

Ship's Accoutrements

Ships Grimoires

If a magic user finds them as a Captain of a ship it is possible for them to create a Ships Grimoire. In addition to holding the normal ship's log, magical scrolls can be added to the Grimoire. While the scrolls remain in the Grimoire (and on the ship) appropriate protections and abilities (based on the magical scroll) are extended to the ship and crew. Although only one copy of each scroll can be added to the Grimoire, scrolls that serve a similar purpose provide a cumulative protection or effect. Sally Anthanov, Captain in good standing of the Royal Dread Sea Trading Company has developed one of the best-known examples of this item. She has kindly allowed us access to this Grimoire for this edition of the Journal – Seas, Skies and Oceans.

Captain Sally's Grimoire

Scroll of Protection from Demons - +1 saves versus Demons

Scroll of Protection from Traps - +1 saves versus Traps

Scroll of Protection from Lycanthropes - +1 saves versus Lycanthropes

Scroll of Protection from Fire - +1 saves versus Fire

Scroll of Protection from Electricity - +1 saves versus Electricity

Scroll of Protection from Illusions - +1 saves versus Illusions

Scroll of Protection from Spirits - +1 saves versus Spirits

Scroll with the level 5 spell Merciful Protection of Heaven and Earth - +3 to all saves

Scroll with the level 6 spell Guardians Doom - With a successful ram the ship can blow gates and chains to physical bits

Scroll with the level 2 spell Endure Electricity - +1 saves versus Electricity

Scroll with the level 3 spell Sweet Meal - Food on board does not go off as quickly

Scroll of Protection from Paralysis - +1 saves versus Paralysis

Scroll of Protection from Undead - +1 saves versus Undead

Scroll of Protection from Magical Weapons - +1 saves versus Magical Weapons

Scroll of Protection from Non-Magical Weapons - +1 saves versus Non-Magical Weapons

Scroll of Protection from Possession - +1 saves versus Possession

Scroll of Protection from Divination - +1 saves versus Divination

Scroll of Protection from Shapeshifters - +1 saves versus Shapeshifters

Scroll of Protection from Felines - +1 saves versus Felines

Scroll of Protection from Poison - +1 saves versus Dragon Breath

The cover is set with a Marble of Cleanliness – the ship is kept magically clean

The cover is set with an Eye Bead – Ships Captain can see within 60' of the Grimoire

Thus if Captain Sally's ship is attacked with electricity, both the crew and ship gain +5 to saves. They gain +3 from Merciful Heaven and Earth, +1 from Endure Electricity and +1 from Protection from Electricity

Ships Lanterns

Captain Sally has also allowed the guild to examine her Ships Lantern. This is an overly large (some 2 foot in diameter) stone cage that is prominently displayed on the deck of her ship. Inside a number of Ioun stones swirl and circle in an endless chaotic dance. Like her Grimoire the stones provide bonuses to the ship and the crew while the Lantern is uncovered and visible. Although the sailors sometime mutter about the noise and colour they would no sooner be without it than without their trusty cutlasses and bows. Any number of the same type of Ioun stone can be active in the cage at the same time. All bonuses and effects are cumulative

Captain Sally's Ships Lantern

Pink Ellipsoid - +1 to the material rating of the ship (+6 structure points)

Rainbow Spindle - 4% bonus to saves versus Polymorph

Bright White Rectangle - +1 saves versus Acids

Pale Lavender Spindle - Extends the ships rations

Deep Red Sphere – AC of the ship +1 and +1 to all saves for ships accoutrements (such as sails, ropes and lanterns)

2 X Brown Rhomboid - 8% saves versus Gaseous or Gas attacks (4% from each stone)

Silver Sphere - Negates an enemy ships rear attack bonus

Brown Green Spindle - Ship gains an Air Skin for 10 minutes per day (allows brief periods of total immersion in water or gas)

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