

ONYX ISLE

Introduction

Onyx Isle lies on the north east shore of Cardonia and is the naval stronghold and pirate haven. Populating the coasts of Onyx Isle are the female sailors that are the scourge of the seas of Wonderland. The Pirate Raiders of Onyx Isle are entirely unique culture due to fate, chance, and the testament of the prophets. In Onyx Isle, female births outnumber male by 10 to 1. This has led to a matriarchal society. Men are the property of their families until stolen, pending trade for husbands, or sold for a dowry. Men can not own property, vote, or divorce. All the roles historically filled by men are now female. Female soldiers fight in wars. Female artisans build, write, and design. Queens rule over all and keep a weary eye out for usurpers. The population of Onyx Isle is by and large human with occasional half human due to the occasional kidnapped orc or elven male. Unlike Cardonia, Onyx natives consider themselves a single race and do not use the racial archetypes of Heart, Club, Spade, and Diamond. Instead each woman is a noble, commoner, expert, slave, or a member of one of the Onyx Orders; Sword, Cup, Rod,

or Pentacle. Onyx has close political and economic ties with the Black Party of Cardonia, and considers itself an enemy of the White Heart Queen.

The Fragile X-chromosome

Females outnumber males due to an inherited genetic defect. A male human has an X and a Y chromosome. Females have two X chromosomes. A fragile X chromosome provides unreadable DNA and causes the death of a male fetus. Because females have two X chromosomes the body ignores the damaged chromosome and gets its genetic blue print from the undamaged X. A male with a fragile X chromosome miscarries, but a female can pass the defect one to her children.

This genetic defect is actual beneficial to the population living within the borders of Onyx Isle. It provides the female population with resistance against the trace heavy metals in the local drinking water. Men do not have this dietary resistance and suffer from lead poisoning. Among the wealthy, young men are often sickly due to enforced inactivity, and most die young due to the build up of heavy metal poisoning. The chemical science in the region is not up to the task of identifying why their men folk are so often still born and sickly. Most natives attribute it to divine will.



Husband Raids

To make up for this shortage of men, most Onyx Pirates are always on the lookout for potential husbands. Onyx Pirates will also kidnap any juvenile boys or young men when raiding the coasts of Wonderland. These captured men are sold into slavery when the pirates return to their island home. Marriage on Onyx is shared between all the sisters of a family group due to the lack of men. The eldest sister rules the household and traditionally makes all the financial and financial decisions for her house. Brothers are highly treasured by the family since they are a source of wealth and potentially tradable for a husband. A house without any men is at a disadvantage since it can not reproduce or trade

for a husband. Houses that swap brothers often treat each other as close kin and become political allies.

Onyx Culture

The villages on Onyx are matriarchal societies. Households tend to be large because every female of the house will have many children in the hope of producing a viable son. The ruling family is known as the

Queens since all the sisters of that family have a role to play in society and government. The husband of the Queens is called the Royal Consort because he has no power or influence of his own.

Women and families unable to afford a husband are forced to utilize the “Cribs”. A crib is a place in which women purchase access to men, in an attempt to become pregnant. It is often a heavily fortified and guarded bunker due to the value of the men within it. Unfortunately, cribs are often rife with disease and death. A woman who uses a crib can become infected or murdered for her valuables. Most of the male captives taken during raids are often called “cribbage” due to the common practice of selling them to these houses of ill repute.

Collective justice is enforced on each household. Since women are so plentiful, a house may be tempted to sacrifice sisters in illegal acts (such as theft, husband raids, or assassination) to advance their family. To combat this, if a woman is found guilty of a crime against an Onyx citizen all of her family is held equally accountable. Justice on Onyx is extremely harsh and death and enslavement are common punishments for even minor crimes. Imprisonment is uncommon since the Queens themselves are forced to pay for prisons.

Most of the land is held by a few key families. The largest landholders are the Queens. These landholders are paid by tenant farmers for use of the land to grow crops. Towns are a patchwork of small merchant family properties. Ownership of a merchant property allows the family to operate a store or manufacturing plant. These ancestral titles were granted many generations ago and are held fiercely by these families. The only break in these merchant monopolies occurs when a merchant family is forced to sell their business to another family due to infertility or bankruptcy. Generation after generation of Onyx citizens follow the same trade due to tradition and the property zoning laws enforced by the Queens and the merchant families.

Many women have no home or family. Many poor families have more children than they can support in the hopes of producing a son. Extra girl children are often abandoned to fend for themselves. Adoption is frowned upon in Onyx since it is seen as encouragement for this type of behavior and because of a general bigotry toward orphans (a.k.a. “Deuces” in Wonderland slang). Many of these children join an Order to survive. Noble families will not tolerate rebellion within the family. If a sister is not willing to obey eldest she is legally orphaned and stripped of all her possessions and family titles. The most common solution to internal feuds is two split the family into parts similar to a divorce. These legal cases are often very bitter over the division of land and men and are often brought before the Queens Judgment. These new family groups are now completely independent and free to pursue what ever goals they wish.

Onyx is politically unstable and lives according to the motto “survival

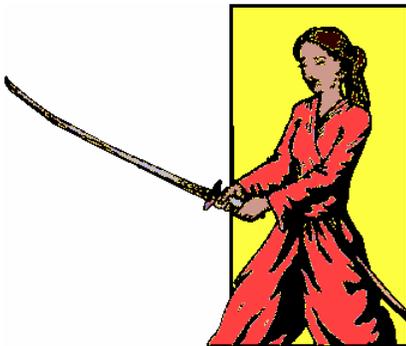


of the fittest". Many landowning families wish to be Queens but few have the wealth or leadership ability to seize the title. The current Queens maintain their power by intimidating their enemies by their control over the Order of the Sword, and by inspiring rivalries and jealousy between the other noble houses to prevent them from uniting. Most of the conflict between houses is extremely secretive. In this environment the Sisterhood of the Night flourishes and provides its serves to the highest bidder. The only thing that unites the citizens of Onyx is an outside threat, and the Queens are acknowledged official military commanders of armies of Onyx. The Onyx Isle's continual acts of piracy insure that the island has plenty of foreign enemies.

Slavery is an integral part of the Onyx economy. Criminals and insolvent debtors are often sentenced to years of slavery to pay for their crimes in the slave mines, prison farms, and labor camps of the Queens. In addition a constant supply of slaves is required to work the mines in the Diamondback Mountains. Many Onyx citizens find slavery distasteful, but because most slave labor is hidden from view of the public; the average citizen is little aware of the slave death toll in the frigid northern mining camps.

Most people in Onyx earn their living from the sea and so many possess skills related to sailing such as Balance, Climb, Craft (Shipbuilding), Craft (Sailmaker), Craft (Ropemaker), Knowledge (astronomy), Knowledge (nature), Profession (sailor), Profession (fisherman), Profession (dockworker), Swim, and Use Rope.

Onyx Racial Identity



The population of Onyx Isle is largely human. Additionally, half elves and half orcs make up 12% and 25% of the population of the population respectively. Halfings, Gnomes, and Dwarves are less than 1% of the total native population of the Onyx Isles. Unlike Cardonia, the terms Heart, Diamond, Spade, and Clubs are not used to identify race. Family ties are held paramount and their family name is used rather than any specific racial classification. Female slaves, due to the scarcity of men, never have any native born children. All children fathered by male slaves are immediately adopted by the mother's family. All families with political power are members of one of the

Onyx Orders. The family's influence and obedience shapes the politics through the isle. Each order has its own sphere of activities integral to the government. Swords command warships and armies, Pentacles engage in slave raiding and assassination. Cups provide medicine and religious direction. Staves study law, philosophy, science, and magic. The Queens are the official rulers of the Isle and enforce the laws of Onyx Isle created by the "Board Assembly" (a group of 100 democratically elected representatives). Onyx isle is not part of Cardonia and has no position in the Color Parties except for trading ties to the Black Party.

Family names are based on prized family traits. This can be a physical characteristic or a personality trait prized by the family. First names are often based on animal names, plants, or minerals.

Order of the Sword



The Order of the Sword is the organized military force controlled by the Queens. It is a brutal school in which orphans and the desperately poor are trained in the basics of combat and are used as cannon fodder in the wars and raids of the Isle of Onyx. Many troops in the Order of the Sword do not survive basic training which is designed to eliminate the weak, stupid, and insubordinate. Most of the troops in the Order of the Sword are first generation, but some families have served the Order for generations. Line soldiers are too poor to afford a husband so most use captive males kept for the exclusive use of the Order. Line soldiers carry a sword tattoo that denotes how many generations they have been within the Order: a “One of Swords” is a first generation soldier; a “Two of Swords” is a second generation soldier, and so on. After ten generations the soldier is guaranteed officers rank if they survive basic training. The officer ranks in the Order of the Sword from lowest to highest are Pages, Knights, Warchiefs, and Warlords. Pages are the lowest grade of officer and often lead 10 women squads. Knights are selected by the Queens and often lead 10 squads (100 women). Warchiefs are knights that are promoted to higher rank by the current Warlord due to success in battle and often control an entire fleet of ships, a fortress, or small armies. The Warlord is a warchief who is elected to the position by majority vote of all the warchiefs, and can be impeached by a two thirds majority.

The core classes most associated with the Order of the Sword are warrior, barbarian, fighter, and ranger. Any prestige class that specializes in sword combat, military command, or the creation of weapons is available to members of this order.

Order of the Chalice



The Order of the Chalice is a religious group that provides divine magic throughout Onyx. It parallels the Order of the Sword in structure but prizes piety rather than battle skill. Unlike the Order of the Sword, the members of the Order of the Chalice are supposed to remain celibate. Ranks within this order are based upon fulfilling religious ordeals and religious quests. Numbers 1 through 10 of Cups are minor functionaries of the Order. Officers of the Order include Neophytes, Celebrants, Oracles, and Prophets. The Prophet is the highest rank within the Order and is elected for life by the majority vote of the Oracles. All members of the Order of the Chalice proudly wear a tattoo of a Cup on their shoulder which indicates their rank within the order.

Unlike monotheistic Cardonia, the natives of Onyx worship a pantheon of female deities. **Era** is the mother of all and lawgiver. **Sheva** is the collector of souls and guardian of secrets. **Thena** is the muse for scholars, artists, and mages. **Pela** is the goddess of nature, weather, and travel. **Hexta** is the goddess of love, mischief, and fortune. The specific domains of these goddesses will be presented below under religion.

The core classes most associated with the Order of the Chalice are the adept, cleric, paladin, and druid. The Order of the Chalice is not a rigid structure. The members of the Order do not have to possess a specific alignment or pursue the same goals. Many become involved in politics. Others provide comfort and support to the poor. Any prestige class that requires religious devotion is available to members of this order.

Order of the Rod



The Order of the Rod delves into mysticism and the arcane. They seek to gain enlightenment through the training of their bodies and minds. This order is composed of monks and sorcerers. Unlike other monks, Onyx monks can multi-class as sorcerers without penalty, but all Onyx monks must be female. The Order of the Rod parallels the structure of all the other orders. To advance beyond rank one, the character must defeat a member of a higher standing. These duels are to 10 count knock-out, submission, or death and utilize any magic spells or unarmed techniques the members may possess. The rules of the duel expressly forbid the use of any armor, weapons, or enchanted objects during the duel or leaving the dueling ring. The winner of the duel advances in rank. The loser of the duel drops in rank or must retire from the Order. Officers of the Order decide policy and referee order duels. The four officer ranks from highest to lowest are Hero, Champion, Master, and Grandmaster.

The core classes associated with the Order of the Rod are monk and sorcerer. Any prestige class focused on the development of magical might is available to the members of the Order of the Rod.

Sisterhood of the Night

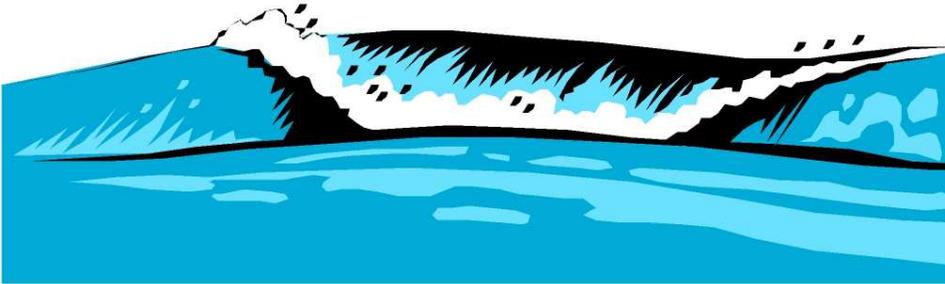


The Sisterhood of the Night is not an official order of Onyx, but rather an organized crime syndicate. They are equally comfortable preying upon the citizens of Onyx as well as foreign countries. The Queens will eliminate any illegal activities they detect, but the extent of the sisterhood's illegal empire prevents any serious damage. The sisterhood functions as a criminal syndicate. They help members fence stolen goods for a percentage of the sale. In addition, they provide members in good standing with access to doctors and craftsmen that will not provide the names of their customers to the authorities. They will also act as brokers, banks, and loan sharks for their members. The Sisterhood also will adopt street children and teach them to make a living through theft, assassination, and confidence games. The Sisterhood often owns a controlling interest in any legal gambling hall, saloon, slave auction house, or pawn shop in a city. This cut-throat criminal ring has a ranking system just like all the other orders. Orders one to ten of pentacles are the rank and file members of the sisterhood. The officers of the sisterhood from lowest to highest are Boson, Skipper, Captain, and Admiral. These ranks reflect their original pirate origins. Unlike other orders, members of the Sisterhood of the Night promote themselves. Their ability to keep their rank when they are inevitably challenged by others within the Sisterhood is the proof of their authority. There is only one Admiral within the Sisterhood since she will kill any others that claim the title. Your superiors in the sisterhood will only assist you if you earn money for them. If you become a liability to the sisterhood, it will turn against you.

The core classes associated with the Sisterhood of the Night are rogues and bards. Smugglers, assassins, and all other types of organized criminals operate under the umbrella cartel of the Sisterhood.

GEOGRAPHY

Onyx Isle



The Onyx Isle is a volcanic island. Its chief mineral resources are obsidian, iron, lead, tin, copper, coal, and diamonds which are extracted from mines dug into the sides of the Diamondback Mountains.

Many of its beaches are black sand made from pulverized lava rock. The sides of the island are jagged and very steep which make them nearly impossible for landing. Only the three bays on the north side of the island are truly suitable harbors. These natural fortifications are what makes Onyx Isle a formidable base of piracy and has prevented the successful invasion of other naval powers of Wonderland. Onyx Isle would be too cold for habitation if it wasn't for the numerous hot springs and volcanic steam vents scattered about the island. The volcanoes in the Diamond Back Mountains are still active and earthquakes are a periodic danger to the islanders. The name Onyx Isle is well deserved since most of this island is covered in black rock and black sand. Even the plants on this island are somber with colors ranging from blood red to navy blue. The famous black needle pines of Raven Wood provide ebony wood and black tar sap. The volcanic Diamondback Mountains often produce a haze of smog that hovers above the isle.

Ink Bay

Ink Bay is the largest natural harbor in Onyx Isle. The bay is protected by the Black Rock Tower which can signal defenders of the approach of invading ships. The entrance to Ink Bay is also guarded by the razor sharp cold water corral of Bottle Neck Reef. Only native sailors know the safe travel route through the jagged pillars of corral lurking just beneath the surface of the water. Inside Ink Bay is a multitude of coastal communities. The leading seaport is the Blacksand which is the seat of government and the largest city of Onyx Isle. Traveling in this city is very dangerous, since foreigners are extended no legal protection from theft or assault.

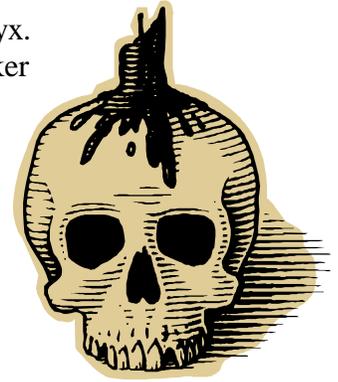
Stormcloud Bay

Stormcloud Bay is famous among merchants interested in the gem trade. Solitaire City is famous for its fine diamonds and many of the largest diamonds found in Wonderland have been discovered in its mines. Most of the diamond miners of Solitaire are slaves kidnapped from other countries but the occasional criminal or debtor is sentenced to labor in the diamond mines to as punishment. Many of the deepest mineshafts

have been closed, and wild rumors behind the necessity behind their closing are common gossip in saloons and salons throughout Onyx.

Coal Cove

Coal Cove is used to supply much of the coal, iron, and steel used throughout Onyx. Large Barges move in and out of the bay year round. During the winter, ice breaker tug boats pull loaded barges behind them in and out of the cove. Coal Cove has the largest dwarven population in all of Onyx Isle. Generations ago these black party spades were driven out of Cardonia by party politics, but have long since gained citizenship in Onyx and consider themselves natives of Coal Cove. Most Onyx dwarves specialize in the manufacture of weapons and armor. The actual mining is mostly done by slaves captured during the continual raids of Onyx Pirates or the Raven Wood forests. Anvil is the largest port in Coal Cove and it the center of merchant trading in the region.



Icespit Glacier

The Icespit is a massive glacier on the western side of Onyx Isle. This frigid region is sparsely populated by fisherwomen and seal hunters. Sailing around the Icespit is extremely dangerous due to the constant risk of glaciers.

Fracture Cove

Fracture Cove has a scattering of fishing villages and sea anchorages. The primary source of income in Fracture Cove is cold water pearls. These pearls are brilliant blue in color and are highly valued throughout Wonderland. Getting these pearls requires the skills of trained divers equipped insulated diving suits. The islands of rivenmere and sever island are pounded by severe arctic storms and are unable to support human life; their main utility is shielding the cove from heavy storm waves.

Ash Port

Ash Port is the largest city on the southern coast of Onyx Isle. It lies across the delta of the Ash River that winds northwest all the way through Raven Wood and up into the Diamondback Mountains. The steady supply of lumber down the river makes Ash Port the center for shipbuilding in Onyx.

Barrel Bay

A waterfall pours over the sea cliffs into Barrel Bay. During the summer months, barrels full of tree sap, nuts, and other hardy crops are dropped over the falls to the trade ships below. The small township of Breakers is carved into one wall of Barrel Bay deep into the cliff face.

Crosswind Port

Crosswind is a heavily fortified military outpost on the south coast of Onyx Isle. Crosswind Port guards the southern coast against landing by enemy troops. This massive stone fortification contains enormous cannons that can sink ships with a single shot and an entire infantry division of the Order of the Sword. The walls of this sea port bear the scars of hundreds of naval bombardments.

Finger Channels

The Finger Channels are created by a chain of islands stretching between Cardonia and Onyx Isle. Each of these islands is named after the Onyx families that use to own them (Elk, Owl, Fox, and Ox). Most of the wars between Cardonia and Onyx have occurred on these islands. As a result these battle scared islands are infested with aberrations, undead, and corrupted magic. These islands are chiefly home to transient smugglers, pirates, and spies.

Eelrock

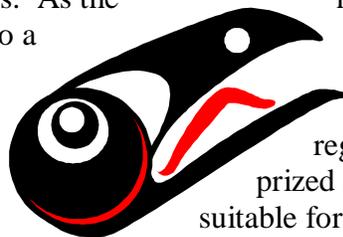
Eelrock is the largest fishing community on the east coast. It is named after the valuable purple eels that are common in the region and are the wealth of the region.

Blackhead Isle

Blackhead Isle is filled with vicious and bloodthirsty gnolls. They often participate in Onyx pirate raids and have been allies of Onyx for generations. The Queens of Onyx view Blackhead Isle as a buffer between them and Cardonia and supports Blackhead gnolls in maintaining their independence. Wart and Pustule islands are also part of the Gnoll Empire.

Raven Wood

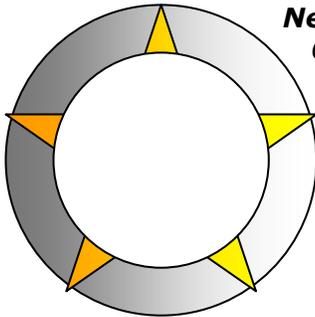
Raven Wood is a dense pine forest that dominates the center of Onyx Isle. It provides lumber, sap, and wild game to the rest of Onyx, but it also has its dangers. Unlike most pine forest, the Raven Wood forest is filled with black needle pines. As the trees range in color from coal black to a sooty grey. Fires are common within Raven Wood, but rarely result in the death of many trees. The bark of a black needle pine protects the core of the tree from harm and burn needles and branches are easily regenerated within a year of the fire. The wood of these trees is highly prized since it is resistant to sea rot and can be burnished into a glossy black suitable for jewelry or fine furniture. The sap of these trees is also black and can be distilled into water resistant glue for use on ship. Within this forest lures a variety of dangerous carnivores including flocks of carnivorous bird. Crow Wood is



much smaller forest used as a royal hunting preserve by the Queens. The largest human community within Raven Wood is the hamlet of Black Thorn. Raven Wood is the home for most rangers and druids in Onyx. Black Pine has the same cost and properties of "Darkwood" as described in the DMG.

RELIGION

The natives of Onyx worship a pantheon of female gods. The five sister goddesses are Era, Sheva, Thena, Pela, and Hexta. The Isle of Onyx believes that these sisters represent different aspects of creation and together formed the world. Female clerics of Onyx worship the entire pantheon rather than a specific deity. They still must choose only two domains, but they can choose any within the pantheon. The clerics pray to the pantheon as a whole rather than a specific god to receive their spells. The cleric's alignment will prevent them from casting certain divine spells, but any alignment is available to them. The favored weapon of the Pantheon is the iron quoit (a ring of polished metal) and functions as a holy symbol for the cleric. This exotic weapon can be used as a melee weapon or thrown at enemies.



New Exotic Weapon: Iron Quoits

One Handed Weapon

Damage: Small Creature: 1d3, Medium Creature: 1d4

Critical: x2

Special: Can be used as a thrown or melee weapon

Throwing RI: 30ft

Type: Bludgeoning

Weight: Small: ½ lb., Medium: 1 lb.

New Gods: Onyx Pantheon

Era the Golden Mather

Alignment: Lawful Neutral

Portfolio: Judgment, Order, Leadership, Pregnancy, Family

Domains: Sun, Law, Healing, Protection, Nobility*, Community*



Sheva of the Shifting Moon

Alignment: Neutral Evil

Portfolio: Burial, Secrecy, Vengeance, Assassination, Snakes, Transformation

Domains: Death, Destruction, Evil, Darkness*, Rune*, Scaly-kind*

Thena the Battlewise

Alignment: True Neutral

Portfolio: Battle, Invention, Spellcraft, Artisans, Strategy, Riddles

Domains: Strength, War, Magic, Knowledge, Artifice*, Glory*





Pela of the Mountain

Alignment: Chaotic Neutral

Portfolio: Elementals, Natural Disasters, Storms, Fishing, Hunting

Domains: Fire, Water, Earth, Air, Plants, Animals, Weather*

Hexia the Seductress

Alignment: Chaotic Neutral

Portfolio: Love, Mischief, Theft, Gambling, Drinking, Festivals, Obsession

Domains: Chaos, Trickery, Luck, Travel, Charm*, Madness*



ONYX ELEMENTAL SHIPS

The sailors of Onyx pilot all types of wind and muscle driven ships including galleys, keelboats, longships, sailing ships, and warships. They have also started to experiment with steam driven ships and paddle wheels. In addition, the Onyx possess a unique shipbuilding technology that makes them the envy of the sea. They can invest their ships with elemental energy. This energy provides the ship and crew with supernatural properties. This modification is commonly used on warships and galleys, but it can be placed on any sea going vessel created by Onyx shipwrights. The exact method of enchantment is a closely guarded secret. Onyx ships are referred to by the male gender. All elemental ships are requisitioned by the royal navy and controlled by the Queens and only a handful exist. They are not sold to other Onyx families and never allowed to remain in foreign hands. **Minor Artifact:** Strong Conjunction, **Caster Level:** 18th

CLOUD SHIP

- Elemental Type: Air
- Figurehead: Winged Angel made of porcelain accented with gold leaf.
- Defensive Ability: Immunity to Electricity for ship and all aboard him.
- Offensive Ability: Any ranged attack made from aboard the ship inflicts an additional +1D6 electrical damage. This bonus damage stacks with any bonuses possessed by the missile.
- Movement Ability: A Cloud sailing ship will move twice as fast as the prevailing wind for up to 4 hours per day.
- Weakness: The ship takes double damage from "acid" energy attacks.



SLUDGE SHIP

- Elemental Type: Earth
- Figurehead: Dog, Wolf, or Bear crafted in bronze.
- Defensive Ability: Immunity to Acid for ship and all aboard him.
- Offensive Ability: Any range attack made from aboard inflicts an additional +1d6 acid damage. This bonus damage stacks with any bonuses possessed by the missile.
- Movement Ability: The Sludge Ship leaves a corrosive wake behind it that will damage wood hull ships. Any wooden ship chasing a Sludge Ship suffers 1d10 acid damage per hour.



- Weakness: The ship takes double damage from “electrical” energy attacks.

DRYAD SHIP

- Para-elemental Type: Wood
- Figurehead: Dryad or Nymph made of wood and painted realistically
- Defensive Ability: The wooden hull of the ship regenerates battle damage. The wooden ship heals 1d10 hit points per hour.
- Offensive Ability: Any ranged attack made aboard the Dryad ship gains a +1d6 damage bonus against “aberrant” creatures.
- Movement Ability: The Dryad Ship can move through seaweed or grass choked waters at full speed.
- Weakness: Cold Iron weapons inflict double damage.
- Major Wondrous Item, Caster Level: 10th, Cost:



ICE SHIP

- Elemental Type: Water (cold)
- Figurehead: Mermaid carved from ice
- Defensive Ability: Impervious to Cold for ship and crew
- Offensive Ability: All range attacks made aboard the Ice Ship inflicts an additional +1d6 cold damage. This bonus stacks with any damage normally inflicted by the attack.
- Movement Ability: An Ice Ship can move at normal speed through seas filled with ice.
- Weakness: “Fire” energy attacks inflict double damage.



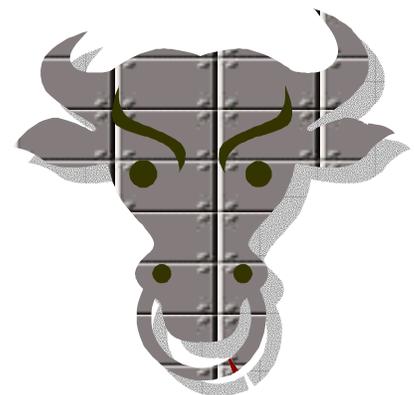
INFERNO SHIP

- Elemental Type: Fire
- Figurehead: Dragon or Phoenix
- Defensive Ability: Impervious to Fire for ship and all aboard him.
- Offensive Ability: All range attacks made aboard the Inferno Ship inflicts +1d6 fire damage. This bonus stacks with any damage normally inflicted by the attack.
- Movement Ability: The Inferno Ship can sail along active lava flows in addition to normal water.
- Weakness: “Cold” energy attacks inflict double damage.



IRON SHIP

- Para-elemental Type: Metal
- Figurehead: Gorgon crafted from metal
- Defensive Ability: All crew on the Iron Ship gain a +1 deflection AC bonus.
- Offensive Ability: All Iron Ships are equipped with a metal ram and can ram other ships without inflicting damage on itself.
- Movement Ability: Iron ships are equipped with paddlewheels in addition the ordinary sails. With no wind, the ship can still move at half its normal speed.
- Weakness: The Iron Ship takes double damage from “rusting”



attacks.

ZOMBIE SHIP

- Negative Energy Filled Ship
- Figurehead: Mummified corpse of an ancestral hero
- Defensive Ability: All undead aboard the Zombie Ship gain the benefit from “unhallowed” spell.
- Offensive Ability: All ranged attacks made from aboard the ship gain a +1d6 negative energy damage bonus. This damage bonus stacks with any other bonus possessed by the missile.
- Movement Ability:
- Weakness: Vulnerable to Positive Energy



Basic Onyx Sailing Vessels

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

CARDONIA NAVY

The Cardonia Navy has very few government owned ships which are mainly used for customs work. Merchant cartels, hire mercenary guard ships to protect their shipping lines and hunt down pirates. There is also a bounty placed on Onyx ships (and scalps) that subsidizes attacks and raids on Onyx Isle. Many wealth families in Cardonia pursue a vendetta against Onyx, but serious warfare between the two countries is sporadic. The main focus of the Cardonian Military is a land invasion of Onyx Isle by using the Fingers as stepping stones to gain access the Onyx coastline. These battles have devastated the Finger Islands and have left in their wake a wasteland of toxic magic and deadly scavengers. Many Red Party mercenaries (Such as Captain Bombast) take up a life of privateering for patriotism and profit.



THE PRIVATEER CREW OF CAPTAIN BOMBAST

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