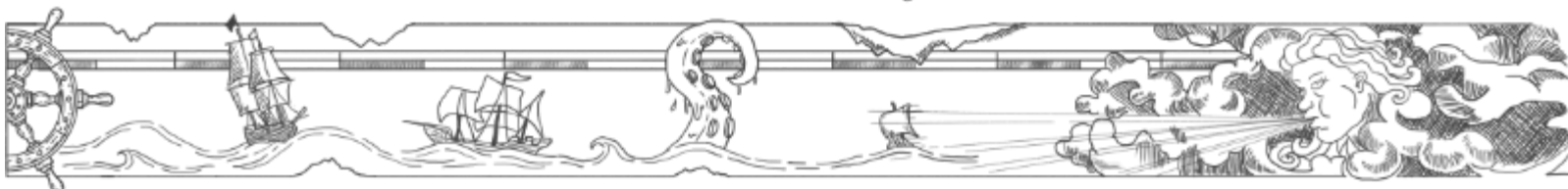
Mondo Island Locations

Mondo island is a lush tropical island that holds a number of terrible secrets. All of its locales are dangerous and deadly to buccaneers who are not wary.

Le Grande's Shipwreck

The resting place of La Ballena, Pierre le Grande's galleon. Its stern sticks out of the ocean's surface during low tide like a bloated corpse, rotten and riddled with holes. Exploring this wreck reveals one random treasure chests, but incurs the wrath of a nearby choir of ravenous mermaids (See 'Unique Encounters').





Dutch Shipwreck

This medium Dutch caravel lays 100 feet below the sea. Exploring this wreck uncovers one random treasure chest and a sealed bottle with a map inside. The map is identical to the Mondo Island map used in this adventure. This wreck is also home to the giant psychic jellyfish, who appears and attacks once the

treasure chest has been uncovered (See 'See Unique Encounters').



Spanish Shipwreck

This small Spanish merchant sloop lays 150 feet below the sea. Exploring this wreck uncovers one random treasure chest and one random small cargo parcel. The wreck is free of random encounters.

Coconaut Village

A small village consisting of a dozen small huts, one coconaut giant and twenty coconauts live and work here. In the center of the village is a large coconut tree with three dead buccaneers hanging from nooses. The coconauts immediately attack any who approach their village. If a random encounter with coconauts on the island kills a PC, that PC is instead knocked out and brought here to be sacrificed.

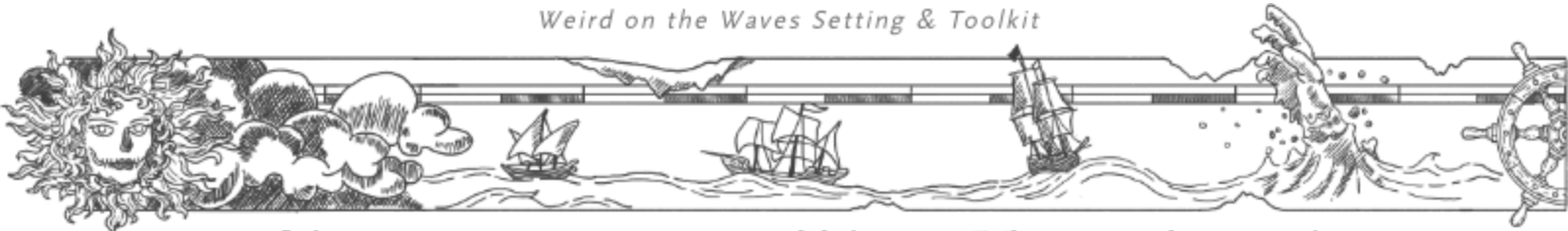
Treasure: Each of the hanging buccaneer corpses has a single 'I search the body' roll worth of treasures on them.

Mosquito Lake

This placid lake is 400 feet in diameter, and is 30 feet deep. Its waters are home to a thick cloud of stinging mosquitos. A small rowboat with a corpse in it floats in the center of this lake. The rowboat is oarless, and the corpse looks to have died of starvation, then been steadily eaten away by insects. A chest is clutched in the corpse's dead hands.

Crossing the lake. The cloud of mosquitoes over the lake is so thick that characters take 1 point of damage at the beginning of every round spent moving over it's surface. The lake can be swum through underwater without taking damage, but coming up for air invites mosquito damage.

Treasure: Inside the corpse's chest is 500 gp, a broken compass, and a pistol (unloaded).



Le Grande's Grave

At the end of a stretch of river is a 100 foot diameter, 20 foot deep lake. At the southern edge of this lake the mountains open up into a cave mouth. The waters in the cave are a shallow 4 feet deep. Submerged in them is the body of Pierre Le Grande, along with his treasure haul contained in five gold-banded chests.

Water's Curse. The water of this small lake is cursed, turning the bones of all who wade or swim through it into lead. Any creature that moves through the water must make a saving throw against magic. Those who succeed must make a follow up saving throw at the beginning of every round they move or swim through the

lake's waters. Failure causes the creature's bones to begin to turn into lead. They immediately have the following ill-effects:

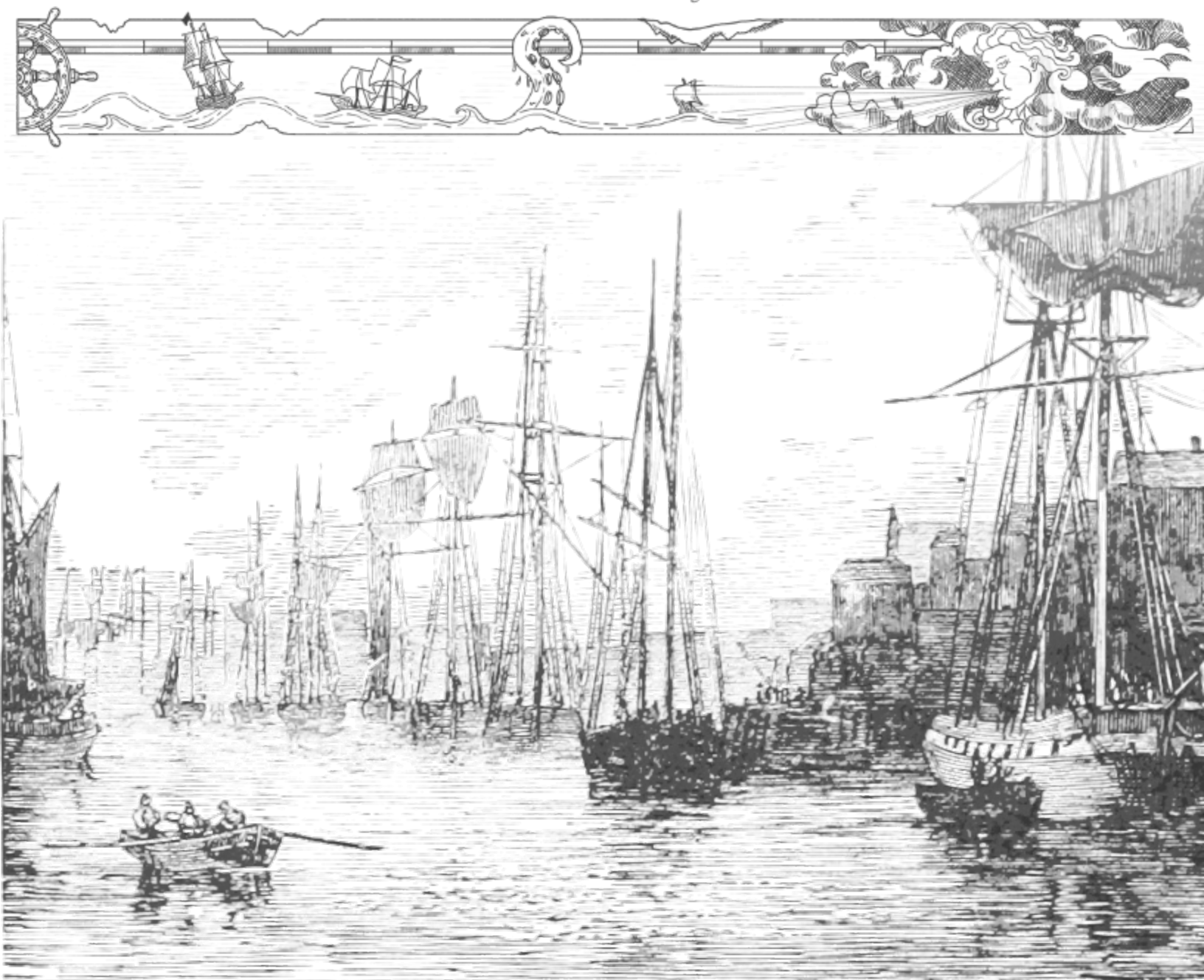
- -5 penalty to all rolls to swim.
- Movement is reduced by 10 feet.
- Disadvantage on rolls to prevent drowning.

Cursed creatures who drown return to life as lead skeletons under the Wave Master's control after 1d4 rounds.

Lead Skeletons. There are 3 lead skeletons at the bottom of the lake. If Le Grande's treasure is disturbed, these skeletons animate and make their way towards the shore to attack anyone that attempts to leave with the treasure.

Treasure: Each of Le Grande's chests contains 20,000 gp in Spanish doubloons.





Conclusion

Escaping with Le Grande's treasure, even in part, is no easy feat. If the PC's escape the island with all or some of Le Grande's treasure, they must return to Providence in order to claim it as experience points. Word of their success reaches the ears of desperate and conniving privateers and pirates even before they return to the Caribbean Sea. If the PC's stop at Isle de Fou to rest and resupply before making their way back to Providence, a small armada of pirates is on the horizon to take their booty.

Thirty miles north of Isle de Fou, a **buccaneer brig** and two **buccaneer sloops** sail to intercept the PC's ship. Their aim is to force the PC's to surrender their treasure or be sunk to the bottom of the sea. These buccaneers are lead by captain Richard the Reaver, a fearsome **captain** and former friend of Henry Morgan. He commands this armada and sails upon the buccaneer brig, the Death's Head.

If the PC's escape the pirate's clutches or send them to Davy Jones' locker, they are greeted as victors in Providence and their return is cause for celebration!



BUCCANEERS AND BURIED GOLD

In the year 1666 something emerged from the Caribbean sea, a great and terrible force that warped and twisted reality around it. A shimmering border of fog isolated the West Indies from the rest of the world, and now an otherworldly ocean surrounds it. Mermaids arise from the waves, borne of the ocean's new life. Abominable mutations surge from the deep, attacking ships and shores alike. Fearful islanders turn to the only defense they have: pirates. The buccaneers of Tortuga, Port Royal, and Providence have banded together to keep the Caribbean afloat...while they plunder and loot as much as they can!

Weird on the Waves is a setting and toolkit designed to give players everything they need to play pirates using their fantasy roleplaying game of choice. Within its pages are new rules for ships, sailing, naval combat, recovering treasure, a new class of character (The Mermaid), two pre-made adventures, and all the random tables and tools needed to flesh out a world of sand and sea.

For use with any d20-based fantasy roleplaying game

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