

Old Salt Statues of Power

(from "War Captain's Companion")

There are several different old salt statues of power. Each appears as a small statue of a sailor a foot or so tall. When the statue is rubbed and the command word (usually engraved on the bottom of the stand) is spoken, its power is activated.

If an old salt statue of power is broken or destroyed, it is forever ruined, all magic is lost, and it has no power. If it is slain in its human form, it merely reverts to statue form and can be used again at a later time. They can be used once per day, unless otherwise stated in the following text.

Medic with Bag: At a word, this statue grows to human size. It has AC 10, hp 8, and MV 12. The statue can *cure light wounds* five times a day, *cure serious wounds* twice a day, or *cure critical wounds* once a day. It cannot use more than one cure type in a single day. Alternately, the statue can heal once a week, but this power replaces all other curative powers of the statue for that week. The old salt statue can only be used to cure an individual once in a single 24 hour period, which means that all five *cure light wounds* cannot be spent on the same individual.

Old Captain with Pipe: Once a day, this statue can be activated to give the ship's captain unerring advice. The advice the statue gives is limited to directions toward an intended destination, or the advice on how to better attack an enemy ship. (When the latter advice is used, the ship gains a +1 bonus on all initiative and attack rolls for 1d4 rounds.) The statue has AC 4, hp 23, and MV 12. After use, it reverts to statue form, leaving behind a pleasant odor of beechwood pipe smoke.

Pirate with Peg Leg: When this statue is activated, all enemies aboard a ship must roll a save vs. spell or be forced to dance the pirate's jig for 1d6 rounds. During that time, all those who failed the save cannot fight. Those who make the save have their attack rolls penalized by -1. The statue has AC 10, hp 2, and MV 12. If destroyed, its magical effects on the opponents are immediately dispelled.

Pirate Male with Rapier and Parrot: Once a day, this statue can be activated to fight with the ship's crew. The pirate mate with rapier and parrot can be used once a day. With an evilly aligned crew, the statue gains the following statistics:

Statue, Evil Crew: Int Average; AL LE; AC 6; MV 12; HD 6; hp 60; THACO 15; #AT 312; Dmg 1d8+3; SA +3 on attack and damage rolls; SZ M (6' tall); ML 20; XP 650.

With a good or neutrally aligned crew the statue has the following statistics:

Statue, Good Crew: Int Average; AL LN or LG; AC 5; MV 12; HD 6; hp 60; THACO 16; #AT 312; Dmg 1d8+2; SA +2 on attack and damage rolls; SZ M (6' tall); ML 20; XP 650.

Sails' Boy with Rope: This statue can be activated once a day for one hour each use. The sails' boy can increase the MC of a spelljamming ship (or even a normal sailing ship) by one class for that time. If killed while performing his duties, the sails' boy cannot be reactivated for one full week. Only one can be active on a ship at one time. It has AC 6, hp 12, and MV 12.

Old Salty with Raincoat: This statue of power has no human form. Instead, it divines the weather for the next 24 hours. (If the weather is being magically tampered with, the sailor's squinty eye glows and the divination will change to match the approaching weather.) When the weather is divined as being fair, the statue appears as a bare chested sailor with short legged pants and no shoes.

If the weather is to be stormy and wet, the statue wears a raincoat. If the weather is cold or snowy, the statue wears a thick parka and tall, stout boots. This item is useful in the phlogiston as well, since it predicts the occasional eddies and high and low pressure cross-currents that resemble ocean storms. It operates constantly, and cannot be deactivated or fooled, save by magic.

Skipper with Hat: When this statue is active, it directs the motions of the ship by yelling (often obscene) commands to the helmsman. As a result the ship is able to perform faster than normal. The ship gains a +1 to its SR. The skipper can be used once a day for one hour at a time. If more than one skipper with hat is used on the ship at one time, the number of skippers equals the SR penalty the ship receives instead. With two skippers with hats, SR 6 turns into SR 4. This penalty arises from the skippers yelling different commands; thus confusing the crew. The statue has AC 2, hp 35, and MV 12.

Swabbie with Bucket: When activated, this statue will clean and polish every deck on the ship. The job takes one round per 5 square feet (keel length multiplied by beam width gives square footage). It continues its job until it either finishes, or until killed. It has AC 8, hp 12, and MV 9, and can be activated once a week.

Weaponsmaster: This statue takes the place of a whole weapon's crew. It can be activated for one hour every day, or until the human form is destroyed. This statue has AC 4; 6th-level fighters, hp 45; MV 12.

Whaler with Harpoon: When activated, this statue goes to the edge of the ship, armed with its harpoon and summons fish. Even in the phlogiston, the whaler can summon and spear 1d12 fish every day (each fish averages 1d20+20 inches long). Once the DM determines the number of fish that are caught, the whaler returns to statue form, and cannot be reactivated for 24 hours.

If a large aquatic creature (whale, sea serpent, kraken, or the like) is attacking the ship, the whaler can, if not previously activated, fight during the encounter with a +2 bonus, inflicting double damage.

d10 Roll	Statue Type	XP Value	GP Value
1	Medic with Bag	1,500	7,500
2	Old Captain with Pipe	1,900	9,500
3	Old Salty with Raincoat	800	4,000
4	Pirate Mate with Rapier	900	4,500
5	Pirate with Pegleg	1,400	7,000
6	Sails' boy with Rope	900	4,500
7	Skipper with Hat	1,000	5,000
8	Swabbie with Bucket	700	3,500
9	Weaponsmaster	850	8,500
10	Whaler with Harpoon	800	4,000