



Advancing the Wyvern

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Countless souls have already been pulled under by the savage tide and countless more are in its path. In order to help avoid this terrible fate, this article series presents you, the player, with the tips, tricks, and tools you need to keep your head above water. While the pages of *DUNGEON* magazine present DMs with every vile plot and cunning monster needed to run the Savage Tide Adventure Path, *DRAGON* offers details and options to help you fight back. This month's installment gives you a variety of options to upgrade the *Sea Wyvern*, as well as crew to guide her.

ADVENTURE TIE

This installment of *Savage Tidings* links to the fourth episode of the Adventure Path, "The Lightless Depths," presented in *DUNGEON* #144.

Upgrading the Sea Wyvern

Although the *Sea Wyvern* is a fine vessel, she has suffered serious damage as of late. While much has probably already been done to make her seaworthy again, now

is the perfect time to add additional enhancements, both mundane and magical. The following choices include not only the information needed to purchase these upgrades, but also rules for the PCs to create and install the components themselves. As a general rule,

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the *Sea Wyvern* can have only one mundane and one magical upgrade applied to each of its components, although there are exceptions. For additional upgrades see *Stormwrack* and the *Arms and Equipment Guide* (although some of the most common upgrades are repeated here).

Note that some of these upgrades add significant weight to the ship and should be counted against the vessel's cargo weight when determining any reductions in speed. The *Sea Wyvern* can carry 120 tons of cargo and is reduced to half speed if carrying 60 tons or more.

Most of these upgrades assume that the work crews are made up of locals and new residents to the colony. Since the number of workers in a crew varies depending upon the job, the time listed to install these items does not directly correlate to the standard Craft formulas. If the PCs insist on making these upgrades themselves, they can hire additional laborers for 3 sp per day. Each laborer has a +10 bonus to the relative skill needed for the work. Master craftsmen (of which there are four with Craft [shipmaking] in Farshore) can be hired for 5 sp per day and each has a +15 bonus to the relative skill.

Mundane Upgrades

The following upgrades represent special materials and improved craftsmanship. To install most of these upgrades, the *Sea Wyvern* must be dry-docked, which costs 200 gp in labor and materials.

Armor Plating: You can increase the hit points and hardness of the *Sea Wyvern* by adding armor to any hull section. All statistics below are per inch of thickness. You can layer the same material to get thicker armor or combine different materials if you like. Each layer takes damage separately. Damage left over after an outer layer is destroyed is dealt to the next layer inward; hardness

ARMOR PLATING COSTS

Material	HP	Hardness	Cost Per Section	Weight Per Section
Adamantine	40	20	5,000 gp	5,000 lb.
Darkwood	10	5	3,000 gp	500 lb.
Iron	30	10	1,000 gp	5,000 lb.
Mithral	30	15	3,500 gp	3,000 lb.
Wood	10	5	200 gp	1,000 lb.

is applied a second time if the new layer is a different material. A hull section is only considered damaged when the innermost layer is reduced to 50% of its hit points or less. When a section is holed, the adjacent sections are reduced to 50% of their normal hit points, including any layers of armor.

Installation Time: 1 day per 500 gp of cost. **Installation Cost:** see table. **Skills:** Craft (shipmaking) DC 25. Note that 90% of the cost is for raw materials and only 10% is labor. All Craft checks are applied to the labor cost only when determining completion. **Weight:** see table.

Compartmentalizing: This upgrade enhances the interior walls and doors of the *Sea Wyvern*, making it harder to sink in case of a hull breach. With compartmentalization in place, the ship does not need to make a sinking check (see *Stormwrack* page 32 for details) until it has been holed twice, and all sinking checks are made at a +4 bonus. This upgrade is made to the ship's interior and does not require the *Sea Wyvern* to be put in dry-dock.

Installation Time: 1 week. **Installation Cost:** 2,000 gp. **Skills:** Craft (shipmaking) DC 20. **Weight:** 2,000 lb.

Hull Fortification: This upgrade consists of reinforcements to the inner hull making it more resistant to damage. Hull sections with this upgrade are not considered damaged until they are reduced to 25% of their hit points or less. When destroyed, adjacent hull sections (and their armor plating) are reduced to only

75% of their normal hit points the following round.

Installation Time: 3 days per hull section. **Installation Cost:** 200 gp per hull section. **Skills:** Craft (shipmaking) DC 25. **Weight:** 200 lb per hull section.

Masterwork Controls: This upgrade finely tunes the wheel to the rudder and adds additional ropes and pulleys to enhance the captain's control of the ship. Masterwork controls provide a +2 circumstance bonus on Profession (sailor) checks made by the pilot.

Installation Time: 1 month. **Installation Cost:** 4,800 gp. **Skills:** Craft (shipmaking) DC 30. **Weight:** 1,000 lb.

Olman Light Wood: If the PCs have made friendly relations with the Burowao tribe of the Olman, the natives tell them of Samatir, a wood of ordinary strength but weighing only half as much. If all of the *Sea Wyvern*'s hull sections are replaced by this wood, it makes the vessel ride higher in the water and increases its speed. A vessel using Samatir increases its speed by 10 feet and reduces its draft by 5 feet (minimum 5 feet).

Installation Time: 3 months. **Installation Cost:** 10,000 gp. **Skills:** Craft (shipmaking) DC 25. **Weight:** none.

Rigging Fortification: This upgrade adds redundancy and resiliency to a section of rigging. Add 50% to one rigging section's hit points.

Installation Time: 1 week. **Installation Cost:** 500 gp. **Skills:** Craft (shipmaking) DC 20. **Weight:** 200 lb.

Weapons: Numerous weapons are available to be added to the *Sea Wyvern*.

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As with any weapons, they can be made masterwork and later enchanted. The *Sea Wyvern* has the space for 2 light and 1 heavy weapon on board (this is a correction of the information presented in “Sea Wyvern’s Wake”). See *Stormwrack*, page 103 for a list of available weapons, their cost, and size.

Installation Time: 1 day plus the time needed to create the weapon. **Installation Cost:** 200 gp. **Skills:** Craft (ship-making) DC 10. **Weight:** 500 lb for a light weapon, 1,000 lb for a heavy weapon (this might vary depending upon the weapon).

Magical Upgrades

The following upgrades are magical in nature and require either the PCs to craft the item or for the necessary

enchancements to be made and shipped to Farshore. If time permits, these enhancements could easily be made in Sasserine as well. The *Arms and Equipment Guide* has numerous other magical upgrades for you to consider.

Buoyant Boat: These enhancements are made to the hull of the ship and once in place, the *Sea Wyvern* is never slowed due to the amount of cargo it is carrying. This enhancement does not, however, allow the *Sea Wyvern* to exceed its maximum load.

Installation Time: 12 days. **Installation Cost:** 12,000 gp. **Craft:** Craft Wondrous Item, *levitate*, CL 9th, 6,000 gp, 480 XP. **Weight:** —.

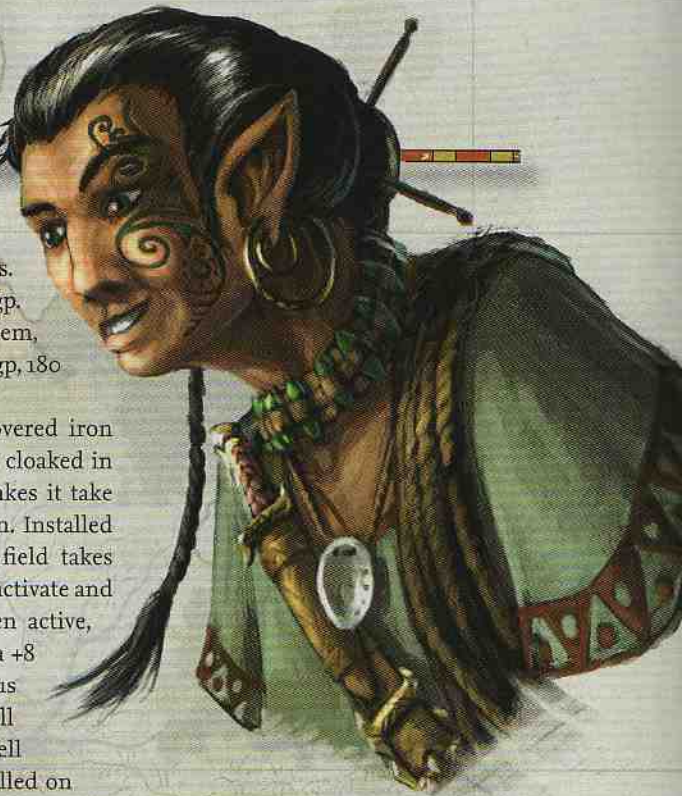
Dolphin Helm: This magical captain’s wheel has spokes carved in the likeness of leaping dolphins.

Once installed, it grants a competence bonus on all Profession (sailor) checks made by the pilot of the boat. The bonus varies depending upon the strength of the wheel. This bonus stacks with those granted by masterwork controls.

Installation Time: 5 days (+5), 20 days (+10), 45 days (+15). **Installation Cost:** 5,000 gp (+5), 20,000 gp (+10), 45,000 gp (+15). **Craft:** Craft Wondrous Item, *control water*, CL 5th, 2,500 gp (+5), 10,000 gp (+10), 22,500 gp (+15), 200 XP (+5), 800 XP (+10), 1,800 XP (+15). **Weight:** 20 lb.

Featherwood: This upgrade changes the properties of wooden boats, allowing them to move as gracefully as a swan. Once all of the hull’s wood has been enchanted, the

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ship is capable of turning in half the listed distance. Thus, the *Sea Wyvern* can turn 45 degrees after moving only 30 feet. This enhancement also doubles the amount of turn that can be made while stationary.

Installation Time: 8 days. **Installation Cost:** 8,000 gp. **Craft:** Craft Wondrous Item, *feather fall*, CL 5th, 4,000 gp, 320 XP. **Weight:** —.

Fireball Catapult: Few weapons are more feared on the open sea than the *fireball catapult*. This +2 catapult fires ordinary stones, but three times per day it can fire a special stone that explodes into an 8d6 *fireball* upon impact. A DC 14 Reflex save halves this damage. The fire damage is in addition to the normal damage caused by the stone.

Installation Time: 37 days. **Installation Cost:** 37,650 gp. **Craft:** Craft Arms and Armor, *fireball*, CL 8th, 19,250 gp, 1,472 XP. **Weight:** 1,000 lb.

Hull Field: Nothing is more damaging to a vessel than a hole in one of its hull sections. This magic stone, attached to keel of the boat, provides a limited amount of protection against such a calamity. In the event of a destroyed hull section, the *hull field* generates a *wall of force* over that section, preventing damage to neighboring sections. This seals the hole so water does not enter the ship. While the *wall of force* is in place, that section of hull is treated as undamaged. Should an adjacent section be destroyed, the *wall of force* is unaffected. The wall remains in place for 1d4 days at which time the section is considered destroyed unless repaired, causing all the usual effects (note that repairing a single destroyed hull section on the *Sea Wyvern* while at sea requires two DC 20 Craft [shipmaking] checks and two days time). Each *hull field* stone can only be used once and a ship can have no more than one installed for each size category above Large.

Installation Time: 5 days. **Installation Cost:** 4,500 gp. **Craft:** Craft Wondrous Item, *wall of force*, CL 9th, 2,250 gp, 180 XP. **Weight:** 10 lb.

Ironclad: This rune-covered iron statue allows a ship to be cloaked in a protective field that makes it take on the appearance of iron. Installed at the ship's helm, this field takes only a standard action to activate and lasts for 10 rounds. When active, the field grants the ship a +8 armor bonus. This bonus extends to all of its hull and rigging sections, as well as any other objects installed on the boat. Loose objects, including crew, are not protected. The field can be used once per day. The statue is usually carved in the likeness of a boat and is only 10 inches tall.

Installation Time: 13 days. **Installation Cost:** 12,800 gp. **Craft:** Craft Arms and Armor, *mage armor*, CL 8th, 6,400 gp, 512 XP. **Weight:** 20 lb.

Rod of Repair: This wooden rod is carefully carved with scenes of a ship at sea and tipped with a brass barnacle. Considered a great boon by any captain, a *rod of repair* can be used to repair up to 50 hit points of damage to the hull per day. When used, the rod repairs as much damage as possible to a section. Activating the rod is a standard action and it must be touched to the damaged section to have any effect. The rod can be used to repair a destroyed hull section, but only if capable of bringing the section to above half hit points in a single use.

Installation Time: 22 days. **Installation Cost:** 22,000 gp. **Craft:** Craft Arms and Armor, *mending*, CL 7th, 11,000 gp, 880 XP. **Weight:** 5 lb.

Storm Ballista: This light weapon is common among those who wish to attack ships without destroying them. The *storm ballista* is a +1 ballista capable of firing normal bolts, but three times per day it can fire a *lightning bolt* instead. This bolt deals 5d6

points of electrical damage along a 120-foot line. Those in its path receive a DC 14 Reflex save for half damage. When used in this way, the ballista does not fire a traditional bolt.

Installation Time: 20 days. **Installation Cost:** 20,800 gp. **Craft:** Craft Arms and Armor, *lightning bolt*, CL 5th, 10,800 gp, 800 XP. **Weight:** 500 lb.

Crew for Hire

While the PCs make up the bulk of the crew for the *Sea Wyvern*, there are a number of positions available for NPCs to take up. The following characters are available for hire and come with their benefits, basic statistics, and cost.

Emira Brighton (CG female elf rogue 2): Emira is a common sight around the docks of Farshore, always looking for her next job. While many captains have hired her for a job or two, most find her incessant singing and whistling too much to hire her again. That said, few could find a better lookout and rigger in the area. While onboard, Emira spends most of her time up the masts, keeping an eye toward the horizon while working to make sure that the sails are full of wind.

Benefits: Spot +8, change speed at up to 20 feet per round, +2 bonus on



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outside above all else. This drive has led him to sell his services to foreigners, although many of his past employers have reported small things going missing while he is onboard.

Benefits: Sorcerer
Spells: 2nd (4/day)—*flaming sphere* (DC 14); 1st (7/day)—*burning hands* (DC 13), *mage armor*, *obscuring mist*, *olv* (6/day)—*detect magic*, *flare* (DC 12), *mage hand*, *mending*, *prestidigitation*, *resistance*, Concentration +8, Sleight of Hand +5. *Cost:* 10 gp per day.

Profession (sailor) checks made to come about. *Cost:* 2 gp per day.

Graydan Stoneguide (LN male dwarf expert 3): It is said that given a map and a destination, Graydan could plot a course there from the other side of the world. This quiet dwarf loves cartography, astronomy, and navigation more than anything, and rarely has anything to say unless it pertains to these subjects. While he is more than happy to set courses, he is no captain and will not steer the boat.

Benefits: Decipher Script +9, Knowledge (geography) +11, masterwork maps of the Vohoun Ocean (grants +2 on Knowledge [geography] checks while navigating it). *Cost:* 5 sp per day.

Olart Grimtirk (CG male human barbarian 2): Although crude and sometimes even hostile, most captains greatly value Olart's skills. While he is a fierce combatant should a ship-to-ship melee break out (mwk greataxe +8, 1d12+7, raging), his real talents lie in repair. He is often tasked with the upkeep and maintenance of the ship, its weapons, and other furnishings.

Benefits: Craft (carpentry) +6, Craft (shipmaking) +9, Craft (weapon-smithing) +6. *Cost:* 8 sp per day.

Samat the Firebringer (CN male human sorcerer 4): This rather sour Olman man can be found around the docks of Farshore, waiting for employment. As a member of the Panitube tribe, Samat is concerned with garnering wealth and goods from the

Replacement PCs

Most adventurers have come to accept that their lives are on the line everyday. While many eventually retire, others are violently forced to find their rest. The following ideas can help you come up with a new character should fate deal you an unfortunate hand.

Prisoners: Few sane people can be found on or under the Isle of Dread, and many of those on their own are prisoners of some monstrous creature. These survivors might be part of a ruined expedition or a shipwreck who found themselves captured by horrifying creatures. Despite their mental trauma and odd quirks resulting from their imprisonment, such PCs have a strong motivation to settle the score and might even have knowledge valuable to the rest of the party.

Slaves: Similar to prisoners, some of the races native to the Isle of Dread keep slaves to experiment on or to perform menial tasks. These broken souls long for release, but might have given up hope. When rescued, these individuals might find it difficult to fit in with normal society, but their knowledge of their captors and the environment of their captivity is more than enough to smooth over many problems.

What Do You Know: Underneath the Isle of Dread

While little is known about the Isle of Dread, even less is known about the lands below it. Most of what is presented here represents the wild hearsay and rumors that can be heard from the colonists of Farshore and the Olman.

- Mictlantecuhtli, the Olman god of Death, lives deep beneath the central mesa. When underground, it is important to keep your voice low, lest the skeletal god take notice and haul you screaming into the underworld.
- The caverns underneath the isle are completely flooded, inhabited only by enormous blind cave fish. Farther down, immortal water demons hold sway, ruling over the spirits of anyone drowned at sea.
- The tunnels near the surface are chock-full of troglodytes, but below that they quickly become too small for a man to traverse.
- The Isle of Dread is actually an enormous floating plate of stone, held near the surface by trapped volcanic gasses from a powerful undersea vent. Go deep enough and you'll pop out the other side.
- Anyone stupid enough to delve into the caverns and tunnels is quickly roasted alive—haven't they seen the volcanoes? Where do they think lava comes from?
- Underneath the surface, the island positively crawls with bugs and vermin, some of terrifying size. If you press your ear hard to the stone, you can sometimes hear them buzzing and burrowing.
- The Isle of Dread is suspended on the back of a giant sea turtle, which in turn is standing on the back of another, slightly smaller turtle. Every so often the larger turtle sways off balance, shaking the entire island. ☐