



# Lost Ships

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Sample file

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### Dedication:

To Jeff, for opening The Box of Delights again.

This one's also for the too-often-unsung ones whose care and attention to detail make all TSR products better—Karen Boomgarden, Mike Breault, Bruce Heard, Kim Mohan, Jon Pickens, and Steve Winter. *Te salutant!*

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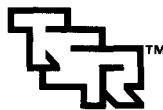
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# HOW TO USE LOST SHIPS

Welcome to *Lost Ships*. Um—largely because he wants me to, let me introduce the eminent Old Mage of Faerun himself: Elminster.

*(Hem.) So you have; thank you, my boy. I shall endeavor not to waste this shining chance to set straight those who have opened this book, and now dream grandly of high adventure amid the stars—hurling dread spells, righting dark wrongs to save worlds, and all that . . .*

*Now where was I? Oh, yes. Setting ye straight. (Hem.) Are ye listening? Well, WHY not? That's better.*

*So here it is: Lost Ships—ninety-odd pages full to the very margins with adventures, new monsters, magics, and spaceships! Swords high and gadzooks! Now, what does one DO with it, anyway?*

*Well, be ye first advised that this sourcebook is a supplement to SPELLJAMMER™: AD&D® Adventures In Space. Monsters, ships, and rules in that wondrous work are referred to so often herein that this cannot suffice without the SPELLJAMMER boxed set itself.*

*Secondly, the DM must read this book through before using it. Consider the effects of introducing these powerful enemies and treasures into the lives of your Adventurers. Each adventure herein should be modified to best suit your campaign.*

*Thirdly, space is vast. Give a thought or two to the direction ye wish your campaign to take. Prepare some encounters, enemies, and worlds before play begins.*

*Lastly, don't think that just because this foolish young man has allowed me to speak to ye now, that ye need use this only with the Realms—or indeed, with Oerth or Krynn or any world not of your own choosing! The sky is no longer the limit! The stars be thine!*

Hi. Me again. Suddenly quiet, isn't it? *Lost Ships* provides 'usable ideas,' rather than a series of tournament-style encounters.

We start with get-'em-into-space scenarios to introduce *SPELLJAMMER* supplement into an 'earthbound' AD&D game campaign. Each of these forays best lends itself to the specified range of PC levels.

The adventures that follow range widely over space, involving many opponents and ship types.

The *Total Party Levels* listing is a rough guide to an adventure's difficulty. Adjust the challenges according to the group's playing style and the differences between current PC levels and those given. Changing monster hit points and numbers is generally preferable to giving NPC aid, but do what is best for the campaign. If monsters are altered, don't forget to change the *Monster XP*.

The *Total gp XP* listing gives the total gold piece value of treasure. Gems are figured in, but the total never includes resale prices for equipment, shops, and magic items. Such prices vary in space even more than on a world.

Each *Monster XP* listing has three entries: *Kill*, *Defeat*, and *Retreat*. These are based on monster experience values, modified subjectively to reflect the encounter's tricks and traps. Divide the appropriate total among participating characters to best reflect the involvement and achievements of each individual.

The *Kill* listing is used when PCs slay all opponents. Such a 'clean sweep' is even more difficult in space than on most fantasy worlds (and more unlikely in campaigns that concentrate on roleplaying rather than character advancement). This entry might not be awarded often.

The *Defeat* entry is likely to see the most use. It is appropriate when PCs win out over opponents, but cannot destroy them all (for example, when a monster successfully escapes).

The *Retreat* number applies when the party must abandon combat and retreat. It recognizes that PCs learned from the encounter, but

could not bring off a victory. Do not use *Retreat* if the PCs sight a foe and flee without engagement, or cleverly escape detection, avoiding contact. It applies when battle is joined and the PCs lose.

These entries are not ironclad dictates. Often party performance will deserve an experience total somewhere between *Retreat* and *Defeat*—when, for instance, most PCs are disabled or forced to flee, but the monsters are in the same straits, and both sides break off the fight. Neither scores a clear victory.

In the same manner, situations will occur in which an experience total between *Kill* and *Defeat* is deserved. For example, a situation all too familiar to players in my own campaign (and to many whose characters face foes able to *teleport* or travel the planes): the party defeats monsters decisively, destroying most but not all and a survivor escapes with the most important loot. The party is robbed of total victory and deserves to do better than they were allowed. It's hard to destroy a foe that need not stand and fight, even one you could otherwise defeat handily.

Each adventure opens with a *Setup* feature: an outline of a way the adventure can be introduced into play. Think up a few alternate ways that PCs can get to the Set Up before play begins. If the PCs head away from the chosen encounter (and the DM is unwilling or unable to abandon the adventure for the time being) consult these alternatives. One could offer another way to head back into the adventure without being too crude or unbelievable about it.

So, read on. Change this, chop that, lift an encounter here and put it down there . . . and above all—enjoy! (You wouldn't want to disappoint Elminster, would you?)

This section introduces optional rules to help in specific 'dodgy' space situations. Feel free to ignore or modify them, or substitute 'house' rules—but if so, consider why each rule seemed necessary, and why it appears here in this form.

## Drifting Characters

**Attack Penalties:** Beings drifting in space attack at -2 unless they have *Spacefaring Proficiency*, are native to space, or are considered 'trained' or better crew. Movement without strong gravity or solid surfaces to push against is awkward for those unfamiliar to such conditions. A violent movement (e.g., attacking, signaling, or trying to catch something) may cause a being to head in the opposite or a random direction—and perhaps into danger.

**Grabbing Things:** Attempts to grab thrown lines and nearby floating objects (such as a weapon one has lost), can be adjudicated by requiring the being to make a successful Dexterity Check.

For large, massive objects, allow a +2 bonus. For objects offering ready handholds allow a +1 bonus. Penalties of -1 or -2 apply to things that are slippery, less than hand-size, or tumbling in space.

If two beings both grab for the same object, each makes an attack roll. The higher roll wins possession.

## Adapting to Space

Some beings cannot cope with the utter lack of 'up' and 'down' or visible boundaries in wildspace, and suffer "space sickness." This may account for the rarity or lack of certain creature races in space.

If the DM desires, consult the optional *Space Sickness* table on the first occasion in which a groundling being loses physical contact with a ship or other large physical body and

drifts in space.

First-time space travelers should make a Constitution Check upon leaving their native atmosphere. Failure will also indicate a d100 roll on this percentile table.

## Space Sickness Table

**01-07: Space Catatonia:** Affected being curls up into a ball, entering a natural *feble-minded* state (AC10), regardless of surroundings or situation. This condition may be chronic, lasting until a normal means for curing *feblemind* spells is applied; or be acute, a series of short attacks (1-4 turns lessening to 2-5 rounds), becoming a *Nausea* result and eventual cure.

**08-16: Disorientation:** Affected being flails about wildly, without control over direction of drift. Panic and instability make handling complex gear or performing complex tasks (such as spellcasting, dealing with knots or locks, aiming missiles, and the like) impossible. Penalize hand-to-hand attack rolls by -5 and Armor Class by 3 points.

This condition lasts 2-5 rounds, and may recur any time the being drifts freely in space until the being is acclimated. This acclimation period equals 20 minus Constitution days (counting only days in which the being drifts freely).

During this time, the being must make a Dexterity Check each time he attempts an attack, grabs for another object in space, or other complex activity (as above). Failure means the being begins to tumble. Tumbling continues until a successful Intelligence Check is made (checking once per round). A Tumbling being is penalized as above.

**17-29: Nausea:** Affected being is violently sick, has a -2 Armor Class penalty, and can launch no attack or spellcasting for 1-3 rounds. After that, he functions normally, but the

condition can recur (with identical recovery process and acclimation period) as for *Disorientation*.

**30-36: Control Problems:** Affected creature is *slowed* (as the third level wizard spell) for 2-5 rounds, but can function normally thereafter. Condition may recur within acclimation period (as for *Disorientation*), whenever creature suffers either *fear*; more than 6 hit points of damage from a single attack; or begins tumbling in space.

**37-00: No Ill Effects:** After 1-2 rounds of queasiness (-1 initiative), the being functions normally.

DMs may wish to apply any of the above conditions as a penalty for beings with space experience who get into trouble for some reason.

These effects are recommended for use in any drawn-out, complicated space melees, particularly after the breakup of one or more hostile ships scatters still-active, still-fighting combatants across space.

## Proficiencies

DMs who use proficiencies in their campaigns may like to introduce several new ones. All space proficiencies are considered general.

**Spacefighting:** Beings do not suffer an attack penalty while adrift in space, and instead gain a +1 Armor Class bonus in situations in which they can drift freely (i.e., when not grasped by an opponent), simulating their ability to move in space to avoid attacks.

If this proficiency is used, it *must* be chosen initially by spaceborn characters and *its effects must be given naturally to experienced spacefaring monsters*, not just to Player Characters. Groundling PCs may not begin their space careers with this proficiency; it cannot be taught while on a world.

**Boarding Pike:** This governs use of the boarding pike (see the *Concordance of Arcane Space* rulebook, under "Personal Weapons and Ammunition"). It is initially available only to spaceborn beings. Groundlings must learn that such a pike cannot be used to hook and yank when boarding, unless one yearns to be a helplessly-snagged target.

**Grappling Hook:** This governs the use of the space grappling hook. Marine sailors who have grappled ships and thrown lines may have this proficiency when they start their space careers. Otherwise limit it as a starting proficiency for beings native to space.

**Wheel Lock Pistol:** This weapon is widely known only in space. As a starting proficiency, its use is restricted to the spaceborn. Learning the proper use and care of a wheel lock takes time. Those who master it can *repair* and improvise replacement parts for the weapons, not merely fire them well. They know how to react to a backfire so as to suffer only 1-3 points of damage from such a mishap, not the usual 1-6.

## SPACE PROFICIENCIES

Proficiency	# of Slots	Relevant Ability	Check Modifier
Spacefighting	2	Int	+1
Boarding Pike	1	Dex	+2
Grappling Hook	1	Dex	+1
Wheel Lock Pistol	1	Dex	+2

## Rope Rules

**Striking Lines:** Striking a tightly-stretched rope or rigged net causes a fast-moving being in space 1d4+1 damage and deflects the being's course. A Strength Check must be made to avoid dropping held items in such a collision.

Slack lines cause reduced damage, and drifting tangles none at all. This rule does not apply to slowly-drifting bodies.

**Grabbing Lines:** If a fast-falling being tries to grab hold of a rope, it must succeed at both a Dexterity Check and Strength Check. The grab attempt takes the place of the being's attacks in that round.

If a falling being makes one but not both Checks, its movement is considered to be greatly slowed. A being striking a line can try to grab it in the same round, but suffers impact damage first.

**Swinging On Lines:** A being who successfully grabs a tight or anchored line can, in the same round, swing on the rope and let go, to change direction. Loose or freely-drifting lines cannot be used in this way. A Dexterity Check determines if the being lets go at precisely the right time to end up on the desired course (otherwise, he 'misses' the release).

Use the 'scatter diagram' on page 63 of the *Dungeon Master's Guide* for adjudication of missed "Grenade-Like Missiles" to decide where a 'missed' being goes. Except in cases where contact with another object occurs, or the rope is severed or struck in mid-swing, beings who mistime when they let go end up at results 4 to 7 on the diagram (8-10 is the intended course). Beings native to space or having *Spacefighting* proficiency who 'miss' can end up only at 6 or 7.

**Swinging Out On A Line:** Beings who use anchored ropes (e.g., part of a ship's rigging) to swing out into space must make a Strength Check to hold onto the line at the height of their swing (or earlier, if they strike something first).

If a being tries to strike or grab-rescue a drifting target, an attack roll is required, and a subsequent Strength Check if the attack is successful, to see if it held onto the line on impact with the target.

The DM may require that several Dexterity Checks be made to *miss* undesired obstacles if a being swings

out into a debris field or into a melee of fast-moving beings or ships.

The DM must judge what any mid-swing contact does to the trajectory of a swinging line. In a contact with a large, solid object (such as a radiant dragon or a ship), the line's swing will probably come to an abrupt halt!

**Throwing Lines:** Success at throwing a rope to a drifting being requires that the rope have more velocity than the being (typically it needs a weighted end), and that the thrower succeed with an attack roll.

If the roll fails by 3 points or less, the drifting being still has a chance to grab the rope, which is considered to be nearby. The drifting being must make a successful Dexterity Check. If it fails, the being can try again next round. If that fails, the being can never reach the rope unaided, though the rope may be pulled in for another try.

**Fired Lines:** The accuracy of rescue lines attached to ballista bolts or other missiles (a spear or even a staff can be fired from a ballista) fired past a being and dragged back past the being can be determined by an attack roll of the ballista-gunner.

On a 20, the drifting being has actually been struck (and is caught fast; he or she may be easily reeled in, but must take damage).

If the attack roll is not a 20, but counts as a "hit," the being avoided the rescuing missile, but successfully grabbed its line.

If the roll "misses," the line may be reachable. The drifting being gets two tries (see 'thrown line' above).

**Armor Class While On Lines:** Beings on lines suffer a -1 Armor Class penalty against missile attacks (no penalty for attacks that come from beings drifting or on lines).

**Cutting Lines:** A drifting or "Ship Shaken" being trying to cut a line must make a Dexterity Check each round. If it fails, a cutting attempt could not be made that round—the



rope was missed or the cutter lost control of the cutting implement or his own stability.

Cutting attempts do normal weapon damage minus 1 (count all improvised weapons as *knives* for damage purposes) per attack. Only one cutting attack is allowed per round, despite the number of attacks the being is normally allowed. It replaces all other activities.

To cut any line, damage must be concentrated at a single point. Sawing a line with a blunt item or by rubbing it around a sharp bend or at a knot requires triple the usual (2-5 hp) damage to achieve a break—and usually takes triple the time.

**Tying Knots:** A drifting condition doubles the time required to tie a knot or secure a shipboard line: from 1 round to 2 rounds for experienced crew, and from 2 rounds to 4 for green crewmen.

### Space Combat Rules

**Ship-to-Ship Leaps:** When a groundling being leaps from one ship to another, switching gravity fields so that its 'down' direction changes, a +6 initiative roll penalty and a -2 attack roll penalty applies to the leaping being for the round of switchover only.

It is lessened to a +2 initiative and no attack roll penalty for beings with *Spacefighting* proficiency.

**Shipboard Gear:** Loose gear on a ship jarred by a "Ship Shaken" result, hard landing, or ramming is both endangered and dangerous.

Fragile items (such as glass containers) are readily shattered during such 'heavy running.' A DM can require important items (such as potion flasks) to make a saving throw whenever a shipboard being holding or wearing them takes a tumble, or the ship is shaken, holed, rammed, or broken up.

Almost all spaceships are de-

signed for gravity plane shifts, and most or all gear is fastened down or secured within stout containers. This rule governs instances when items fly around ship interiors—particularly when player arguments must be avoided, as when a vital magic item, gem, or material component is bouncing about, pursued by two or more combating beings in an enclosed space inside a shaken ship.

The DM should decide the damage flying gear will do according to its nature—typically 1 point of damage for all fist-sized or larger solid, heavy objects, or per cloud of smaller objects; 1-3 to 2-5 dmg for larger furniture, such as chests and chairs; and normal damage minus 1 for unsheathed, free-flying weapons.

Beings in an enclosed area may face attack rolls from free-flying gear for 1d3 rounds. These can be rolled at THACO 15 (16 or 17 if beings can move freely to avoid oncoming gear in larger areas).

A being making a successful attack roll against a piece of gear is assumed to have caught it safely, and may stow it on the following round—if a safe cupboard, pod, or net exists to stow it in—or may throw it into another area, perhaps endangering someone else there).

A more dangerous (but fun) way to rule on gear hits is for the DM to roll a d20 and the player to roll a d20: if the player rolls higher, the gear misses. If the DM rolls higher, the gear hits (tie rolls miss).

### Spelljamming Rules

**Control Contact:** A being spelljamming a ship may retain control of the ship when engaged in personal combat (i.e., if attacked hand-to-hand) as long as any part of the spelljammer's body remains in *direct physical contact* with the seat of the helm. However, full speed is possible only when a spelljammer is seated



firmly in the helm.

An intruder who touches the helm or even sits in it while the original spelljammer maintains direct physical contact with the helm, does not and cannot wrest control of the ship from the original spelljammer—that can only be done by breaking the original spelljammer's helm contact or slaying him.

A spelljammer must be seated in the helm in the normal manner, however, to 'see' space around the ship—if a spelljammer is only touching the helm with an outstretched hand, for instance, he is 'flying blind,' with all the perils that entails. These include possible collisions and a dangerously lowered steering accuracy. A ship can veer up to 45 degrees away from its intended course both horizontally and vertically, under a spelljammer's misdirection—without the spelljammer noticing. If this occurs in relatively empty wildspace, there may be no way of getting back on a sure course. A ship can end up far from its intended destination—perhaps in a locale without needed air-replenishing atmospheres.

**Multiple Power Sources:** If different sorts of helms (e.g., series and spelljammer) are activated in the same ship at the same time, none will work, and all beings attempting to use or direct the helms must save vs. Spell or be instantly *feble-minded*.

A second magical power source cannot be activated on a ship in which a magical power source is already operating; the second source will simply not function. The only exceptions to this are the dreaded 'helm-bombs' (see "Personal & Ship Equipment").

Non-magical power sources may be used on a ship which is also being powered by a magical power source, but they will not affect its handling or speed—and are in fact, simply wasting their fuel. They can even prove dangerous if the magical power source suddenly ceases to function:

a ship may then suddenly surge sideways into another solid body, or suffer a "Ship Shaken" critical hit as the non-magical engine thrusts in a reverse direction from the stopped magical power source.

Reavers using a Space Leviathan hulk or planetoid cavern as a lair sometimes deliberately use this 'sideways surge' tactic to yank their ships suddenly out of view of pursuers or snooping intruders. It is never safe or sensible ship-handling, however (Don't try this at home).

**Spelljammer Debility:** This rule is suggested for use when a spelljammer remains at the helm during close combat (waiting to snatch the ship away).

If a 'Spelljammer Shock' critical hit result occurs, roll a die. An even result means "Debility." An odd result means that Spelljammer Shock (see the *Concordance of Arcane Space*) happens.

For every two Hull Points of damage dealt to a ship, the spelljammer of that ship (if still at the helm, 'connected' to the ship) suffers a 1 hp loss and an immediate 1-round-long period of intense, debilitating pain. The spelljammer shudders violently, suffering a 3 point Armor Class penalty, and is unable to spelljam or launch attacks (including aiming magic items).

The spelljammer can speak (or scream!) and try to ready weapons, potions, or the like for use in future rounds, but must make a successful Dexterity Check to avoid dropping such items. If the items are in a pouch, pocket, or scabbard, another Dexterity Check is required to get them free.

A spelljammer whose ship suffers 1 Hull Point of damage during the round in which the critical hit occurred would not suffer any debility, but if in a later round the same ship suffers 3 Hull Points of damage (for an overall total of 4), the spelljammer *immediately* loses 2 hp and is

disabled for 2 rounds. A single-round loss of 7 Hull Points causes the spelljammer a loss of 3 hp and 3 rounds of debility, and so on. These losses are restored by rest and healing, and will not of themselves cause 'Spelljammer Shock.'

## Ship Handling Rules

**Crash-Dives:** Ships that are totally disabled or have no one at the helm fall to the surface of a world, heat up, and catch fire as explained under "Matters of Gravity" in the *Concordance of Arcane Space* rulebook. Ships deliberately sent into a dive are not "uncontrolled" unless the crew leaves the ship or are unable to man the controls.

Even the steepest dive will not cause a ship to catch fire if someone is at the helm. The heat buildup and vibration caused by atmospheric friction can be felt in the ship. Minute changes in the angle of descent can avoid the fire and keep the ship plunging at unabated speed. Attempts to cause the ship to flame will not work. Such an act causes *Spelljammer Debility* or "Spelljammer Shock" to anyone trying to spelljam a ship into flames.

This rule allows beings to turn a ship into a fiery missile if they bail out more than a mile above the impact site. It prevents beings with high hit points or fire resistance from deliberately riding a ship down to a fiery impact with a ground target, dodging and avoiding obstacles and attempts to divert the ship, yet keeping it ablaze for maximum damage.