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D d stormwrack pdf

If you don't own the product, don't use it. This compilation was created for people like me who own the most SW game materials that really can't carry all of them to any session. The pdf files were retrieved from other sources, I scanned 0, all I did was compile what I owned. Support wizards or we will never receive additional game updates/extensions. eBay Item Number:162354487262 Seller assumes full responsibility for this listing. Last Updated Sep 16, 2020 03:52:04 PDT View all revisions 100% Visit Store: mondiversi_gdr Mondiversi di Amos POns Contact Details Amos Pons VIA VAL PELLICE 63 10060 San Secondo di Pinerolo, TO Italy Showing 1-30 Start your review of Stormwrack (Dungeons & Dragons v.3.5) Jan 24, 2008 Andrew rated it was amazing part of the reason why this rating is so high that there is very little sea-related role-playing content. I also have sailor's manual and both are ideal for adventures on the seas, especially if you don't want to do everything yourself. If you can only get one, you will receive the sailor's manual if you are mainly concerned about the ships and the other if not. Matthew rated it really liked it Aug 14, 2014 Shel rated it was amazing Mar 24, 2012 Franny rated it really liked it May 27, 2015 Hernando rated it was ok Nov 19, 2012 R rated it really liked it Jan 20, 2017 Tim rated it really liked it Jan 15, 2009 Ian Nugentes rated it was amazing Sep 22, 2013 Billy Nye rated it was amazing Nov 21, 2019 Scott Andrews rated it really likes it Apr 02, 2013 Simon Gulstad rated it really liked it May 19, 2015 Eric rated it really liked it Feb 14, 2014 Robert Blank rated it was amazing Sep 23, 2013 Simon Gulstad rated it really liked it May 19, 2015 Eric it really liked it , 2014 Robert Blank rated it was amazing Sep 23, 2013 rated It really liked it Apr 20 , 2015 Hazel Phoenix rated it really liked it Apr 09, 2008 Ron rated it liked it Jul 15, 2016 David Forero rated it really liked it 07 March 2013 Every character can use a rod, but a staff is a spell trigger element. Rod of the Legendary Mariner Crafted in brass and a piece of polished driftwood, the legendary sailor's rod makes life easier on board a ship and grants his wearer a +5 bonus on Profession (Sailor) Checks. In addition, the legendary sailor's rod can be used to clean food and beverage effects three times a day, a water effect generated three times a day, and a ship effect once a day. Moderately CL 5th place; Craft rod, clean food and drink, creating water, discovering ship, must be at least 8 ranks in profession (sailor); Price 20,000 gp. Source: Stormwrack Staff of the Waves This coral rod is shaped like an eel. It allows the use of the following spells: Create water (1 charge) wind wall (1 charge) control water (2 charges) control winch (2 charges) control currents (2 charges) Strong summoning, evocation and transmutation; CL 11.; Craft Staff, Control Currents Control Water Control Winds, Create Water, Wind Wall; Wall; 65,000 gp. Source: Stormwrack Wondrous Items Admiral's Bicorn The intricately braided headgear made of rich blue felt, embroidered with golden thread. It has often a striking badge called a cadace that proclaims nationality, faith, family coat of arms and the like. A humanoid or monstrous humanoid that carries the Admiral's Bicorn will receive a +5 bonus on Professional (Sailor) Checks and all Charisma-based Checks (including Leadership) as long as it is worn. The voice of the wearer is magically amplified so that it can be heard clearly by anyone within 30 feet; Class functions and effects that depend on listening to the speaker benefit from the extended range. Finally, the Admiral's Bicorn grants a +2 Moral bonus on Attack Roles, Spartund, and Skill Tests for allies within the sound of the Wearer's Voice (including the Wearer). Strong incantation; CL 10.; Craft Wonder Object, Eagle Splendor, Heroism, Owl Wisdom, Ventriloquism. Price 51,000 gp; Weight 1 lb. Source: Stormwreck Bag of Teeth This small bag is made of fish skin and contains a handful of piranha teeth. By opening the bag and scattering its contents in a body of water, the user creates a swarm of piranha. The swarm is average in every respect and stays for 10 minutes. The swarm moves towards and attacks the next creature in the water, and the user has no control over his destination or direction of travel. If no other creature is available, the swarm stays where it was summoned and attacks the first creature approaching. Strong incantation; CL 13.; Craft Wonder Object, Summoning Swarm; Price 2,000 gp; Weight 1 lb. Source: Stormwrack Captain's Lantern This exquisite brass and green glass lantern constantly protects the ship to which it is tuned with an alarm effect. The ship's captain can speak a command word as he touches a copper coin at the bottom of the lantern to create a lantern pen. If you have a lantern token, don't sound the alarm. The captain can turn the alarm on or off with a command word. The captain can negate all current lantern marks at any time and turn them into non-magical copper coins. Tokens emit a very small judging effect. Weak judging; Cl 3rd place; Craft Miracle Piece, Alarm; Price 12,000 gp; Weight 2 lb. Source: Stormwreck Everfull Sails Sails made from a sky blue canvas with strange silver spots, these magical sails are always filled with a strong wind when they are completely unrolled. The wind that comes behind the sails is enough to push the ship forward at full normal speed, and the sails ignore all Winds that could blow in contrast to those produced by the sails themselves. The wind stops when the sails are shaved or pulled down in other ways. A ship needs a set of full sails per mast, or the magic doesn't work (although the sails work like normal sails). Moderate evocation [air]; Cl 3.; Craft Wondrous Item, Wind Gust, Price price gp; Weight 500 lb. Source: Stormwrack Figure of Miraculous Power (Pearl Turtle) This miniature statuette of a sea turtle is about the size of a human hand. When you throw the figure down and pronounce the command word, it turns into a giant sea turtle. The creature obeys and serves its owner; it understands Common, but does not speak. The giant tortoise described here is a huge version of an ordinary sea turtle and not aggressive. It serves only as a transport and does not follow the orders to attack, although it will defend itself if it is threatened. Giant tortoise: CR3; Huge magical animal (aquatic); HD 8d10+32, PS 87; Init +0; Speed 20 ft., Swimming 30 ft.; AC 25, Touch 8, flat-footed 25; Base Atk +8; Grp +23; Atk or Full Ark +13 melee (1d8+3, bite)*; Room/range 15 ft./10 ft. (Bite 10 ft.); SQ Darkvision 60 ft., Hold your breath, light vision in low light; AL N; SV Fort +10, Ref +6, Will +6; Str 25, Dex 10, Con 19, Int 6, Wis 14, Cha 6. *The bite of a giant tortoise is treated as a secondary attack and adds only half of the creature's strength bonus to the damage roll. Skills and Tricks: Listen +10, Spot +9, Swim +12; Vigilance, iron will. Languages: Common (does not speak). Hold Breath (Ex): A giant tortoise can hold its breath for 1 hour before it threatens to drown. Skills: A giant tortoise has a +8 race bonus on each swim check to perform a special action or avoid a danger. It can always choose to take 10 on a swim check, even if distracted or compromised. It can use the running action when swimming, provided it swims in a straight line. This creature can be used to pull a boat or raft at up to half its swimming speed. It is possible to ride on the turtle's shell, but this requires a harness or rope or improvising handles. Hanging on the smooth shell while the animal is moving is extremely difficult, which requires a DC 20 ride check per minute of travel. The pearl-steel tortoise can be used up to three times a week up to 6 hours per time. Moderate transmutation; CL 11.; Craft Miraculous Item, Animating Objects; Price 10,000 gp; Weight 5 lb. Source: Stormwrack Finned Gauntlets These shark houses are adorned with gloves. The wearer receives a natural swimming speed of 30 feet, with a +8 competency bonus on swimming checks to perform a special action or avoid a danger. The wearer can always take 10 on a swim check, even if distracted or endangered, and can use the running action during swimming. Both gloves must be so that the magic is effective. Weak transmutation; CL 5th place; Craft Wonder Piece, Old Self; Price 10,000 gp; Weight 1 lb. Source: Stormwrack Living Figureheads Each of the different types of living figureheads is carved from fine wood and resembles an ordinary figurehead. When a command word is spoken, the figurehead animates and can use special forces as described below. The living figurehead obeys and serves the shipmaster (usually the captain). Captain). Otherwise stated, it can speak together and communicate telepathically with its master, provided it is within 30 feet. When a living figurehead is broken or destroyed in its carving form, it is ruined forever. If it is destroyed while it is animated, it simply returns to a wood carving that can be reused at a later time. An animated living figurehead is a construct of the same size as the object, but there have been the intelligence, wisdom and charisma scores in his entry. Special skills, whose Save DCs depend on the Constitution, use the animated figurehead's charisma score instead. Dragon's head: The head and neck of this great dragon are carved from cedar wood or spruce and painted as a chromatic or metallic dragon with a gaping mouth and grim eyes. When animated, this living figurehead receives a breathing weapon that matches the type of dragon. It also gives its ship immunity to a kind of energy damage of the type of dragon. Dragon Head: As a large animated object, with the following changes: speed 0 ft.; Ark or Full Atk +5 melee (1d8+4, bite); Space/range 10 ft./5 ft.; SA Breathing Weapon; SQ hardness 5, immunity to energy, telepathy; AL N; SV Will HD/3 + Wis Modifier; Int, Wis, Cha as a dragon type. Languages: Common and Draconian. Breathing Weapon (Su): As a kite type; see below. The breathing weapon can be used once every 1d4 rounds. The Save DC is charisma-based. Dragon VarietyBreath WeaponDamageSave DC Black80-foot line of acid10d413 Blue40-foot cone of blitz10d814 Green40-foot cone of corrosive (acid) gas10d614 Red40-foot cone of fire10d1014 White40-foot cone of cold10d412 brass80 --Footline of Fire10d614 Bronze80-foot Line of acid10d415 Gold40-foot cone of Fire10d1016 Silver40-foot cone of cold10d816 immunity to energy (Ex): The ship receives immunity against a certain type of energy by dragon type; see the following table. Dragon VarietyImmunity BlackAcid BlueAcid GreenAcid RedFire WhiteCold BrassFire BronzeElectricity CopperAcid GoldAcid GoldCold The animated dragon head has the mental stats of a young adult dragon of its kind. The item can be used once a week for up to 10 minutes at a time. Strong transmutation; CL 15.; Craft Wondrous Item, Animate Objects, Protection From Energy, and one of the of the one: Acid Fog or Water to Acid (acid), Cone of Cold (cold), Lightning Bolt (electricity), Fireball or Scorching Ray (fire); Price 40,000 gp (black or white), 44,000 gp (green, brass or copper), 49,000 gp (blue or bronze), gp (red or silver) or 56,000 gp (gold); Weight 500 lb. Ebony This living figurehead is carved from ebony, waxed and polished to a high gloss. When animated, this living figurehead gives her ship a quick movement through the water and doubles its usual speed. Alternatively, the ebony pig can move a calmed sailing ship as if it were powered by strong winds. that the Porpoise also allows its ship to eliminate aquatic hazards such as reefs, shipwreck debris and the like by long jumps. The ship is short in the air, its keel clarifies the water by up to 10 feet, for up to 15 rounds per day. The duration of these jumps does not have to be consecutive rounds. The animated figurehead is treated as a large animated object. Its increased speed ability can be used three times a week for up to 6 hours per time. Strong transmutation; CL 15.; Craft WonderPiece, Levitate Quickswim; Price 100,000 gp; Weight 400 lb. Golden Shed: This vivid figure head is carved into an image of the forequarters of a Shed, a creature with the head of a bearded man and the body of a winged bull. It is made of mahogany and covered with gold leaf. When animated, this living figurehead gives her ship a 60-foot flight speed with poor maneuverability. In addition, the golden Shed allows his ship and crew to briefly switch from the material plane to the etheric plane, as the etheric conjures. The animated figurehead has a charisma score of 16, but is otherwise treated as a large animated object. Its flying ability can be used twice a week for up to 1 hour per time. It can transport the ship to the Etheric aircraft for up to 10 minutes per week; the duration of the etheric effect do not have to be consecutive periods. Strong transmutation; CL 17.; Craft WonderPiece, Ethereal, Flying; Price 100,000 gp; Weight 350 lb. Purpleheart Octopus: This living figurehead is a (much) smaller than-life rendition of an octopus. It is carved from the wood of the amaranth tree, which has a rich purple-brown color, and has turmalin gemstones inserted for his eyes. When animated, the Purple Heart Kraken tentacles reach out to grab enemies or hold an enemy ship. In addition, the figurehead can create a control wind effect as a caster of the 15th level. The item can be used once a week for up to 10 minutes at a time. The animated figurehead is treated as a large animated object, except that instead of a single slam attack, it has 8 slams, each dealing 1d8+3 points of damage. It also has the improved gripping ability, so it tries to launch a gripper as a free action without provoking attacks of opportunity. It can narrow and automatically end to inflict automatic slam damage on a held creature or object. The tentacle can grab creatures up to large size and can hold several small or smaller creatures. The tentacles have a range of 30 feet. While it animates the ship of the captain receives a +8 bonus on all profession (sailor) checks that are made to launch a ship-to-ship gripper. Strong transmutation; CL 15.; Craft Wonder Object, Animate Objects, Control Winds, Entangle; Price 45,000 gp; Weight 500 lb. Source: Stormwrack Magnificent Captain's Coat This heavy wool coat prevents the wearer from getting wet in rain and sea spray. The carrier also benefits from a against cold (but not hot) weather extremes. In addition, the effects of strong winds) on the carrier are reduced by one step. So if the wearer of this mantle is in gusts of wind, she receives only the penalties associated with strong winds; If the wearer stands in strong winds, she receives only moderate wind penalties. Finally, this coat grants its wearer a +5 competence bonus for both profession (sailors) and balance checks. Treat the coat like a shirt or robe to decide whether it can be worn with other magical items. Moderate decration, transmutation [air]; CL 5th place; Craft Wonder Object, Control Winds, Endured Elements; Price 11,000 gp; Weight 4 lb. Source: Stormwrack Oars of Speed Carved from light but durable wood, this pair of rudders can be mounted on a rowing boat or used to paddle a canoe or other small boat. They grant an upgrade bonus of +10 feet on the ship's speed. This bonus does not improve with the addition of more rowing of speed. Boats that require more than two rudders can benefit from rowing speed, but all the ship's rudders must be rudders of speed to get the speed bonus. Weak transmutation; CL 5th place; Craft Wonder Object, Quickswim, Creator must have 5 ranks in the Craft (Boatbuilding) ability; Price 2,500 gp per pair; Weight 15 lb each. Source: Stormwrack Planar Helmet This silver and ebony wheel is made to be mounted at the wheel of a ship. Once this is done, the planar control functions like any other ship wheel. In addition, twice a day anyone who knows the correct phrase can use the rudder to create a planar navigation effect on the ship. Strong incantation; CL 13.; Craft Wonder Items, Planar Navigation; Price 65,520 gp; Weight 25 lb. Source: Stormwrack Sails of Displacement, Minor Sails of Displacement are from a n:0 grey-blue canvas-like material, whose edges appear to be slightly blurred in the sea breeze. This gives a 20% missed chance to miss ship-to-ship attacks on the ship equipped with them, which is constantly functioning. Moderate illusion; CL 5th place; Craft WonderPiece, Displacement; Price 120,000 gp; Weight 500 lb. Source: Stormwrack Sea-steel's Bridle Crafted leather with silver bits shaped as shells, this bridle can transform any animal or magical animal trained to take riders into an aquatic shape as if it were the target of a sea spell. To do this, a command word must be used to change to the modified shape, and a second use to move to the normal form The item will shrink or zoom in to fit any size creature. Creatures that are affected by this bridle do not actually have to be Paladin's special mounts. Moderate transmutation; Cl 8.; Craft Wondrous Item, Steed of the Seas; Price 28,800 gp; Weight 1 lb. Source: Stormwrack Secure Lines This thick, tarred rope comes in 50 feet and weighs twice as much as normal rope. Its magical magical grants it hardness 2 and 5 hp, and it requires a DC 25 strength test to burst. Certain creatures that move across lines and are manipulated from this rope will receive a +5 gain bonus on balance and climbing tests. If a crew member falls off the rigging, the lines meander out and grab him in the air to prevent a fall and gently place the creature on the deck of the ship. The captain of a ship designates crew members for the safe lines and adds or removes persons when the ship's complement change changes. Adding or removing a crew member requires a command word. Moderate incantation and transmutation; Cl 9.; Craft WonderPiece, Animate Rope, Factory; Price 10,800 gp; Weight 20 lb. Source: Stormwrack Sovereign Sealant This thick, colorless spread makes ships and waterproof containers less prone to damage and leaks. A drum made of sovereign sealant is sufficient to handle a large size boat or container or two hull sections of a larger boat. A treated piece of wood gets +2 hardness and is completely waterproof. A ship that is treated with sovereign sealant can lose a hull section more than normal before sinking. Moderate incantation; Cl 8.; Craft WonderObject, Small Creation; Price 8,000 gp per drum; Weight 60 lb. Source: Stormwrack Stormrider Coat A coat made of waterproof storm grey wool and accented with gold flash pattern embroidery, the Stormrider coat allows the user to use a fly effect three times a day for up to 5 minutes each time. In addition, the user receives resistance to current 10. Moderate deity and transmutation; CL 5th place; Craft WonderPiece, Fly, Resist Energy; Price 30,000 gp; Weight 1 Lb. Source: Stormwrack Water Wheels This set of four wooden wheels fits most wheeled vehicles, so you are equipped to swim in the water, regardless of its size or composition (although a vehicle with large openings is quickly logged water). Such an equipped vehicle does not have an independent propulsion mode that is once afloat, but must be rowed or equipped with sails, unless it has magical propulsion or Dray creatures that can swim. Weak transmutation; CL 5th place; Craft Wonder Piece, Wave Blessings; Price 10,000 gp; Weight 20 pounds each. Source: Stormwrack Windpipe A device built to pump air into submerged or otherwise closed

rooms is a 2-foot-long brass pipe that is threaded so that additional lengths of ordinary hoses can be attached. The wind pipe has a diameter of 3 inches. At airflow corresponding to a moderate wind blows through the pipe. The intake end must be surrounded by air for the magic to work. Even if the space in which the air moves has no outlet, the wind pipe ensures magical circulation of the air. Moderate allusion; CL 10.; Craft wonder piece, favorable wind; Price 7,000 gp; Weight 10 lb. Source: Stormwrack [Back] Magic in the Realms Home Website design © 2008 - 2020 Cross Cross a librarian, because they hold the keys to all traditions. - old Faeren proverb. Dungeons & Dragons ©1995 - 2020 Wizards of the Coast. The Forgotten Realms was created by Ed Greenwood around 1967. Most product names are trademarks owned by the companies or used under license by the companies that publish these products. The use of such names without mentioning trademark or copyright status should not be construed as a challenge to this status. Forgotten Realms Helps is a participant in the Amazon Services LLC Associates Program, an affiliate advertising program that provides websites with a means to earn advertising fees through advertising and linking to amazon.com. Some pages on this website contain affiliate links. Forgotten Realms Helps receives a small commission when a product is purchased through these links. Links.

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