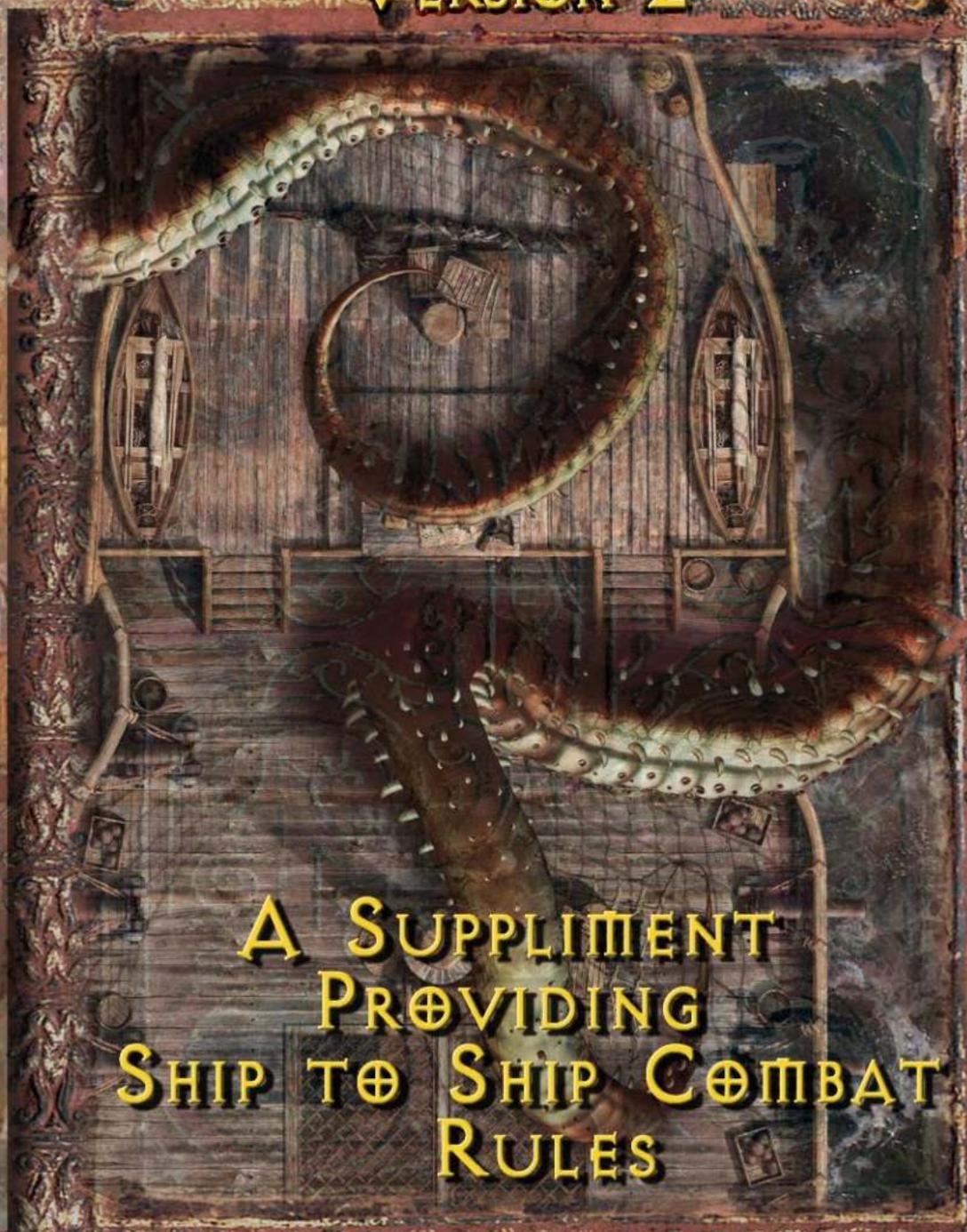


DUNGEONS & DRAGONS

NAUTICAL ADVENTURES

VERSION 2



**A SUPPLIMENT
PROVIDING
SHIP TO SHIP COMBAT
RULES**

REQUIRES THE USE OF
THE FIFTH EDITION
PLAYER'S HANDBOOK,
DUNGEON MASTER'S GUIDE
AND MONSTER MANUAL

NAUTICAL ADVENTURES FOR D&D 5E

Disclaimer

The following is a set of House Rules. In this document are alternatives to the normal D&D rules. You will need the fifth edition [Player's Handbook](#), [Dungeon Master's Guide](#) and [Monster Manual](#) to make full sense of this document.

Copyrights

This document is intended to be used as alternative house rules to an already standing game system. No information herein is to be copied and sold for profit.

Introduction

[Nautical Adventures](#) is a supplement to D&D 5E that provides a foundation for introducing water travel into a campaign. The material presented here is intended to help the players by providing a consistent set of rules and to help the DM by providing a logical overview of how a seafaring campaign works so he can apply his understanding of the concepts involved when dealing with all of the unexpected things that the PCs may do.

I want to give a special thank you to two sources that inspired this revision. I have borrowed heavily from "Of Ships and the Sea" from Wizards Unearthed Arcana and "5E Seafaring Rules" from RocksInMyDryer on Reddit.

Of Ships and the Sea:

https://media.wizards.com/2018/dnd/downloads/UA_ShipsSea.pdf

Seafaring in Fifth Edition:

<https://drive.google.com/file/d/1JxObgcSWyA3vniclSg7DhrrbTUoZksdq/view>

Overview

Nautical adventures and campaigns are one way that Dungeon Masters can excite and inspire their players. The promise of exploration and adventure on the high seas offers players new ways to experience their characters and the fantasy setting around them. After all, what could be more stimulating than traveling in a world where the phrase "Here there be Dragons" hastily scribbled on the edge of an old sea-dog's map signals a

very real danger. A seafaring campaign can embrace anything from exploring the dark depths of an underground lake or rafting down a jungle river to magical journeys into the lightless deeps of the ocean.

Your players may want a ship to use as a "home base". When you can set sail and go almost anywhere, the opportunities for adventure are nearly unlimited. You can mix it up with Viking berserkers, samurai and ninja, and savage headhunters, looting along the way. The world awaits with different types of adventures: city adventures in the ports, sea-based adventures, dungeon adventures following up on clues in treasure maps, work as a courier or spy for some kingdom or religion, etc. A ship-based campaign makes it easy for the DM to change things up, which makes things interesting and enjoyable for players.

Or they may want to be pirates. There's something about a swashbuckling pirate with a parrot on his shoulder that makes women swoon and men more than a little jealous. Their very names conjure images of adventure; ships flying the skull-and-crossbones banner; sailing into forgotten island coves loaded with exotic items, both magical and mundane; and treasure maps leading to piles of cursed gold and gems. Their brief lives are a complex mix of ruthless discipline and the belief in every man's right to live as he wishes to live and die free.

This supplement is not about conducting massive sea battles, moving small model ships around on a hex battle map exploring tactics and the intricacies of wind and sail. Rather this is about what the PCs can do with ships. Ship-to-ship battles do take up the majority of the pages here, but the battles are from the point of view of the player characters on board their ship. Care has been taken to assure each player has something to contribute each round of ship-to-ship combat. Each player controls one of their ship's officers. That officer can be his or her PC or it may be an NPC and he has several actions available to him that are specific to that officer.



SHIPS	Draft	Length	Beam	Weapons	Cost	Building Time
Barge ¹	5 feet	20 feet	10 feet	2/2	500 gp	1 week
Canoe ²	1/2 foot	15 feet	5 feet	-/-	30 gp	3 days
Caravel ⁴	5 feet	80 feet	20 feet	1/1	10,000 gp	5 months
Cargo Ship ²	4 feet	70 feet	25 feet	1/-	12,000 gp	3 months
Cog ⁴	4 1/2 feet	90 feet	20 feet	1/1	20,000 gp	4 months
Curragh ²	1 foot	20 feet	5 feet	-/-	60 gp	1 week
Drakkar ²	2 feet	100 feet	20 feet	2/2	20,000 gp	2 months
Dromond ²	4 feet	180 feet	20 feet	4/2	25,000 gp	4 months
Fishing Boat ²	1 foot	30 feet	10 feet	1/-	350 gp	3 weeks
Galley ²	4 1/2 feet	130 feet	20 feet	6/2	30,000 gp	4 months
Keelboat ¹	1 foot	20 feet	6 feet	1/-	3,000 gp	2 weeks
Knarr ²	2 feet	75 feet	15 feet	1/-	6,000 gp	1 month
Longship ⁴	2 feet	75 feet	15 feet	2/-	10,000 gp	1 month
Outrigger ⁴	1/2 foot	30 feet	16 feet	-/-	75 gp	1 week
Penteconter ²	2 feet	60 feet	15 feet	2/-	20,000 gp	3 months
Raft ¹	5 feet	10 feet	10 feet	-/-	50 gp	1 week
Skiff ³	1 foot	16 feet	5 feet	-/-	50 gp	1 week
Sohar ⁴	4 feet	90 feet	25 feet	2/1	17,000 gp	4 months
Trireme ²	3 feet	135 feet	20 feet	4/1	20,000 gp	4 months

1 Travel primarily on inland waterways such as rivers, lakes, and harbors.

2 Must remain in sight of land.

3 Must remain in sight of land or their primary (mother) ship.

4 Suitable for long sea voyages.

Types of Ships

Note that the individual ships described here actually represent general information that applies to many similar types of vessels. For example, the description for a skiff also covers rowboats, long boats, and dinghies.

Ship particulars

The table above details the characteristics of a variety of ships that might be found in the game. The statistics given represent the most common versions of these vessels. Individual variation can occur at the DM's discretion.

Thus, player characters can encounter a longship with less cargo capacity but greater speed than that listed.

Notes to Ships Table

The table shows each vessel's physical characteristics.

Draft: is the minimum depth of water necessary to float a vessel. A ship with a 3-foot draft requires at least 3 feet of water in which to float: it would run aground in water less than 3 feet deep.

Length: represents the overall size of the vessel from bow to stem.

Beam: is a measurement of a vessel's width at its most extreme point. A ship with a 15-foot beam measures 15 feet across at its widest point.

Weapons: (Light/Heavy) This is not necessarily the number of weapons that any specific ship has, but rather the maximum number of ship's weapons that can be mounted on this type of ship. The number before the slash is the number of light weapons, the number after the slash is the number of heavy weapons. A light weapon is typically a ballista; a heavy weapon is typically a mangonel.

Cost: represents the total amount of money required to buy a ship or requisition the necessary skilled labor and materials to build a ship. If the ship is to have ship's weapons, the cost for each of them must be added to this ship cost.

Building Time: is the total amount of time required to build a ship from start to finish, assuming that the necessary materials, labor, and facilities are available.

SHIP STAT BLOCKS

A ship's stat block gives game details for use when a ship is involved in combat or other situations where its defensive and offensive capabilities are relevant. The stat block has three main parts: basic statistics, action options, and the ship's components.

Ships can't take any actions on their own. Without any effort from its crew, a ship might drift on the water, come to a stop, or careen out of control.

Basic Statistics

Size

Most ships are Large, Huge, or Gargantuan. A ship's size category is determined by its length or width, whichever is longer. For instance, a ship that is 10 feet long and 20 feet wide would use the size category that has a 20-foot width, which means the ship is Gargantuan.

Space

A ship doesn't have a square space unless its stat block specifies otherwise. For example, a ship that is 20 feet long and 10 feet wide occupies a 20-by-10-foot space.

A ship can't move into a space that is too small to accommodate it. If it tries to do so, it crashes, as described later in the "Crashing" section.

Capacity

A ship's stat block indicates how many creatures and how much cargo it can carry. Creatures include both the crew required to operate the vessel and any passengers who might ride along.

Passengers could include mannes who repel boarders and lead the attack on monsters and enemy ships.

Travel Pace

A ship's travel pace determines how far the vessel can move per hour and per day. A ship's movement-related components (described later in the stat block) determine how far the vessel can move each round.

Ability Scores

A ship has the six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers.

A ship's Strength represents its size and weight. Dexterity represents a ship's ease of handling. A ship's Constitution covers its durability and the quality of its construction.

Ships usually have a score of 0 in Intelligence, Wisdom, and Charisma.

If a ship has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

Vulnerabilities, Resistances, and Immunities

A ship's vulnerabilities, resistances, and immunities apply to all its components, unless otherwise noted in the stat block.

Typical Ship Immunities

If you're creating your own ship, they're usually immune to poison and psychic damage. Ones crafted from metal or stone are also typically immune to necrotic damage.

They are also usually immune to the following conditions: blinded, charmed, deafened, exhaustion frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious.

Components

A ship is composed of different components:

Hull. A ship's hull is its basic frame, on which the other components are mounted.

Control. A control component is used to steer a ship.

Movement. A movement component is the element of the ship that enables it to move, such as a set of sails or oars.

Weapon. A ship capable of being used in combat has one or more weapon components, each of which is operated separately.

A ship's component might have special rules, as described in the stat block.

Armor Class

A component has an Armor Class. Its AC is meant to reflect its size, the materials used to construct it, and any defensive plating or armor used to augment its toughness.

Hit Points

A ship component is destroyed and becomes unusable when it drops to 0 hit points. A ship is wrecked if its hull is destroyed.

A ship component does not have Hit Dice.

Damage Threshold

If a ship component has a damage threshold, that threshold appears after its hit points. A component has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the component's hit points.

Actions

This part of the stat block specifies what the ship can do on its turn, using its special actions rather than the actions used by creatures. It even relies on its actions to move; it doesn't have a move otherwise.

Barge

Because of its simple construction, the barge is not exceptionally seaworthy and is useful only in calm waters.

Merchants use these craft in harbors for the transportation of goods from vessel to vessel. Sailors lash the cargo onto the barge with rope, then paddle or pole the craft to their destination.

Barge <i>Gargantuan Vehicle (20 ft. by 10 ft.)</i>
Creature Capacity 3 crew, 2 passengers Cargo Capacity 8 tons Travel Pace 4 miles per hour (96 miles per day) STR 24 (+7) DEX 4 (-3) CON 20 (+5) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the barge can move using its oars or poles.
Hull Armor Class 15 Hit Points 50 (damage threshold 15)
Control and Movement: Oars or Poles Armor Class 12 Hit points 25 Speed (water) 15 ft.; Move up to its speed, with one 90-degree turn. Without oars or poles, the barge's speed is 0.



Canoe

Many canoes are simply hollowed-out logs, softened by charting or immersion in boiling water. The pliable wood allows the canoe's builder to force the sides apart to create a broad cross-section. Other canoes consist of lightweight frames covered with hides, bark, or other pliable materials.

The canoe is an extremely versatile craft used in coastal waters and on rivers and lakes. Because of their relatively narrow beams, canoes do not possess the stability necessary for open sea voyages.

Canoe <i>Large Vehicle (15 ft. by 5 ft.)</i>
Creature Capacity 2 crew, 4 passengers Cargo Capacity 500 lbs. Travel Pace 2 miles per hour (16 miles per day) STR 10 (+0) DEX 12 (+1) CON 11 (+0) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the canoe can move using its oars.
Hull Armor Class 11 Hit Points 50
Control and Movement: Oars Armor Class 12 Hit points 25 Speed (water) 20 ft. Move up to its speed, with one 90-degree turn. Without oars, the canoe's speed is 0.



Caravel

(This is the “sailing ship” in the DMG). Structurally, this vessel is the precursor to the English galleon and represents the most advanced nautical technology available in most fantasy settings. Of all seagoing vessels, the caravel proves the safest and most reliable for extended sea voyages.

Caravel Gargantuan Vehicle (100 ft. by 20 ft.)
Creature Capacity 30 crew, 20 passengers Cargo Capacity 100 tons Travel Pace 5 miles per hour (120 miles per day) STR 20 (+5) DEX 7 (-2) CON 17 (+3) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the ship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty (a short-handed crew) and only 1 action if it has fewer than thirteen (a skeleton crew). It can't take these actions if it has fewer than six crew. Move. The ship can use its helm to move with its sails. Fire Ballista. The ship can fire its ballista. Fire Mangonel. The galley can fire its mangonel. Crash. Deliberately crash into a creature or object. Grapple. The ship can make a grapple attack.
Hull Armor Class 15 Hit Points 300 (damage threshold 15)
Control: Helm Armor Class 18 Hit Points 50 Move up to the speed of the ship's sails, with two 45-degree or one 90-degree turn. If the helm is destroyed, the ship can't turn.
Movement: Sails Armor Class 12 Hit Points 100; -5 ft. speed per 25 damage taken Speed (water) 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind
Weapon: Ballista Armor Class 15 Hit Points 50 Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.
Weapon: Mangonel Armor Class 15 Hit Points 100 Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. Hit: 27 (5d10) bludgeoning damage.



Cargo Ship

This ship, also called a round ship, hugs the coastline as it carries its trade goods. It has two masts and triangular sails. These ships also possess a small sterncastle that provides limited shelter from the worst of weather conditions.

Cargo Ship Gargantuan Vehicle (70 ft. by 25 ft.)
Creature Capacity 10 crew, 10 passengers Cargo Capacity 150 tons Travel Pace 2 miles per hour (48 miles per day) STR 24 (+7) DEX 4 (-3) CON 20 (+5) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the cargo ship can move using its helm.
Hull Armor Class 15 Hit Points 500 (damage threshold 20)
Control: Helm Armor Class 16 Hit Points 50 Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the galley can't turn.
Movement: Sails Armor Class 12 Hit Points 100; -10 ft. speed per 25 damage taken Speed (water) 20 ft.; 5 ft. while sailing into the wind; 35 ft. while sailing with the wind



Cog

This vessel is an improved version of the cargo ship. It has a single mast supporting a square sail. It has a single deck with amply-sized fore and stern castles - useful for shelter as well as defense. This ship's stability and cargo space make it one of the most versatile craft in a medieval setting

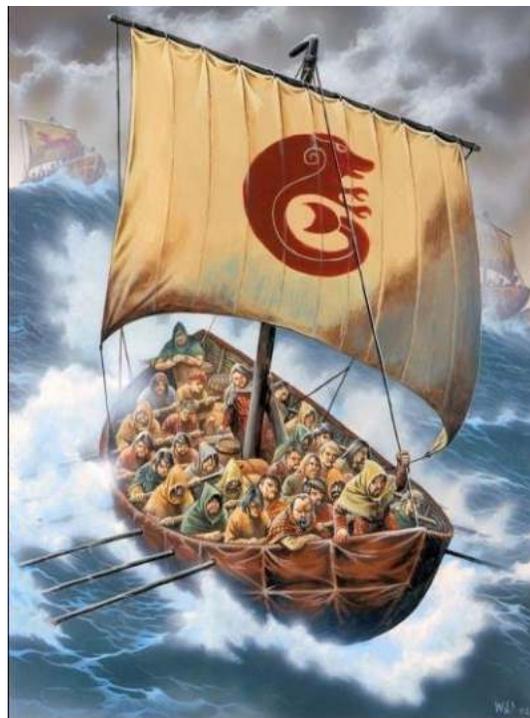
Cog <i>Gargantuan Vehicle (90 ft. by 20 ft.)</i>
Creature Capacity 20 crew, 10 passengers Cargo Capacity 100 tons Travel Pace 2 miles per hour (48 miles per day) STR 24 (+7) DEX 4 (-3) CON 20 (+5) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the cog can move using its helm.
Hull Armor Class 15 Hit Points 300 (damage threshold 15)
Control: Helm Armor Class 16 Hit Points 50 Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the galley can't turn.
Movement: Sails Armor Class 12 Hit Points 100; -10 ft. speed per 25 damage taken Speed (water) 20 ft.; 5 ft. while sailing into the wind; 35 ft. while sailing with the wind

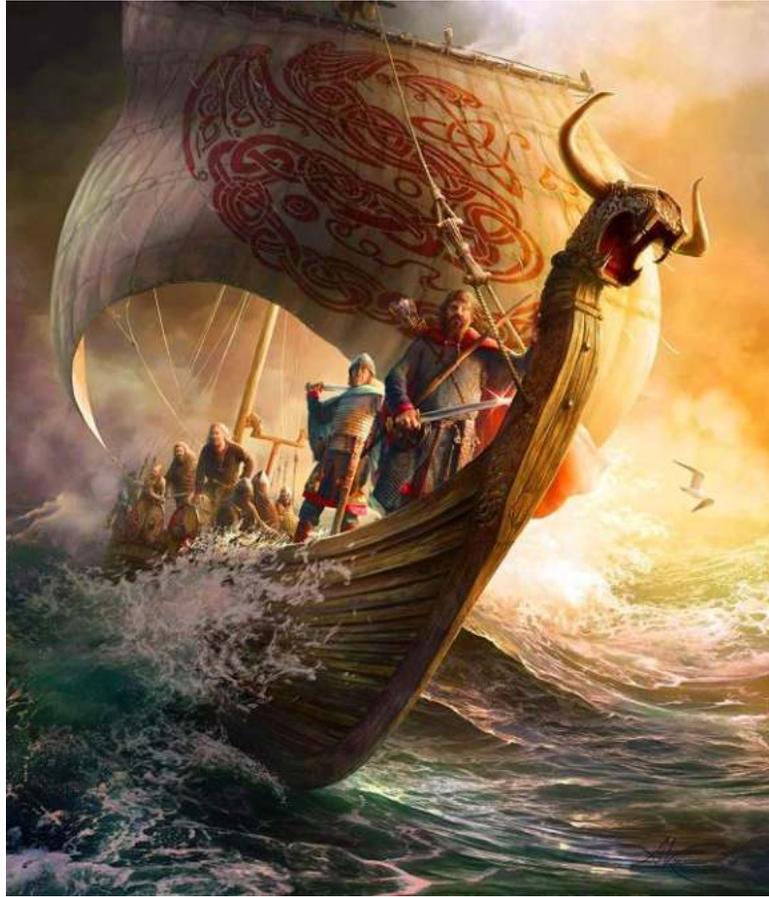


Curragh

The curragh is a primitive vessel made from thick hides stretched over a wood-and-wicker frame. The curragh sports a single mast with square sail; however, this craft primarily travels by the use of oars. The curragh is not exceptionally seaworthy and stays well within sight of shore.

Curragh <i>Gargantuan Vehicle (20 ft. by 5 ft.)</i>
Creature Capacity 6 crew + 6 rowers Cargo Capacity 5 tons Travel Pace 2 miles per hour (16 miles per day) STR 10 (+0) DEX 4 (-3) CON 10 (+0) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the curragh can move using its sails and oars.
Hull Armor Class 10 Hit Points 50
Control: Sail or oars Move up to the speed of its sail plus the speed of its oars, with one 90-degree turn.
Movement: Sails Armor Class 12 Hit points 50 Speed (water) 15 ft.
Movement: Oars Armor Class 12 Hit Points 20 Speed (water) 5 ft.





Drakkar



Dromond

Drakkar

The drakkar, or dragonship, is the largest of the Viking longships. Built primarily for war, it possesses a single mast, but the drakkar's main power comes from its oars - each manned by a single crewmember. Due to its great length the drakkar is not particularly seaworthy.

Drakkar Gargantuan Vehicle (100 ft. by 20 ft.)

Creature Capacity 40 crew, 60 passengers
Cargo Capacity 200 tons
Travel Pace 4 miles per hour (96 miles per day)
STR 20 (+5) **DEX** 4 (-3) **CON** 20 (+5) **Int** 0 **Wis** 0 **Cha** 0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions
 On its turn, the drakkar can move using its helm. It can also fire its ballistas and mangonels. If it has half its crew or fewer, it moves at half speed and can fire only half of its weapons.

Hull
Armor Class 15
Hit Points 500 (damage threshold 20)

Control: Helm
Armor Class 18
Hit Points 50
 Move up to the speed of the ship's sails plus the speed of the ship's oars, with two 45-degree or one 90-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Sails
Armor Class 12
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 40 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

Movement: Oars
Armor Class 12
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 20 ft. with 80 or more rowers, 10 feet with 40 or more rowers, 5 ft. with 20 or more rowers

Weapons: Ballistas (2)
Armor Class 15
Hit Points 50
Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target.
 Hit: 16 (3d10) piercing damage.

Weapons: Mangonels (2)
Armor Class 15
Hit Points 100 each
Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. **Hit:** 27 (5d10) bludgeoning damage.

Weapon: Ram
Armor Class 20
Hit Points 100 (threshold 10)
 The drakkar has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it suffers from the crash is instead applied to the ram. These benefits do not apply if another vessel crashes into the warship.

Dromond

(This is the "Warship" in the DMG). The dromond is extremely long and slender. In addition, the craft sports two masts with triangular sails - although its real power stems from a double row of 25 oars on either side of the ship. The dromond also possesses a sharp ram.

Dromond Gargantuan Vehicle (180 ft. by 20 ft.)

Creature Capacity 20 crew + 100 rowers, 60 passengers
Cargo Capacity 200 tons
Travel Pace 3 miles per hour (24 miles per day)
STR 16 (+3) **DEX** 12 (+1) **CON** 12 (+1) **Int** 0 **Wis** 0 **Cha** 0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions
 On its turn, the ship can take 4 actions, choosing from the options below. It can take only 3 actions if it has fewer than forty (a short-handed crew) and only 2 action if it has fewer than twenty (a skeleton crew). It can't take these actions if it has fewer than ten crew.

Move. The ship can use its helm to move with its sails.
Fire Ballista. The ship can fire a ballista. It can take this action once for each ballista.
Fire Mangonel. The galley can fire its mangonel.
Crash. Deliberately crash into a creature or object.
Grapple. The ship can make a grapple attack.

Hull
Armor Class 15
Hit Points 500 (damage threshold 20)

Control: Helm
Armor Class 18
Hit Points 50
 Move up to the speed of the ship's sails plus the speed of the ship's oars, with two 45-degree or one 90-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Sails
Armor Class 12
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 20 ft.; 10 ft. while sailing into the wind; 30 ft. while sailing with the wind

Movement: Oars
Armor Class 12
Hit points 50
Speed (water) 10 ft.

Weapon: Ballistas (2)
Armor Class 15
Hit Points 50
Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target.
 Hit: 16 (3d10) piercing damage.

Weapon: Mangonel
Armor Class 15
Hit Points 100
Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. **Hit:** 27 (5d10) bludgeoning damage.

Fishing Boat

Used mostly by the rustic folk of coastal villages and towns, fishing boats represent the most common type of ship encountered near civilized areas.

Fishing boats come in a variety of forms, though all share a basic design. Most fishing boats possess a single, small mast for sailing.

These craft are fairly stable. A skilled sailor could take a fishing boat out for a short sea voyage, as the ship can hold up to 1,000 pounds of cargo and features a small covered area in the bow for shelter. However, the dangers involved in such a pursuit usually keep the fishing boat close to shore.

Fishing Boat Gargantuan Vehicle (30 ft. by 10 ft.)

Creature Capacity 2 crew, 5 passengers
Cargo Capacity 1,000 pounds
Travel Pace 1 mile per hour (8 miles per day)
STR 20 (+5) **DEX** 4 (-3) **CON** 20 (+5) **Int** 0 **Wis** 0 **Cha** 0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions
 On its turn, the fishing boat can move using its helm.

Hull
Armor Class 15
Hit Points 50 (damage threshold 15)

Control: Helm
Armor Class 16
Hit Points 50
 Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the fishing boat can't turn.

Movement: Sails
Armor Class 12
Hit Points 50
Speed (water) 10 ft.; 5 ft. while sailing into the wind; 15 ft. while sailing with the wind



Fishing Boat



Galley

Galley

Used during the late middle ages, this ship is an improved version of the dromond. Most of its power stems from 140 oars. However, three masts supplement the great galley's speed and maneuverability, making the ship useful in trade and deadly in war. It also possess a powerful ram.

Galley Gargantuan Vehicle (130 ft. by 20 ft.)

Creature Capacity 20 crew + 140 rowers, 40 passengers
Cargo Capacity 150 tons
Travel Pace 4 miles per hour (96 miles per day)
STR 24 (+7) **DEX** 4 (-3) **CON** 20 (+5) **Int** 0 **Wis** 0 **Cha** 0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions
 On its turn, the galley can move using its helm. It can also fire its ballistas and its mangonels. If it has half its crew or fewer, it moves at half speed and can fire only half of its weapons.

Hull
Armor Class 15
Hit Points 500 (damage threshold 20)

Control: Helm
Armor Class 16
Hit Points 50
 Move up to the speed of one of its movement components, with one 90-degree turn. If the helm is destroyed, the galley can't turn.

Movement: Sails
Armor Class 12
Hit Points 100; -10 ft. speed per 25 damage taken
Speed (water) 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

Movement: Oars
Armor Class 12
Hit Points 100; -5 ft. speed per 25 damage taken
Speed (water) 30 ft.

Weapons: Ballistas (4)
Armor Class 15
Hit Points 50 each
Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.

Weapons: Mangonels (2)
Armor Class 15
Hit Points 100 each
Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. Hit: 27 (5d10) bludgeoning damage.

Weapon: Ram
Armor Class 20
Hit Points 100 (threshold 10)
 The galley has advantage on all saving throws relating to crashing when it crashes into a creature or object, and any damage it suffers from the crash is instead applied to the ram. These benefits do not apply if a vehicle crashes into the galley.

Keelboat

The keelboat is a small riverboat designed to carry passengers along river routes.

Keelboat Gargantuan Vehicle (60 ft. by 20 ft.)
Creature Capacity 12 crew, 14 passengers Cargo Capacity 0.5 ton Travel Pace 3 miles per hour (72 miles per day) STR 16 (+3) DEX 7 (-2) CON 13 (+1) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the keelboat can take 2 actions, choosing from the options below. It can take only 1 action if it has 6 crew. It can't take these actions if it has no crew. Fire Ballista. The keelboat can fire its ballista. Move. The keelboat can use its helm to move with its oars or sails.
Hull Armor Class 15 Hit Points 100 (damage threshold 10)
Control: Helm Armor Class 12 Hit Points 50 Move up to the speed of one of its movement components, with one 90-degree turn. If the helm is destroyed, the keelboat can't turn
Movement: Sails Armor Class 12 Hit Points 100; -5 ft. speed per 20 damage taken Speed (water) 25 ft.; 15 ft. while sailing into the wind; 35 ft. while sailing with the wind
Movement: Oars Armor Class 12 Hit Points 100; -5 ft. speed per 20 damage taken Speed (water) 20 ft.
Weapon: Ballista Armor Class 15 Hit Points 50 Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage. <i>Keelboats typically include a ballista only when they are equipped for combat.</i>

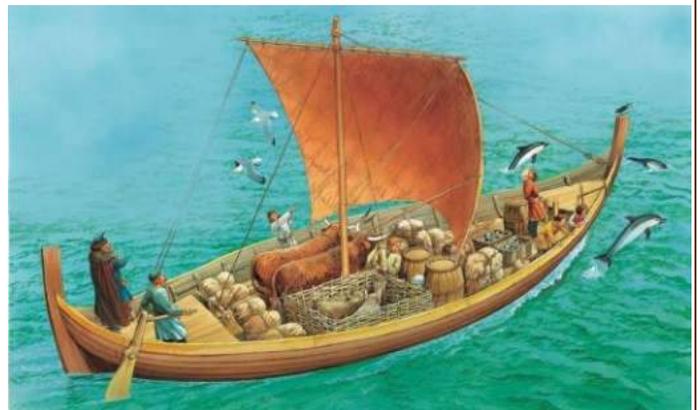


Knarr

The knarr is a small, cargo ship. This vessel sports a single mast with square sail. In times of poor wind, however, the knarr's crew can row from the bow and stern to add additional power.

Unlike other cargo ships, the knarr can make open sea voyages. In addition, its flat bottom makes it very useful along rivers and estuaries.

Knarr Gargantuan Vehicle (75 ft. by 15 ft.)
Creature Capacity 8 crew, 8 passengers Cargo Capacity 50 tons Travel Pace 2 miles per hour (48 miles per day) STR 18 (+4) DEX 6 (-2) CON 17 (+3) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the knarr can move using its helm. If the knarr loses half or more of its crew, it moves at half speed.
Hull Armor Class 15 Hit Points 300 (damage threshold 15)
Control: Helm Armor Class 16 Hit Points 50 Move up to the speed of all of its movement components, with one 90-degree turn. If the helm is destroyed, the galley can't turn.
Movement: Sails Armor Class 12 Hit Points 100; -5 ft. speed per 25 damage taken Speed (water) 15 ft.; 5 ft. while sailing into the wind; 20 ft. while sailing with the wind
Movement: Oars Armor Class 12 Hit Points 50 Speed (water) 5 ft.



Longship

This is the standard craft used by the Vikings. Each side of the vessel contains 20 to 25 oars; a single mast with a square sail stands in the center of the vessel.

Although these ships can carry cargo, their relatively small capacity limits their effectiveness in trade.

Because of their sail, oars, and overall design, longships prove fairly seaworthy.

Longship Gargantuan Vehicle (70 ft. by 20 ft.)
Creature Capacity 40 crew, 50 passengers Cargo Capacity 10 tons Travel Pace 5 miles per hour (120 miles per day) STR 20 (+5) DEX 6 (-2) CON 17 (+3) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the longship can move using its helm. If the longship loses half or more of its crew, it moves at half speed.
Hull Armor Class 15 Hit Points 300 (damage threshold 15)
Control: Helm Armor Class 16 Hit Points 50 Move up to the speed of one of the ship's components, with two 45-degree or one 90-degree turn. If the helm is destroyed, the ship can't turn.
Movement: Sails Armor Class 12 Hit Points 100; -5 ft. speed per 25 damage taken Speed (water) 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind
Movement: Oars Armor Class 12 Hit Points 100; -5 ft. speed per 20 damage taken Speed (water) 20 ft.



Outrigger

These vessels are nothing more than canoes with streamlined floats joined parallel to the hull of the ship for added stability. Some versions of the outrigger possess one float, while others have two. Single-float outriggers lack the seaworthiness of their double-float cousins, but are somewhat faster, as the dual float design adds drag to the craft.

Outriggers average a length of 30 feet and a beam of 15 feet - although larger outriggers, consisting of several canoes connected by a rectangular platform, can be as much as 80 feet wide. Average-sized outriggers can hold a crew of about 6 people, plus 500 pounds of additional cargo. The largest of these craft can easily hold up to 20 crew and almost 5 tons of cargo. All outriggers possess a single mast. In the event of poor weather, however, sailors can use paddles to move the craft.

Outriggers are fairly seaworthy, yet simple to build. The longer versions can easily make a transoceanic voyage.

Outrigger Large Vehicle (30 ft. by 15 ft.)
Creature Capacity 3 crew, 3 passengers Cargo Capacity 500 lbs. Travel Pace 3 miles per hour (24 miles per day) STR 11 (+0) DEX 8 (-1) CON 11 (+0) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the rowboat can move using its oars.
Hull Armor Class 11 Hit Points 50
Control: Sail or oars Move up to the speed of one of its movement components, with one 90-degree turn.
Movement: Sail Armor Class 12 Hit points 40 Speed 30 ft.
Movement: Oars Armor Class 12 Hit points 25 Speed 15 ft.



Penteconter

The ship is a type of bireme, or galley with a second bank of oars on the level below the raised deck.

The mast stands amidship and sports a large square sail. In battle, warriors can easily stand upon the raised deck to fire arrows at hostile ships. Furthermore, the penteconter carries a sharp-pointed ram that rests just below the surface of the water. This ram can inflict great damage upon enemy vessels. (The ram is included in the price of the ship.)

Penteconter Gargantuan Vehicle (60 ft. by 15 ft.)

Creature Capacity 42 crew

Cargo Capacity 10 tons

Travel Pace 4 miles per hour (32 miles per day)

STR 24 (+7) **DEX** 4 (-3) **CON** 20 (+5) **Int** 0 **Wis** 0 **Cha** 0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the penteconter can move using its helm. It can also crash into another ship using its ram.

Hull

Armor Class 15

Hit Points 300 (damage threshold 15)

Control: Helm

Armor Class 16

Hit Points 50

Move up to the speed of all of its movement components, with one 90-degree turn. If the helm is destroyed, the galley can't turn.

Movement: Sails

Armor Class 12

Hit Points 100; -10 ft. speed per 25 damage taken

Speed (water) 20 ft.; 10 ft. while sailing into the wind; 30 ft. while sailing with the wind

Movement: Oars

Armor Class 12

Hit Points 100; -5 ft. speed per 25 damage taken

Speed (water) 20 ft.

Weapon: Ram

Armor Class 20

Hit Points 100 (threshold 10)

The penteconter has advantage on all saving throws relating to crashing when it crashes into a creature or object, and any damage it suffers from the crash is instead applied to the ram. These benefits do not apply if a vehicle crashes into the galley.



Raft

A raft is a simple craft constructed from logs lashed together to make a floating platform. This vessel often serves as a river ferry, as it can easily travel with the current. Rafts can range anywhere from 5 feet to 40 feet.

These vessels can hold 3 tons for every 10 feet in length. Thus, a 40 foot raft could carry 12 tons of cargo.

Raft Large Vehicle (10 ft. by 10 ft.)

Creature Capacity 2 crew, 4 passengers

Cargo Capacity 3 tons

Travel Pace 0.5 miles per hour (12 miles per day)

STR 11 (+0) **DEX** 8 (-1) **CON** 11 (+0) **Int** 0 **Wis** 0 **Cha** 0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the raft can move using its oars.

Hull

Armor Class 11

Hit Points 50

Control and Movement: Oars

Armor Class 12

Hit points 10

Speed 5 ft.; Move up to its speed, with one 90-degree turn. Without oars, the raft's speed is 0.



Skiff

(This is the “Rowboat” in the DMG). These fairly small craft function primarily as workboats on larger vessels and in harbors. Being narrow, skiffs prove slightly unstable. Although capable of short sea voyages, the absence of crew quarters on a skiff, as well as its tendency to capsize or swamp in rough weather, makes any such voyage dangerous.

Skiff Large Vehicle (10 ft. by 5 ft.)
Creature Capacity 2 crew, 2 passengers Cargo Capacity 0.25 tons Travel Pace 4 miles per hour (96 miles per day) STR 11 (+0) DEX 8 (-1) CON 11 (+0) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the rowboat can move using its oars.
Hull Armor Class 11 Hit Points 50
Control and Movement: Oars Armor Class 12 Hit points 25 Speed 15 ft.; Move up to its speed, with one 90-degree turn. Without oars, the rowboat’s speed is 0.



Sohar

The sohar is a middle-eastern merchant ship. The ship possesses three masts, a small forecastle, and crew quarters for 20 people. The sohar’s stability, maneuverability, and speed make it an ideal vessel for trade or war.

Sohar Gargantuan Vehicle (90 ft. by 25 ft.)
Creature Capacity 20 crew, 20 passengers Cargo Capacity 100 tons Travel Pace 5 miles per hour (120 miles per day) STR 20 (+5) DEX 7 (-2) CON 18 (+4) Int 0 Wis 0 Cha 0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Actions On its turn, the ship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than fifteen (a short-handed crew) and only 1 action if it has fewer than ten (a skeleton crew). It can't take these actions if it has fewer than 5 crew.
Move. The ship can use its helm to move with its sails. Fire Ballista. The ship can fire its ballista. Fire Mangonel. The galley can fire its mangonel. Crash. Deliberately crash into a creature or object. Grapple. The ship can make a grapple attack.
Hull Armor Class 15 Hit Points 500 (damage threshold 20)
Control: Helm Armor Class 18 Hit Points 50 Move up to the speed of the ship's sails, with two 45-degree or one 90-degree turn. If the helm is destroyed, the ship can't turn.
Movement: Sails Armor Class 12 Hit Points 100; -5 ft. speed per 25 damage taken Speed (water) 40 ft.; 10 ft. while sailing into the wind; 55 ft. while sailing with the wind
Weapon: Ballistas (2) Armor Class 15 Hit Points 50 Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.
Weapon: Mangonel Armor Class 15 Hit Points 100 Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. Hit: 27 (5d10) bludgeoning damage.

Trireme

The trireme has three banks of oars. The ship possesses a single mast (which can be lowered in time of battle), a detachable ram, and two stern rudders.

Although extremely seaworthy, the trireme possesses little space for supplies. Thus, the ship must remain near shore to restock.



Trireme Gargantuan Vehicle (125 ft. by 20 ft.)

Creature Capacity 120 crew

Cargo Capacity -

Travel Pace 4 miles per hour (32 miles per day)

STR 20 (+5) **DEX** 4 (-3) **CON** 20 (+5) **Int** 0 **Wis** 0 **Cha** 0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the trireme can move using its two stern rudders. It can also fire its ballistas and mangonels. If it has half its crew or fewer, it moves at half speed and can fire only half of its weapons.

Hull

Armor Class 20

Hit Points 500 (damage threshold 20)

Control: two stern rudders

Armor Class 18

Hit Points 25 (each)

Move up to the speed of all of its movement components, with one 90-degree turn. If one of the rudders is destroyed, the keelboat can only turn 45 degrees, if both are destroyed it can't turn.

Movement: Sails

Armor Class 12

Hit Points 200; -5 ft. speed per 25 damage taken

Speed (water) 45 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

Movement: Oars

Armor Class 12

Hit Points 200; -5 ft. speed per 50 damage taken

Speed (water) 20 ft. with 100 or more rowers, 10 feet with 75 or more rowers, 5 ft. with 50 or more rowers

Weapons: Ballistas (4)

Armor Class 15

Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target.

Hit: 16 (3d10) piercing damage.

Weapons: Mangonels (1)

Armor Class 15

Hit Points 100 each

Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. Hit: 27 (5d10) bludgeoning damage.

Weapon: Ram

Armor Class 20

Hit Points 100 (threshold 10)

The trireme has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it suffers from the crash is instead applied to the ram. These benefits do not apply if another vessel crashes into the warship.

SPECIAL SHIP AUGMENTATIONS

You may find that your ships needs further modifications. The augmentations listed below are not possible for some ships. Use your common sense, but as a general guide they are not available to smaller ships (less than 50 feet in length). It will take at least 1 week to add any of these, perhaps longer if the materials are not readily available.

Additional Passenger Space / Crew Quarters: This translates into more space for a ship's sailors to sleep and eat. The ship may support 10% more passengers, but its cargo capacity is decreased by 10%.

Cost: 20% of base ship cost

Armor Plating: By attaching metal plates to the ship, the hull's hit points are increased by +15. This modification reduces a ship's cargo capacity by 15%. The armor plating imposes a -1 penalty on all sailing checks, and slows the ship by 1 mph.

Cost: 30% of base ship cost

Broad Rudder: A wide rudder makes a ship more nimble, granting a +1 bonus on all sailing checks.

Cost: 500 gp

Extended Keel: The ship's keel is longer than usual for a vessel of its type. The ship's measurements from bow to stern are 10% longer than normal, though cargo capacity is not appreciably affected. The ship is more stable, and grants a +1 bonus on all sailing checks. This improvement must be installed at the time of the ship's construction and cannot be added later.

Cost: 10% of base ship cost

Figurehead: Some ships sport fanciful carvings on their bowsprits. This modification is strictly cosmetic, with no real impact on game play. Players are encouraged to design their own custom figureheads, such as dolphins, mermaids, and other such creatures of myth.

Cost: 100–1,000 gp, depending on the port and the craftsman

Increased Cargo Capacity: An efficient remodeling of the ship's layout means more room for the ship's stores. The ship's cargo capacity is increased by 10%.

Cost: 15% of base ship cost

Narrow Hull: The ship has been intentionally designed with a more slender hull, enabling it to slip through smaller spaces. The ship's beam (width) is decreased by 20%, and cargo capacity is reduced by 10%. However, the ship gains a +2 bonus on all sailing checks. This improvement must be installed at the time of the ship's construction and cannot be added later.

Cost: 15% of base ship cost

Ramming Prow: The ship bears a standard ram, usually sheathed in bronze or iron, mounted on its bow. The Ram has an Armor Class of 20, 100 Hit Points with a damage threshold of 10. Having a ram provides a ship with advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it suffers from the crash is instead applied to the ram. These benefits do not apply if another vessel crashes into the ship.

Cost: 1,000 gp

Rapid-Deploy Sails: The ship's rigging undergoes a wholesale change as improvements in engineering enable the sails to be raised and lowered much faster than normal. Any sail adjustments can be made in half the normal time, granting a +1 bonus on all sailing checks.

Cost: 10% of base ship cost

Silk Sails: Few ship improvements are as beautiful as the addition of silk sails. These sails can be designed in whatever color the player desires; they are often embroidered with striking images of the sea. Such sails are usually imported from faraway lands. Silk sails give the ship superior rates of movement, as they capture and displace the wind more efficiently. A ship with silk sails gains a +1 bonus on opposed sailing checks. The ship's tactical speed is increased by 1 mph.

Cost: 15% of base ship cost

Smuggling Compartments: The ship's bulkheads are modified so that gaps between them can serve as hidden cargo storage areas. This does not change a ship's cargo capacity. A DC 20 Wisdom (Perception) check is required to locate smuggling compartments in a search of the ship. A ship can be fitted with no more than four smuggling compartments.

Cost: 500 gp per 5-foot-square compartment

Sturdy Hull: The ship's body has had additional supports and layers of wood added to it, making it thicker and more resilient. The hull's damage threshold is increased by 2, but the ship's cargo capacity is reduced by 10%.

Cost: 10% of base ship cost

Wooden Plating: For protection during naval combat, this ship has received additional wooden planks nailed to its hull. The hull's hit points are increased by 5% and its damage threshold is increased by 2. However, this reduces cargo capacity by 10% as extra room must be made inside for beams to support the reinforcements. The speed is reduced by 1 mph (to a minimum of 1 mph).

Cost: 20% of base ship cost

SHIP WEAPONS

The following ship weapons are available.

Ballista: Armor Class 15, Hit Points 50, Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage. Cost 800 gp.

A ballista resembles a massive crossbow, and its power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A cord attached to both arms is winched back and a projectile is loaded into a grooved slider for release. Rather than wheels, these will typically be mounted to the deck on fixed a swivel base.

Mangonel: Armor Class 15, Hit Points 100, Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. Hit: 27 (5d10) bludgeoning damage. Cost 1,000 gp.

These are a type of catapult. They are stone-throwing siege engines powered by winched arms that run through torsion skeins, and hold their payload in a cup that swings up and over the weapon when released.. Mangonels can hurl a variety of different types of ammunition (the damage given is for stone projectiles; other types of ammunition can be found in the "Special Ship Weapon Ammunition" section, below). They are always mounted on a fixed swivel base.

Special Ship Weapon Ammunition

The following kinds of ammunition can be used in Mangonels. The ammunition description specifies which types of ship weapons can use the special ammunition. The costs and weights on the table are for a single use of special ammunition.

Alchemist's Fire: This is either a hard, ceramic container of alchemist's fire that can be used as ammunition in catapults, or a ceramic bulb of alchemist's fire mounted on the tip of a ballista bolt to be fired from ballistae.

When it hits its target square, it deals 4d6 points of fire damage to each creature and wooden structure within 5 feet of the target space, and each creature must make a DC 20 Reflex saving throw or catch on fire (wooden objects automatically catch on fire). Every creature and wooden object within the area between 5 and 30 feet of the target space must make a DC 20 Dex saving throw or take half the fire damage, but does not catch on fire. On a

ship's weapon mishap, this ammunition explodes before it is launched, dealing its damage to the siege engine and all nearby creatures and wooden objects as if one of the spaces of the siege engine (crew leader's choice) were the target square. This alchemical fire ignores the Damage Threshold of wooden objects.

Chain Shot: Made of two small catapult stones chained together, this ammunition can be fired from mangonels. Chain shot is especially good at tearing through sails and rigging, dealing double its normal damage to that form of propulsion. It deals normal damage to a creature, and if hit, the creature must succeed at a DC 20 Dex saving throw or be knocked prone. Chain shot is relatively ineffective against ships themselves, dealing only 2d6 points of damage for a Mangonel, or 4d6 points of damage for a Trebuchet.

Liquid Ice: This hard, ceramic canister filled with alchemical liquid ice can be used as ammunition in mangonels. When it hits its target square, it deals 4d6 points of cold damage to each creature within 5 feet of the target space, and each creature must make a DC 20 Dex save or become restrained for 1 round. Every creature within the area between 5 and 30 feet of the target space must make a DC 20 Con saving throw or take half damage. On a ship's weapon mishap, this ammunition explodes before it is launched, dealing its damage to all nearby creatures as if one of the spaces of the siege engine (crew leader's choice) were the target square.

Plague Bundle: This hard, ceramic canister is filled with a noxious mass of diseased carrion and offal that can be used as ammunition for a mangonels. It deals only half damage, but every creature hit by it is exposed to sewer plague (Dungeon Masters Guide p. 257). A DM might allow a plague bundle to inflict other diseases.

Smoke Shot: This hard ceramic sphere contains two alchemical substances separated by a thin barrier. It can be used as ammunition in mangonels. When smoke shot hits the target space, it deals 2d6 points of damage to any creature in that space, and the substances mingle and then create an area of foul but harmless yellow smoke radiating 30 feet from the target square. Treat the effect as a fog cloud spell. On a ship's weapon mishap, the ammunition explodes before it is launched. Its effect is centered on one of the spaces of the siege engine (crew leader's choice).

Special Ship Weapon Ammunition

Ammunition	Cost	Weight
Alchemist's fire	200 gp	10 lbs.
Chain shot	50 gp	30 lbs.
Liquid ice	400 gp	20 lbs.
Plague bundle	80 gp	20 lbs.
Smoke shot	250 gp	20 lbs.

NAUTICAL TRAVEL

Ships generally move by means of oars (rowing) or sails. At its simplest, rowing requires the expenditure of physical energy - although the coordination of multiple rowers, such as those found on a bireme or trireme, requires the attention of a skilled oarsmaster. Sailing, on the other hand, demands a keen understanding of winds and oceanic conditions, as well as a practiced hand in performing nautical maneuvers designed to maximize the effects of prevailing winds.

Rowing

As mentioned earlier, rowing a ship with a multitude of oarlocks, such as a bireme or trireme, requires a great deal of skill and coordination from all involved - especially the oarsmaster. Contrary to popular belief, slaves were not put to work rowing large war ships, as they did not possess the necessary skills or zeal. In fact, rowers were highly trained specialists.

Daily Movement (Oars): Characters can row a boat for 8 hours per day, or can row longer at the risk of exhaustion (as per the rules for a forced march in chapter 8 of the Player's Handbook). Dungeon Masters can easily determine the total distance an oar-powered ship (or a ship with both sails and oars) travels in a single day by multiplying the ship's travel pace (miles per hour) by 8. Thus, a Penteconter - whose ravel pace is 4 miles per hour - can travel a total of 32 (4x8=32) miles in a single day.

PC's Rowing a Small Craft

In the course of nautical adventuring, PCs may find themselves required to row a small vessel - such as a fishing boat or skiff. Characters can row for 8 hours a day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

Additionally, a character can increase his boat's rowed speed rate by making a DC 15 Strength (Athletics) check. Success indicates that the character in question has increased his boat's movement by one third. The character must make another check every 3 rounds to see if he can sustain the increased pace. The DC increases by + 1 for each check. Once the character fails a check, he cannot attempt to increase his speed again until he finished a short rest. The absolute maximum amount of time for sustaining such a pace is thirty minutes.

Once an adventurer has stopped increasing his movement rate (whether by failing a Strength check, reaching the

maximum time limit, or making the choice to stop) he must complete a short rest. Unlike professional rowers, PCs cannot row at all until they have rested.

Moving Under Oars and Sails: Any ship moving under sails (even if it has rowers to help) counts as a sailing ship. Wind strength modifies its base speed (see below).

Sailing

Sailing vessels use the natural force generated by winds to move, so they are somewhat at the mercy of the prevailing wind. A strong wind can greatly speed a long journey, or make even the shortest jaunt a slow and dangerous affair, depending on the wind's direction relative to the course desired.

For ease of play we can represent the wind direction and ship facing as one of 4 directions, North, South, East or West. That way the ship is always sailing into, across or with the wind.

Sailing Movement and Winds Table details the influence of winds on sailing vessel speed. To use the table, simply cross reference the line that corresponds to the strength of the prevailing winds with the ship's course relative to the wind. The DM can use any method he chooses to determine the wind speed and direction.

For example, a cog (speed of 2 mph) sailing across a strong wind would have two miles per hour added to its overall speed, for a combined speed of 4 mph.

Daily Movement (Sails Only): Fully crewed sailing ships have a far greater daily movement rate than rowed vessels, as the former can travel a full 24 hours without stopping. Thus, a Caravel - whose speed (after adjusting for wind speed and direction) is 5 mph - can travel a total of 120 (5x24=120) miles in a single day.

A ship with a number of crew between a full crew and one and one half the number (a **shorthanded crew**) can only travel 12 hours a day. A skeleton crew can only travel 8 hours a day.

Anchored at Night: If a sailing ship anchors from dusk to dawn rather than sailing through the night, multiply its base speed by 16 hours to determine its maximum daily movement rate. Note that sailing through the night requires a skilled navigator equipped with navigator's tools for checking the ship's course. If the DM decides such means aren't available, ships must always remain in sight of land and must anchor each night, otherwise, the vessel becomes lost at sea.

Anchoring for the night often proves wise even if a ship's crew has the knowledge and equipment to handle an overnight voyage. Some hazards that are easily spotted in daylight, such as shoals, sand bars, and reefs, become all but invisible at night.

Wind	Movement Rate Modification	
Calm	Can't Sail	
Light	Into	-1 mph
	With	+1 mph
	Across	+0 mph
Moderate	Into	-2 mph
	With	+2 mph
	Across	+1 mph
Strong	Into	No Movement
	With	+3 mph
	Across	+2 mph
Gale	Into	Driven a 1 mph backwards
	With	+4 mph
	Across	+3 mph
Storm	Driven at 1d4 mph in direction the wind is blowing	

BEFORE COMBAT STARTS

The combat system uses the standard D&D combat round of 6 seconds. However, combat can't start until the ships are no more than 200 feet apart.

Setting the Stage

Before combat begins there are several things that must be readied first.

- 1) Each ship that is to be involved in combat must be selected and decisions must be made as to the number, composition and experience of its crew. Also, what weapons the ships have and any other particulars about the ships. You may want to make sketches of each ship's deck marked off in 5 foot squares to aid in visualizing any shipboard combat. There is a ship record sheet at the end of this document that can be used to record all the ships particulars.
- 2) For easier and faster combat, wind can be ignored. If you are using it to modify sailing ships speed, the wind speed and direction must be decided before the battle.
- 3) If the combat is close to land, or any relevant floating obstacles, or monsters, the distance and direction to each of them needs to be specified.
- 4) The relative position of each ship and its distance (range) to the other ships must be decided.

Pre-combat positioning

If the ships are within 200 feet of each other, combat can begin. If you just want to start the battle, set the range between the ships to 200 feet and skip down to the "Ship-to-Ship Combat" section below.

When the ships are farther apart, each ship needs only to decide how it wants to move. Do you want to move in

closer to the other ship, keep about the same distance, or move away? If both ships take the same move action, the results are automatic.

If both ships decide to move away, they move in opposite directions until they are out of sight of one another, or until one ship decides to stop fleeing.

If both ships decide to close, the range between them decreases until one of the ships decides to change its move action, which it can do at any time before it comes within weapon fire range. Typically this will be at the point where it is able to detect that the ship it is approaching is not as it was originally thought to be - perhaps it raises the "Jolly Rodger", or a yellow "Quarantine" flag, or they are close enough to finally notice the Beholder on the deck. If neither ship changes its mind, the two ships approach until they are 200 feet apart.

If both ships decide to maintain current range, the range between them doesn't change.

If one ship wants to avoid combat, however, a chase ensues.

Evasion and Pursuit

At the GM's discretion, a faster ship can always catch a slower ship, but even slow ships can take advantage of favorable winds, currents, or coastal terrain to make good their escape.

Ship chases use the detailed naval combat rules below with the following changes:

- 1) Chase rounds are 30 minutes long.
- 2) The ships maneuver can only be Turn, Close, Back Off, or Hold.
- 3) Ship's travel distance in one round = half of its speed in miles per hour. For example, a ship with a speed of 3mph = 1.5 miles or 7,920 feet traveled in one 30 minute round. [One mile = 5280 feet.]
- 4) A chase ends when either ship decides to end it, or when the pursuing ship closes to within 200 feet, or when the pursuer can no longer see the prey (over 10 miles away, turned invisible, sailed into a fog bank, went behind a larger ship, behind an island, etc.).

SHIP-TO-SHIP COMBAT

Theater of the Mind

There is no need for model ships and hex or square battle mats. These rules for combat between ships concentrates on the PCs point of view. What can the PCs see and how can they effect the battle? You need only track of how far apart the ships are. The resolution of any ship maneuver may change this range between ships.

Rounds

A Ship-to-Ship melee round is the same as a standard D&D melee round.

Facing

To facilitate speed of play, nautical combat handles ship facing in an abstract way. The distance between ships does not take facing into account. The only facing that matters is one ship's orientation in relation to the other. In general, ships are assumed to be facing in the direction they are moving. The ship will be in one of four possible orientations; forward (bow to the other ship), to the rear (stern to the other ship), right (port side to the other ship), or left (starboard side to the other ship).

Wind

The ship's stat block shows the ships movement speed based on the propulsion type. For sails it also shows the ship's sailing speed when sailing into or with the wind. To reduce the complexity of combat, wind direction can be ignored. For a more realistic battle, wind speed and direction will affect all sailing speeds. If you choose to use it, direction of the wind must be indicated before the battle begins. You can also use wind speed (refer to the "Sailing" section on page 18).

Range

The range (distance between ships) may change at the end of each ship's turn. The change in range depends on the ship's maneuver action and its speed. This range is used for all missile fire, magic spells, ship maneuvers, etc. It is handled in much the same way as ship facing. It is not intended to be exact. In reality, the distance between any point on your ship and any point on the enemy ship will vary depending on each ships orientation and exactly where each ship is in relation to the other ship. This degree of verisimilitude is not the goal here. We only want to know if the enemy ship is close enough to hit.

Technically, ships take no actions; the people on the ship perform all actions. The helmsman controls the movement the ship, the crew fire the weapons, and so forth. Still, for ease of play, many such actions are referred to as if the ship was taking the action. For example, when the helmsman moves the ship, it is referred to as the ship taking a move action.

Ships Initiative

A ship rolls initiative using its Dexterity, and it uses its crew's quality score as a modifier to that roll.

Crew

The number of able-bodied sailors required to crew a ship as specified in its stat block. Five of these are officers, the rest are sailors.

The crew consists of the following creatures, all of which have proficiency with water vehicles in addition to their normal statistics:

- Five officers: The captain, the first mate, the helmsman, the bosun, and the surgeon
- Twenty-five sailors (for a Caravel)

Each Player Controls one Officer

Before combat, each player selects one officer. One player must be the captain. Each combat round, each player can select to play that officer or to play his or her PC.

The officer you select will be similar to your PC in that he will have the same ability scores and proficiency bonus as your PC. He will have all of your proficiencies and will also have a proficiency with water vehicles. He will not have any of your race features (unless he is of the same race as you) and will not have any of your class or background abilities or features.

Each role is described below, along with the abilities and proficiencies that help a character excel at it (but that aren't required):

Captain. (In charge of entire ship and its actions.)

The captain issues orders. The best captains have high Intelligence and Charisma scores, as well as proficiency with water vehicles and the Intimidation and Persuasion skills.

First Mate. (Assumes Captains duties when he is not available. In charge of crew.) This specialist keeps the crew's morale up by providing close supervision, encouragement, and discipline. A first mate benefits from a high Charisma score, as well as proficiency with the Intimidation and Persuasion skills.

Helmsman. (Steers the ship. In charge of knowing the ships location and being aware of things outside the ship.) The helmsman plots the ship's course, relying on knowledge of nautical charts and a study of weather and sea conditions. A reliable helmsman tends to have a high Wisdom score, as well as proficiency with navigator's tools and the Nature skill.

Bosun. (In charge of maintaining the ship and its cargo.) The bosun (or boatswain) provides technical advice to the captain and crew and leads repair and maintenance efforts.

A good bosun has a high Strength score, as well as proficiency with carpenter's tools and the Athletics skill.

Surgeon. (In charge of maintaining the physical and mental health and wellbeing of everyone aboard the ship. This includes overseeing meal preparation. Often the surgeon is also the cook.) The ship's surgeon tends to injuries, keeps illnesses from spreading throughout the ship, and oversees sanitation. A capable surgeon benefits from a high Intelligence score, as well as proficiency with herbalism kits and the Medicine skill.

If you have fewer than five players, each officer can choose to perform one of his special officer actions or one from a another officer, choosing from officers directly below yours in rank until you reach an officer that has been selected by another player.

If you have more than five players, select from the list of officers on page 27. The special officer actions available to you will be those of the officer listed on page 22 that is of the next closest rank above yours.

The ship actions are performed in 4 phases:

Phase 1. The ship's actions are decided.

Phase 2. The PCs (or Officers) and any NPCs act.

Phase 3. The ship actions are resolved.

Phase 4. Readied actions resolved.

Each of these phases are described in detail below.

Phase 1. The Captain decides on which of the ship's actions to use.

Ship's Actions

The ship stat block specifies what actions the ship can perform on its turn, using its special actions rather than the actions used by creatures. It even relies on its actions to move; it doesn't have a move otherwise.

These actions aren't performed until phase 3.

Move (Ship Action). The ship stat block will indicate the ships speed and describe any special movements the ship can perform as a move action.

Fire Ballista (Ship Action). Refer to the ship's stat block for information on the ballista.

Fire Mangonel (Ship Action). Refer to the ship's stat block for information on the mangonel.

Crash (Ship Action). The ship can deliberately crash into a creature or object (this is sometimes called ramming). To deliberately crash into a vehicle or creature the ship must move in a straight line at least 15 ft. toward the target and succeed on a Melee Weapon attack using the ships Strength modifier for the + to hit and a range of 0. When your ship crashes, it must immediately make a Dexterity saving throw with a DC equal to 10 + the target's Strength modifier, taking damage based on the

target's size (as shown on the Crash Damage table) on a failed save, or half as much damage on a successful one.

Your ship also stops moving if the object or creature is one size smaller than your ship or larger. Otherwise the ship continues moving and the creature or object moves to the nearest unoccupied space that is not in the ship's path. At the DM's discretion, an object that is forced to move but is fixed in place is instead destroyed.

Crash Damage	
Size	Bludgeoning Damage
Small	1d6
Medium	1d10
Large	4d10
Huge	8d10
Gargantuan	16d10

A creature or vehicle struck must make a Dexterity saving throw with a DC equal to 10 + the ship's Strength modifier, taking damage based on the ship's size (as shown on the Crash Damage table) on a failed save, or half as much damage on a successful one.

If the target is a vehicle, unless it is two sizes or more larger than yours, you have advantage on a grapple check made on this turn.

Whenever a ship moves into the space occupied by a creature or object, it might crash. A ship can avoid crashing if the creature or object is at least two sizes smaller than it.

Grapple (Ship Action). You can use a grapple attack to secure any vehicle or creature. You swing your grapples over to catch and pull the target up to your ship and secure it. This may also include placing boarding planks and other devices to make boarding easier.

The rules for grappling and escaping a grapple are the same as presented in the PHB, with the following changes:

A ship's reach depends on its size; Medium or smaller 5 ft., Large 10 ft., Huge or larger 15 ft.

On a successful grapple, you will have pulled the target up against your ship.

Use your ship's Strength modifier and your target's Strength or Dexterity modifier for grapple checks.

If the grappled vehicle or creature is larger than your ship you cannot move. Otherwise you can drag it with you. If it is two or more sizes smaller than you can move at your normal speed, otherwise your speed is halved.

The grappled condition for vehicles is the same as for creatures as indicated in the PHB.

Characters and Initiative

In ship combat all characters on board a ship act on that ship's turn. For the PCs, they will act on the initiative of the officer they are playing. This will be in order of their rank:

1. Captain
2. First Mate
3. Helmsman
4. Bosun
5. Surgeon

For NPCs the order in which they act is determined by those on board, as long as they all agree. As long as there is no combat between characters on board the same ship, each character can do anything that they could normally do in one melee round. The rest of the crew acts on phase 3 of the ship's turn.

Phase 2. PCs, officers, and NPCs act.

Your PC or your officer can move and perform normal combat actions, or your officer can perform a special officer action.

PC Actions

Each round a player can only play his or her PC or the officer they have selected.

If playing your PC (or if playing your officer and not using a special officer action), your character can do anything he could normally do in a combat round. This includes casting spells, firing normal weapons at the enemy ship or anyone you can see on an enemy ship and/or moving as you would during a typical combat round.

Secondary initiative.

If an enemy boards your ship, or you board theirs, you will roll a secondary initiative which is separate from the overall ship combat. Secondary initiative combat rounds are resolved on each ship's turn in the ship's initiative order. The secondary initiative is different for each ship. If a character goes from one ship to another he will have to reroll for his secondary initiative on the new ship.

For example, a sorcerer teleports over to the deck of an enemy ship on his own ship's turn. On the initiative of his new ship, he wants to start killing off its crew with fireballs. Because the enemy crew wants to stop him before he does damage, secondary initiative is rolled. This secondary initiative is resolved on that ship's turn.

If a character is not on any ship, and is capable of acting, he will have a ship initiative of his own. If he left a ship and is in space on his own, on subsequent rounds his initiative is one less than the initiative of the ship he left.

Affecting Targets on Other Ships

There will be times when a character wishes to do something that affects the people on another ship, such as targeting them with spells or personal ranged weapons. Most such attacks are resolved normally, with the distance between ships being the most common complication. Using personal ranged weapons against the crew of another ship uses the normal rules, taking into account the range and potential cover a target might have. In addition, the target gains any bonuses to AC that the ship gains from cover. Spellcasting works as normal.

Targeting Characters On Other Ships

On the main deck, the gunwales provide half cover (+2 bonus to AC and Dexterity saving throws) against attacks originating from outside. In the rigging, the sails three-quarters cover (+5 bonus to AC and Dexterity saving throws). Characters inside the sterncastle or forecastle, or fighting through a port, hatch, or window, have three-quarters cover (+5 bonus to AC and Dexterity saving throws) against attacks from outside. Any creature you can't see has total cover can't be targeted directly by an attack or a spell.

Targeting Ship Weapons On Other Ships

Ship weapons each have their own hit points and armour class, listed in their description. The gunwales provide half cover (+2 bonus to AC and Dexterity saving throws) against attacks originating from outside.



Special Officer Actions

Each round a player can only play his or her PC or the officer they have selected.

If playing your officer, you can choose to have your officer perform one of the special officer actions listed below, depending on which officer you is playing. Refer to the "Special Officer Actions" section for full descriptions of the actions.

Captain

- Abandon Ship
- Boost Morale
- Full Speed Ahead
- Rally
- Request Parley
- Surrender
- Take Aim
- Weapons Check

First Mate

- Board
- Full Speed Ahead
- Look Alive
- Prepare for Boarding
- Take Aim
- Weapons Check

Helmsman

- Boost Morale
- Full Speed Ahead
- Recon Target
- Spot Weakness

Bosun

- Fight a Fire
- Full Speed Ahead
- Reef the Sails
- Repair Ship Damage
- Take Aim
- Weapons Check
- Wet the Sails

Surgeon

- Bloodthirsty Ballad
- Boost Morale
- Healing the Wounded
- Sea Chanty

Abandon Ship

As an action, the **Captain** commands his crew to stop what they are doing and leave the ship as safely and quickly as they can. In most instances the captain of the ship forgoes his own rapid departure of a ship in distress, and concentrates instead on saving other people. It often results in either the death or belated rescue of the captain as the last person on board.

Bloodthirsty Ballad

As an action, the **Surgeon**, with a successful DC 15 Charisma (Performance) check to sing rousing songs, will get the crew riled up for battle providing a +1 bonus to their attack and defense stats. This bonus will continue for every consecutive round that the Surgeon performs this action. Once the Surgeon succeeds in this action, it cannot be attempted again this battle.

Board

As an action, the **First Mate**, with a successful DC 15 Charisma (Persuasion) check has all boarders that are ready and in position (refer to "Prepare to Board") move onto the grappled ship. This can only be done after a successful grapple ships action. Failure indicates that the boarders on the opposing ship were able to drive them back.

If combat continues, secondary Initiative is re-rolled for the two combined ships as if they were one ship and melee commences aboard these two attached ships on the boarding ship's Initiative.

Boost Morale

As an action, the **Helmsman** or **Surgeon**, makes a DC 15 Charisma (Performance or Persuasion) check. A success raises the quality score of the crew by 1 for the remainder of the encounter. Alternately Intimidation can be used in place of Performance or Persuasion, but after the encounter the crew's loyalty rating drops by an additional 1.

Fight a Fire

As an action, the **Bosun** can put out a fire on one of the ship's components with a DC 15 Wisdom (Survival) check.

Full Speed Ahead

As an action while on deck, the **Captain**, **First Mate**, **Helmsman**, or **Bosun**, with a successful DC 15 Charisma (Persuasion) check, can exhort the crew to work harder and drive a ship forward. Roll 1d6 and multiply the result by 5. Apply the total as a bonus to the ship's speed until the end of the ship's next turn. If this bonus is applied to a ship's speed when the ship is already moving faster than normal, use the higher result. Don't add the two bonuses together

Heal the Wounded

As an action, the **Surgeon**, with a successful DC 15 Wisdom (Medicine) check, can restore 1d8 Hit points of damage to any creature, or stabilize one creature that is at 0 hit points.

Look Alive

As an action, the **First Mate** drives the crew to pay close attention to their jobs making the ship sail smoothly and well. With a successful DC 10 Charisma (Persuasion) check he grants the officer of his choice a +2 on their next ability check.

Prepare for Boarding

As an action, the **First Mate** assigns the men he wishes to the boarding party. This can include PCs and as many able seamen as he feels he needs. He will typically leave at least a skeleton crew to control the ship. For this round all of the men he selects are retrieving their weapons and taking up their positions. On the following round they are considered boarders.

Note that this reduces the number of crew and thus may reduce the number of actions the ship can take.

Rally

As an action, the **Captain** can attempt a DC 16 Charisma (Intimidation or Persuasion) check to intimidate/inspire the crew once per battle to give advantage to an officer that he can use on a roll of his choice.

Recon Target

As an action, the **Helmsman** makes a DC 10 Wisdom (Perception) check to learn the current HP, flag, remaining crew, or other information about another ship he can see. Requires a spyglass.

Rethe Sailsef

As an action, the **Bosun** can have the crewmen partially furl the sails to gain maneuverability at the cost of speed. It takes 1 minute (10 rounds) to reef the sails. The ship receives no movement from its sails for each of these rounds. A ship with reefed sails loses 10 ft. of its speed (to a minimum speed of 10 ft.), but Crash and Grapple ship actions receive a +2 bonus.

Repair Ship Damage

As an action, the **Bosun**, with a successful DC 15 Dexterity check using Carpenter's tools can repair 1d6 points of damage to one of the ship's components. In a given encounter, no more than half of any one of the ship's component's Hit Points can be repaired.

Request Parley

As an action, the **Captain** will hoist a white flag. In itself, this is not an indication of surrender. Rather, hoisting a

white flag indicates a request for a truce in order to communicate with the enemy.

Sea Chanty

As an action, the **Surgeon** makes a DC 15 Charisma (Performance or Persuasion) check. A success will aid timing and cooperation among the crew adding 10 ft. to the result of the next Full Speed Ahead action.

Spot Weakness

As an action, the **Helmsman** makes a DC 15 Intelligence (Investigation) check to spot a weakness on a target, giving one piece of artillery or attacking character +2 on one attack roll against that target this round.

Surrender. *Also called striking colors.*

As an action, the **Captain** lowers the flag (the "colors") that signifies his ship's allegiance. This is a universally recognized indication of surrender for ships at sea. The crew will immediately cease hostilities and put down their weapons.

In some instances, the victor of the combat will allow the surrendering ship to limp away. In most cases, however, the crew of the victorious vessel will board the vanquished ship and loot its cargo or seize the craft. The crew of the losing ship may be set adrift or ransomed at the victor's discretion.

Note that Player Characters are not bound to surrender if the crew of their ship decides to strike the colors. However, attacking another vessel once your ship has surrendered is a grave violation of naval tradition. Ships that do so abrogate all claims to mercy from the enemy. Consequently, NPC crews might mutiny and attempt to capture or kill PCs who continue to attack after the ship has surrendered. At the very least, demoralized crewmen will cease fighting and attempt to abandon ship or take cover if the PCs choose to fight on. It is an offense to continue to fight after striking one's colors, and an offense to continue to fire on an enemy after she has struck her colors, unless he indicates by some other action, such as continuing to fire or seeking to escape, that he has not truly surrendered.

Take Aim

As an action, the **Captain**, **First Mate**, or **Bosun**, with a successful DC 15 Intelligence (Water Vehicles) check, aids the crew in aiming one of the ship's weapons. Select one of the ship's weapons that is within 10 feet of the officer. It gains advantage on the next attack roll it makes before the end of the ship's next turn.

Weapons Check

As an action, the **Captain**, **First Mate**, or **Bosun**, with a successful DC 15 Intelligence (Water Vehicles) check, aids the crew in fine tuning one of the ship's weapons. The officer must be adjacent to the selected ship's weapon. The officer's Dexterity modifier is added to the weapon's damage on the next hit this weapon makes.

Wet the Sails

As an action, the **Bosun** can have the crewmen dump buckets of seawater on the sails. Each round this action is taken reduces the chance of fires spreading by 5%. This action's bonus is cumulative. The ship receives no movement from its sails each round this action is taken. After 10 rounds of this action, the sails are resistant to fire damage and when they are on fire, the fire will continue to burn until put out, but will not spread.

Phase 3. The ship actions are resolved. The crew performs whatever actions they have been assigned to facilitate the ship actions. The DM may require a morale check before the crew acts if conditions warrant.

Phase 4. Readied actions are resolved. This might be readied ship's weapon fire, readied attack actions or readied spells for instance.

Damaging a Ship

Each of the ship's components has its own separate number of hit points.

Damage to the Hull

When a ship's hull's hit points are reduced to below half its hit points, the ship is listing (see below). When it reaches 0 hit points, it is taking on water and may sink.

Damage to the Sails

When a ship's sail's hit points are reduced to below half, its sailing speed is reduced by half. When it reaches 0 points, it is dead in the water and can no longer move on its own.

Fire Damage

Any time a ship's component takes damage from fire, it may start to burn.

If a ship component receives fire damage from a source that cannot start fires (such as some spells, refer to the section on "Magic" in this supplement) then it won't start to burn and the fire won't spread.

If the source of the fire damage can start a fire and the component can burn, then each round after receiving the fire damage it takes an additional 1d6 points of fire damage.

As an action, the **Bosun** can put out one of the fires on a DC 15 Wisdom (Survival) check.

Each round there is a 50% chance that the fire will spread. When the fire spreads, another fire starts on another ship component that is near the original fire and that component takes 1d6 fire damage. If the Sails or the Hull is on fire, when it spreads it can spread to another portion of that same component. Fire damage must be tracked separately for each ship component.

Listing

During a naval encounter, a listing ship's speed is reduced by one quarter. It makes all sailing checks and attacks at a disadvantage unless it can be repaired. During combat, a listing ship has one side sloping toward the sea. Any creature that cannot hold onto a railing or other support treats all movement as difficult terrain. A creature that is knocked prone slides 10 feet toward the water.

If the ship's hull's hit points are repaired above half, the ship rights itself and is no longer listing.

Flooding and Sinking

During naval combat, a ship reduced to 0 hull points is taking on water.

Its speed is reduced to 1 mph and it automatically fails all sailing checks.

At the end of the ship's turn each round, the Captain rolls a d20. If the roll is 10 or higher it is a success. Otherwise it is a failure. Once the ship has failed three saves in this way, its speed becomes 0 and it begins to descend 5 ft. per round.

On a natural 20, or on three successes, the ship stabilizes, floating but perhaps partially submerged.

As with listing, the ship might be stabilized by repairs.

Non-Player Ships and Officer Roles

Usually ships controlled by NPCs cannot take advantage of officer roles. Each ship will have a Captain who controls the ship and makes any needed checks to perform the ship's actions, but for ease of play the GM generally won't have any NPCs trying to improve the performance of the ship. In special circumstances, however, the GM might have a prominent NPC perform an officer's role.

Repairing Damage

There are several levels of repair that a ship can receive, depending on where and how the repairs are taking place. Each method has its own DC, but they all use the same ability check.

Repairing any damage to a vessel requires an Intelligence (Carpenter's Tools) check. Proficiency with the tools isn't required, but access to such tools is.

Any repairs require 1 crew member for a Large or smaller, 2 for Huge, 3 for Gargantuan, or 4 for a Colossal ship. The character leading the repairs is the only one who makes an ability check, but any assisting crew member with the appropriate Tool proficiency grants advantage to the roll.

On The Fly: This kind of repair can be performed anywhere, but is typically done at sea, sometimes even in the midst of battle. The check can be made once a minute with a DC of 14, after the necessary number of crew members have used 10 actions each (or one less person for every

additional action available to them). For each point by which the DC is exceeded, 1 HP is repaired as long as enough materials are available for use.

Any repairs done at sea cannot bring a ship above 60% of its max HP. On-the-fly repair is good enough to mitigate any penalties to speed that the ship has incurred, but little more can be done until the ship is docked.

Docked: Once a ship is docked and the crew has full access to the hull, the ship can be repaired above 60% of its max HP. At this point, the ability check for repairs can only be made once per hour but the difficulty of the ability check is reduced to DC 9. For each point by which the DC is exceeded, 1 HP is repaired.

Drydocked: If the crew can secure access to a drydock (where a waterborne vehicle is hoisted out of the water) or a particularly large vehicle repair facility, the ship can be more efficiently repaired. The difficulty of the ability check is still made once per hour at DC 9. But for each point by which the DC is exceeded, 2 HP are repaired.

Repair Costs

Materials: 1 HP worth of materials to repair a ship costs 20 gp and weighs 50 lbs.

Laborers: A skilled laborer to help with repairs costs 2 gp per day.

Drydock: Access to a drydock is generally only available at a town or city and costs 10 gp per day.

Magical Repairs

Mending: Any crew member who knows the Mending cantrip can use it to restore 1 HP to a ship or rigging with each casting. This spell cannot bring a ship above 30% of its max HP. This type of magical repair can only be used to fix the most visibly extreme of damage.

Fabricate: A crew member who casts the Fabricate spell can repair up to 25 HP of ship or rigging damage, though they still require access to the appropriate amount of material for this repair. The materials are consumed.

Creation: Any crew member who casts the Creation spell can use it to repair 25 HP of damage to a ship or its rigging, but due to the nature of this spell, the repair is temporary. After 24 hours, the ship loses these temporary HP. Multiple castings of this spell can be used on the same ship. When this spell is cast using a spell slot of 6th level or higher, it repairs another temporary 25 HP of damage for each slot level above 5th.

Recovering Casualties

Not every creature eliminated during combat actually dies. Some might merely be knocked unconscious; others may be so badly wounded that they lose their will to fight. If a ship sinks, all creatures eliminated during the battle die (from drowning or other misfortune); otherwise, at the end of any battle, the victor may recover 50% and the defeated side may recover 25% of lost crew Hit Points.

Multiple Ships

If three or more ships become involved in a battle, the DM has several options:

- Two or more vessels can act together as a unit. Both vessels take the same action at the same time and effectively function as a single ship, though they cannot pool crewmen or damage points. If the ships have different crew experience bonus and crew loyalty ratings, the group must use the lowest one.
- All the vessels on each side can act as units, subject to the Limitations noted above.
- The battle can be broken apart into separate two-ship duels.
- Allow all the ships to act independently. This method works best when several vessels threaten a single foe. Each ship declares its own action and its Pilot makes his sailing checks separately. As the battle develops, the foe might outmaneuver some allied ships, but fail to elude others.
- Use a combination of methods. For example, the DM might want to treat the opposing sides as two units until the ships get within archery range, then break the battle up into individual duels.

MONSTERS IN COMBAT

In many cases, a sea creature will menace a ship and its crew.

Creature Movement and Attacks

Swimming sea creatures use their swimming movement rates in naval combat.

Creatures and Arrows

When several crewmen that are archers fire at a sea creature that is in the water, make a single attack roll. Use their crew quality score and the target creature's Armor Class. If the target creature is size category Huge or larger, roll the damage as if one archer was attacking a single creature. Then multiply the damage by the number of archers in the group. If the target creature is smaller than that, only one in three of the archers have a clear line of sight so divide the total damage by 3.

Completely submerged creatures become immune to missile fire. Treat partially submerged creatures as having three-quarters cover (+5 bonus to AC and Dexterity saving throws).

Creatures and Ship's Weapons

Ship's Weapons can fire at Huge and Gargantuan creatures just as it does at ships - smaller creatures and fully submerged creatures of any size are immune to ship weapon fire.

Creatures Ramming Ships

It is possible for a Huge or larger swimming creature to make ramming attempts or to be rammed.

To ram a ship, the creature must succeed in an attack roll against the ship's hull Armor Class, adding the creature's Strength modifier to the roll. The creature deals 1d6 points of hull damage to the ship for every 10 feet of swimming speed. The creature receives 1/2 this amount of hit point damage.

Creatures Climbing Onto Ships

Sea creatures can clamber aboard target vessels and gargantuan creatures can simply reach onto a ship deck. If the attacking creatures can climb the defending vessel's sides they simply storm aboard.

Ships boarded by swimming creatures generally remain free to maneuver unless some of the attackers stay behind in the sea and attempt to keep the ship from moving.

Boarding melees with sea creatures are conducted according to the normal procedures. If groups of swordsmen attack a single creature, use standard combat rule regarding creature size to determine the number of swordsmen that can attack.

COMBAT AFTER BOARDING

Once a ship has been boarded, ship-to-ship combat ends and shipboard combat begins on whichever ship was boarded first. This uses standard D&D combat rules.

Shipboard combat is normally a battle between the "primaries" of the two ships—usually meaning that the PCs fight the enemy ship's captain and any other major NPCs on the enemy ship in normal combat. Meanwhile, the two ships' crews are fighting each other in the background.

Ship Terrain

Many spaces on a ship will be difficult terrain, crowded with spare lines, barrels of supplies, and the various tools used to keep ships in working order. Characters should be encouraged to use these in improvised attacks.

If the Bosun has "wet the sails", or during and for an hour after a rain, the deck and all sails and rigging will be wet. All movement will be at half the normal speed.

Rigging can be entered from any space adjacent to the edge of the ship, or adjacent to any of its masts. Most rigging can be climbed with an Acrobatics or Athletics check (DC 10). For ease of play, assume that characters can occupy any space above the ship, up to the maximum of the rigging's height.

Falling overboard is a great risk, so most ships have railings along their edges. If forced movement would take a creature through the railing and off the ship, that creature

gets a +5 bonus to its saving throw to avoid being thrown overboard. Climbing up the side of a ship in steady waters requires an Athletics check (DC 10).

Combat for the Boarding Crew

You make one attack roll for the entire group of borders or defenders on their ships turn. Use the attacker's attack bonus (or the crew quality score) and the target's average AC to determine the result of the attack.

If the attack is a hit, roll the damage as if one swordsman was attacking a single creature. Then multiply the damage by the number of attackers in the group. The damage is applied to the target creatures as a group. Add all of their hit points together to form a pool of hit points. When enough damage is received to kill one creature, the number of creatures is reduced by one.

Winning: Unless one side's crew surrenders, whoever wins the "primary" combat (either the PCs or the enemy NPCs) wins the entire battle. In other words, a ship's crew is victorious over an enemy crew if their captain defeats the enemy captain.

Variant - eliminate boarding crew combat

While a ship's crew will likely take losses in a battle, with this variant it is assumed that enough members of the defeated crew join the victorious crew to replenish any losses. This keeps the PCs from having to play out combat between large numbers of low-level opponents, and from needing to track exactly how many casualties their crew takes in each battle.

Experience Points

The PCs earn normal XP for the foes they defeat in shipboard combat. In most circumstances, the ship-to-ship battle just serves as a prelude to the main combat. If, however, the PCs decided to fight out an entire ship-to-ship battle and they sink or destroy a ship without ever fighting the ship's captain and NPCs, then they earn XP based on the captain's CR (as the captain is the only one piloting the enemy ship in ship-to-ship combat).

THE CREW

All of the people that may be on the ship and their duties.

The ship's hierarchy

If you have more than 5 players, or just feel you need more than 5 officers, here is an expanded list of officers that may be found on larger ships. When a ship is missing one or more officer positions, the officer in the position above that one will also perform the duties of the lower office.

Officers

The order of the ranks from highest to lowest:

Captain: Direct the ships actions - Communicate with other ships

First Mate: Interpret the Captains orders - Fine-tune the ships actions.

Navigator: Read the water, currents, weather, other ships, etc. - Spot weakness

Helmsman : Steer the ship - Set ships location and direction

Bosun: Direct deck activities - Re-assign crew stations

Oars Master: Maximize the speed and efficiency of the rowers

Sailing Master: Maximize the speed and efficiency of the sailors

Weapons Master: Direct weapon fire - Lead grappling and boarding actions

Carpenter: Fix damage - Provide ship with temporary hit points

Surgeon: Track crew casualties - Heal wounded - Restore crew damage

Quartermaster: Make available tools and equipment - Find replacement sails or rigging

Shantyman: Improve morale - inspire the crew

Non-officer personnel

All ships will have one or more Able Seamen. The rest of the positions listed below may or may not be present on any specific ship.

Lookout

The Lookout mans the crow's nest and uses a telescope or binoculars to gaze out at the horizon, ever alert for approaching ships and land masses. With smaller crews this position can be leisurely filled by any member of the crew. But a crew member with the official Lookout position will probably practically live in the crow's nest. He or she will likely heavily personalize the space due to spending so much time there, such as by adding a hammock or sleeping bag, or stocking it with books to read and snacks to eat.

Blacksmith

The Blacksmith repairs and maintains all of the weapons, armor, and equipment of the crew. They also make new weapons for the crew.

Scholar (AKA the Archaeologist)

The Scholar is the researcher and general knowledge expert of the crew. He or she will often provide the crew with information on locations and things they come across. It also helps for the scholar to have knowledge of languages, should the crew encounter people who speak a different language.

Chronicler

The Chronicler records the crew's adventures in their log book. They normally don't take part in the major activities and goings-on so as to properly chronicle the events. Chroniclers are usually historians who have noticed the various changes and epic events that tend to happen when the pirate crew gets involved, and thus have joined up with them so as to "experience history as it's being made" and record it accurately.

Cook (AKA Sculer or Cookie)

The Cook prepares the crew's meals and makes sure the kitchen is stocked. The cook has to charge the steep-tub, and is answerable for the meat put in it. He has to see the meat duly watered, and the provisions carefully and cleanly boiled and delivered to the men. In stormy weather he secures the steep-tub that it is not washed over-board. More often than not, a cook is a disabled sailor who is allowed to stay on ship if he can make food that doesn't kill crewmembers.

Cooper

Most everything not in a crate or canvas bag is in a barrel. Using steel hoops and strong wood, the cooper will make containers to keep food free of pests, and water and spirits from leaking into the bilge. With a changing environment and the constant shifting of the cargo, the hoops and staves of the barrels require constant upkeep to remain intact and tight.

Able Seamen (AKA Crewmen or Deck Hands, or Swabby)

Any sailor who mops the decks. Also used as slang for any low-ranking or unskilled crew member. All of a ship's personnel except for the officers and the infantry. The able seamen are divided into sailors and rowers.

Sailors: The common sailor, which was the backbone to the ship, needs to know the rigging and the sails. As well as how to steer the ship and the basics of navigation. He needs to know how to read the skies, weather, winds and moods of his commanders.

Rowers: A strong back and willingness to undergo brutally hard labor for extended periods of time are the primary qualifications for rowers. But they must also be skilled at handling oars and to quickly and accurately perform the many subtle combinations of moves required not only to move forward as quickly as possible, but to slow or stop the ship, skim past obstacles or other ships, or keep the ship stable all while acting in rhythm with the other rowers.

Infantry (AKA mannes, fighters, or soldiers) These may be the members of the crew that are not currently assigned to other duties. Any crewman or passenger who is active during a battle but not serving as an officer, sailor, or rower may be used as infantry. Infantry can serve as archers, artillerists, or Swordsmen.

Archers: Their main purpose is shooting their arrows at the crew on the enemy ship when they get within range.

Artillerist: These are the men that load, aim and fire the siege weapons.

Boarders: Warriors skilled at close quarter fighting. They are the first to board an enemy ship and fight with cutlass and dagger.

Unassigned or inactive personnel

These are members of the crew that are not currently involved in operating the ship or fighting. They will typically be below deck waiting for orders to come forward to replace any crew that have fallen. They can also be assigned to infantry duties.

Others on-board

These are others that may on board that are not considered part of the crew.

Deck Monkey

The term "deck monkey" refers to a young boy or girl (often no more than ten or 11 years old), that performs various menial and usually dangerous jobs on a ship. Deck monkeys are commonly street urchins pressed into service.

Ship's Boy/Girl

Time aboard ship is measured by a sandglass. It is the responsibility of the ship's boy to turn the glass every half-hour in order to measure the time until the watch changes. Since the sandglass is always running a little slow or fast, it is checked daily against the times of sunrise, sunset, or midnight. The ship's boy will run messages and errands for the officers, prepare their uniforms, perhaps even fetches their dinner. Because he is an apprentice of sorts, he is also expected to learn all aspects of the maritime trade. The cabin boy or girl works long hard hours. Even on pirate ships, the captain might employ a young energetic fellow as a ship's boy.

Passengers

These could be anyone from rich merchants that have paid for passage in fine quarters to slaves that are chained and crammed into cargo bins. A passenger is usually expected to pay 5 sp per day for a hammock, but prices can vary from ship to ship. A small private cabin usually costs 2 gp per day.

Pets

Mariners often keep pets, so to speak. Cats are often kept on ships to hunt rats. And dogs are always faithful companions. And despite what some may think, pirate parrots weren't just a myth. Historically, pirates really did keep parrots as pets. The talking birds kept pirates entertained during long voyages.

Captives AKA Prisoners

Not all ships had a brig, but if need be someone could just be restrained in many ways.

Pay

Officer's pay: Officers serving in the military of some country or kingdom will receive a monthly wage. Pirates work for a share of prizes they receive. Officers on privately owned ships normally work for wages, but will sometimes agree to a share of the ships profits.

Captain, 8 gp per day; **First Mate**, 6 gp per day; **Navigator**, 5 gp per day; **Helmsman**, 4 gp per day; **Bosun**, 4 gp per day; **Oars Master** (only on ships with oars), 3 gp per day; **Sailing Master** (only on ships with sails), 3 gp per day; **Weapon's Master**, 4 gp per day; **Carpenter**, 3 gp per day; **Surgeon**, 2 gp + 1 sp per man aboard per day; **Quartermaster**, 3 gp per day, **Shantyman**, 2 gp per day; **Ship's Boy/Girl**, (they are listed here because, although they are not officers, they are also not part of the crew) they receive no pay - they work for the experience, but after a successful voyage they are often granted a gift that amounts to 2 sp per day.

Crew Pay: between 1 and 5 gp per day depending on experience. Refer to the crew experience table below.

CREW QUALITY SCORE

Dice Roll	Experience	Starting Quality Score	Pay per day
3	Landlubbers	+0	1 gp
4-5	Scurvy Rats	+2	2 gp
6-9	Mates	+4	3 gp
10-11	Mariners	+5	4 gp
12	Old Salts	+6	5 gp

A ship requires a number of able-bodied seamen to crew it, as specified in its stat block. A crew's skill, experience, morale, and health are defined by its quality score. A crew starts with a quality score depending on experience, and that score varies over time, going as low as -10 and as high as +10. It decreases as a crew takes casualties, suffers hardship, or endures poor health. It increases if the crew enjoys high morale, has good health care, and receives clear, fair leadership

Landlubbers: These individuals have little or no previous sailing experience and no desire to perform well. Traveling with a crew of landlubbers is often very dangerous. A crew of slave rowers usually falls into this category.

Scurvy Rats: These are crewmen with some sailing experience - perhaps a couple of short voyages - and some desire to perform well. Cutthroats and other rogues often appear among sailors with this degree of experience. A crew of slave rowers might rise to this category if well trained, well cared for, and highly motivated.

Mates: Professional sailors (men and women who make their livelihood sailing the seas) fall into this category. Mates

Situation	Difficulty Class
The ship suffers a critical hit.	DC 15
The enemy surprises the crew.	DC 10
The ship faces an obviously superior force.	DC 15
The ship loses 25% of hull points	DC 10
The ship loses 50% of hull points	DC 15
The ship loses 75% of hull points	DC 20
An ally or crewmen is slain by magic.	DC 10
25% of the crew is dead.	DC 15
50% of the crew is dead.	DC 20
All officers desert, are slain, or surrender.	DC 25
The crew fights a creature they cannot harm due to magical protection.	DC 15
The crew is asked to perform a heroic or dangerous task.	DC 15
The ship cannot escape the enemy or situation	DC 15
The ship's captain is slain or deserts.	DC 20

make up the majority of most sailors found in any given place. They are competent, dutiful, and fairly loyal (as long as the captain treats them right).

Manners: These are highly experienced sailors. Often these crewmen are somewhat older and have a few scars - physical or emotional - from their years of sea travel. They often have a few outrageous stories which they like to recount over a cool drink.

Old Salts: These weathered men and women represent some of the most skilled sailors in the world. Old salts have spent most of their lives at sea. They often prove tough, leathery, and argumentative - though never to their Captains or First Mates. Younger sailors often hang on every fantastic yarn these old-timers spin. Sometimes, they demand a small share [typically only one share] in any profit netted from a ship's voyage in addition to wages. Loyalty and Morale

The crew's quality score is also their loyalty rating. It is used as a morale check modifier. It starts at their crew experience bonus as indicated on the Crew Experience table. You should track the crew's current loyalty rating as it may change over time.

A crew's quality score is increased by 1 point after each successful voyage, battle, storm, monster encounter, or any other encounter or situation that stresses the crew or puts them in danger. After any of these that were unsuccessful, or that ended in the death or major damage to any of the crew, they must make a loyalty check. The loyalty rating can never drop below 0 or be raised above 10.

Loyalty check

The Boatswain makes a DC 15 Charisma (Persuasion) check modified by the crew experience bonus. Failure results in removing one point from the crew's loyalty rating. Rolling a natural 1 removes 2 points from the loyalty rating. Success adds 1 and a natural 20 adds 2 points to the loyalty rating.

The DM may impose a one or two point bonus or penalty to the check depending on the situation.

Morale Check

The crew's quality score is also their morale rating. A crew's morale affects its performance throughout a naval battle. Crews with poor morale do not fight as effectively and, in extreme cases, may surrender despite contrary orders from their captain.

Morale checks need not occur after every round of combat. After all, every sailor expects a little bit of danger when plying his profession. However, certain events or encounters do test the mettle of even the most experienced sailor.

To make a morale check, a player rolls a d20 save for the crew, modified by the crew's quality score. The DC of the check is determined by the DM based on the situation. Some examples are listed below:

The DM may call for a morale check at other times of severe crew stress. He can use the above table as a guide for setting the DC for the check.

Effects of Failed morale Checks

Simply failing a morale check does not automatically send a crew into a panic, nor does it mean that the crew in question automatically surrenders. The reaction of crew members to a failed morale check depends entirely on the degree to which they failed the check.

If the number of points by which the crew failed its check is 2 or less, the crew experience bonus is reduced by 1 point. If the roll failed by 3-5, their bonus is reduced by 2 points. If the roll failed by 6-8, their bonus is reduced by 3 points. If the roll fails by 9 or more the crew surrenders.

FALLING ⊕FF THE SHIP

Rough water adds 5 to all the following DCs except for saves made when more than 5 feet under the surface. Flotsam or other floating items grant advantage to saves to stay afloat.

The Fall

This can be hazardous to your health. If you fall overboard you will splash down 1d6+5 feet from your ship. If you are pushed overboard you will fall 2d6+5 feet from your ship. If you jump or dive into the water you can enter the water at any point up to the maximum distance you can jump (refer to the Jumping rules in the Player's Handbook). If you fall or are pushed overboard, you must succeed on a DC 10 Dexterity (Acrobatics) check to enter the water without damage. Otherwise you receive 1d6 hit points damage from the fall.

Swimming

Each foot you swim cost you one extra foot of speed. If you are within 5 feet of a moving ship (or one that has been involved in a ramming or grappling maneuver), you must make a DC 10 Strength (Athletics) check. Failure means that you cannot move this round, you are using all of your strength to simply keep your head above the waves. Once you reach the ship, you must make a DC 15 Strength (Athletics) check to climb back onto the ship. Failure results in you falling back into the water.

Underwater

You can swim underwater as long as you can hold your breath (see "Drowning" below). Your underwater swimming speed is the same as your surface swimming speed. You can swim straight down at half that speed. You can swim straight down at 15 feet per round if holding the equivalent

of medium armor, or 25 feet per round if holding the equivalent of heavy armor. If unencumbered, you can swim straight up at 20 feet per round.

Effects of Armor on Swimming

In general, heavy armor is not terribly common on ships. The weight tends to be the most prohibitive factor - falling overboard in 65-pound full plate normally results in death. Occasionally, combat Infantry will don light or medium armor for a battle, but most of the time sailors go unarmored. A lucky few (usually the PCs and important NPCs) have magic items that improve their AC, but most sailors rely on their natural Dexterity.

Light Armor

Attempting to swim while wearing light armor requires that you make a DC 10 Strength (Athletics) saving throw each round. Failure means you have a speed of 0 as you go under water for that round and lose one carried item, shield or weapon (your choice as to what you drop).

If you choose to remove your armor after entering the water, it will take one minute (10 rounds). A successful DC 15 Dexterity (Acrobatics) save will cut that time in half. During this time you cannot swim or take any other actions. You make a DC 10 Dexterity (Acrobatics) saving throw each round. Each round that you succeed you keep your head above water and counts as one round of the rounds required to remove your armor. Failure means that you went under water this round and made no headway in removing your armor. After 3 failures you receive one level of exhaustion.

Medium Armor

You can attempt to swim while wearing medium armor, but you must make DC 15 Strength (Athletics) saving throw each round. On a success, if you are on the surface at the beginning of the round, you stay on the surface. Each foot you swim cost you two extra feet of speed and you can take no other actions besides shouting and stowing a weapon. Failed save means you sink 10 feet and lose any still-carried shields or weapons. On the round following a failed save you are under water. After that, on a successful save you can swim toward the surface at a rate of 15 feet per round. On failure you sink another 10 feet.

You can attempt to remove your armor, but you will be sinking at a rate of 10 feet per round during this time. It normally takes 5 minutes (50 rounds) to doff your armor, but a successful DC 15 Dexterity (Acrobatics) save will cut that time in half. Without your armor you can swim toward the surface at a rate of 20 feet per round.

Heavy Armor

You cannot swim while wearing heavy armor, giving you an effective speed of 0. Whenever you are in water, you lose any carried shields and weapons and begin to sink. You make a DC 25 Strength (Athletics) saving throw each round. Success keeps your head above water, or if you start the round under water you can swim 15 feet toward the surface. You can take no other actions. Failed save means you sink another 20 feet.

You can attempt to remove your armor, but you will be sinking at a rate of 20 feet per round during this time. It normally takes 5 minutes (50 rounds) to doff your armor, but a successful DC 15 Dexterity (Acrobatics) save will cut that time in half. Without your armor you can swim toward the surface at a rate of 20 feet per round.

Drowning

After 1+(con bonus) minutes of holding your breath underwater you fall unconscious, your hit points fall to 0, and you begin making your death saving throws as per the standard rules. However, if you become stable there is a problem. If you are still under water you can't remain stable. So you must start making death saving throws again. This continues until you die unless you are saved in some way.

MAGIC

Creatures can attack ships with spells. Ships are objects, so spells that can only target creatures have no effect on ships. However, because a ship is actively crewed and piloted, it can make saving throws against spell effects. Ships are immune to most spells that require a Will save. A ship without a crew is considered an unattended object and cannot make saving throws.

The effects of most spells on ships can be determined normally. However, certain spells have different effects in naval combat. The effects of these spells are detailed on the following page. DMs can use these examples as guidelines for determining how other spells not listed here affect ships. For the most part, these effects only apply during ship-to-ship combat, not during normal combat aboard a ship, though some affects (such as starting fires), could still apply, at the GM's discretion.

Animate Objects: You can't use this to animate a ship that is huge or larger

Blade Barrier, Cloudkill, Fog Cloud, Stinking Cloud: The effects created by these spells do not move with a ship.

Call Lightning, Chain Lightning, Lightning Bolt, Lightning Arrow, Lightning Bolt, Scorching Ray, Storm of Vengeance: These spells do not start fires on a ship.

Control Water: A ship cannot leave an area that has an active effect created by this spell.

Control Winds: A ship cannot leave an area that has an active effect created by this spell.

Burning Hands, Delayed Blast Fireball, Fireball, Fire Bolt, Flame Blade, Flaming Sphere, Fire Shield, Meteor Swarm, Produce Flame: These spells can start fires on a ship.

Dimension Door, Teleport, Teleportation Circle: Because ships are constantly in motion, the caster of spells of the teleportation spell must have line of sight to teleport onto

a ship. Otherwise, a caster must scry upon a particular ship first, then immediately teleport to the scryed destination. Any delay in casting means the ship has moved from its scryed location and the spell fails.

Disintegrate: This spell deals 2d6 points of damage per caster level (maximum 40d6) to a ship.

Earthquake: This spell has no effect in the deep waters of the ocean.

Fabricate: The materials created by this spell can be used to repair a ship.

Fire Storm, Flame Strike: These spells do not start fires on a ship unless the ship rolls a natural 1 on its saving throw against fire damage.

Forcecage, Otiluke's Resilient Sphere, Wall of Force: The effects of these spells move with a ship if they are anchored to it. Otherwise, they do not move with a ship, and a ship running into them takes ramming damage.

Otiluke's Freezing Sphere: This spell can be used to attempt to trap a ship in ice by targeting the water around the ship rather than the ship itself. The ship's speed is reduced to 0 for the duration of the spell unless the pilot of the ship makes a DC 25 sailing check to break free of the ice.

Gaseous Form: A creature in gaseous form does not move with a ship.

Globe of Invulnerability, Leomund's Tiny Hut, Wall of Ice: The effects created by these spells move with a ship.

Guards and Wards, Mordenkainen's Private Sanctum: These spells can be cast on a ship.

Mordenkainen's Magnificent Mansion, Rope Trick: The entrances to the extradimensional spaces created by these spells move with a ship.

Mirage Arcana: Ships are considered structures for the purposes of this spell.

Ice Storm, Sleet Storm: The sleet, snow, and ice created by these spells do not move with a ship, but the deck is considered icy. These spells also allow a ship to make an additional saving throw to extinguish fires.

Incendiary Cloud: The cloud created by this spell does not move with a ship, but the caster can concentrate to move the cloud along with a ship. This spell can start fires on a ship.

Passwall: If the spell is cast on a ship's hull, the helmsman must make a DC 20 sailing check or the ship will be listing for that round, but the ship is restored to its normal condition when the spell ends.

Prismatic Spray, Prismatic Wall: These spells do not start fires on a ship unless the ship passes through the spell effect and rolls a natural 1 on its saving throw against fire damage. A prismatic wall moves with a ship if it is anchored to the ship. Otherwise, it does not move with a ship.

Reverse Gravity: A ship must fit entirely within the spell's area to be affected by this spell, though creatures and objects on a ship's deck are affected normally. If an entire ship is affected and falls back down more than 50 feet, the helmsman must succeed at a DC 20 sailing check when the ship lands or its hull points are reduced to 0.

Wall of Fire: A wall of fire cast on the deck of a ship moves with the ship and can start on-board fires. Otherwise, the wall does not move with the ship, and does not start on-board fires.

Wind Wall: The effects of this spell move with a ship if it is anchored to the ship.

NAUTICAL GLOSSARY

Aft: The rearward direction or portion of a ship.

Ballast: Weight carried in the bottom of a ship to improve stability.

Belay: (1) To secure or make fast (a rope, for example) by winding on a cleat or pin. (2) To stop, most often used as a command.

Belaying pin: A short wooden rod to which a ship's rigging is secured. A common improvised weapon aboard a sailing ship, because they're everywhere, they're easily picked up, and they are the right size and weight to be used as clubs.

Bilge: (1) The lowest part inside the ship, within the hull itself which is the first place to show signs of leakage. The bilge is often dank and musty, and considered the most filthy, dead space of a ship. (2) Nonsense, or foolish talk.

Boom: A long spar extending from a mast to hold or extend the foot of a sail.

Bow: The front of a ship.

Bowsprit: A long pole projecting from the bow of a ship.

Capstan: A mechanical winch used for handling ropes.

Capstan: An apparatus used for hoisting weights, consisting of a vertical spool-shaped cylinder that is rotated manually or by machine and around which a cable is wound.

Come about: to bring the ship full way around in the wind. Used in general while sailing into the wind, but also used to indicate a swing back into the enemy in combat.

Cordage: The ropes in the rigging of a ship.

Crow's nest: A small platform, sometimes enclosed, near the top of a mast, where a lookout could have a better view when watching for sails or for land.

Davy Jones' Locker: A fictional place at the bottom of the ocean. In short, a term meaning death. Davy Jones was said to sink every ship he ever over took, and thus, the watery grave that awaited all who were sunk by him was given his name. To die at sea is to go to Davy Jones' Locker.

Draft: The minimum depth of water necessary to float a ship.

Fleet: An organized force of ships.

Fore: At, to, or toward the front end of the ship.

Forecastle: The section of the upper deck of a ship located at the bow forward of the foremast.

Freeboard: The height of a ship's side above the water.

Furl: To roll up and secure

Gangplank: A board or ramp used as a removable footway between a ship and a pier.

Heave to: An interjection meaning to come to a halt.

Heel: The action of tilting over to one side.

Hull: The frame or body of a ship. It is the hollow, lowermost portion, floating partially submerged and supporting the remainder of the ship.

Jack: A flag, especially one flown at the bow of a ship to indicate her nationality.

Jib: A triangular sail stretching from the foretopmast head to the jib boom and in small craft to the bowsprit or the bow.

Jolly boat: A light boat carried at the stern of a larger sailing ship.

Jolly Roger: A pirate flag depicting a skull-and-crossbones. It was an invitation to surrender, with the implication that those who surrendered would be treated well. A red flag indicated "no quarter."

Jury mast: A temporary or makeshift mast erected on a sea vessel after the mainmast has been destroyed. Often, in combat, the mast was the most damaged (providing the ship didn't sink). Without the mast, a ship was powerless, so a term grew out of the need to make masts to power damaged ships.

Keel: The underside of a ship which becomes covered in barnacles after sailing the seas.

Keelhaul: To punish someone by dragging them under a ship, across the keel, until near-death or death. Both pirates and the Royal Navy were fond of this practice.

Knots: The measure of a ship's speed in nautical miles per hour. One nautical mile is equal to 6,080 feet. A ship traveling at three knots is moving three nautical miles an hour.

Lanteen Sail: A triangular sail which hangs from a single yard.

League: A unit of distance equal to three miles.

Lee: The side away from the direction from which the wind blows.

List: To lean or cause to lean to the side.

Long boat: the largest boat carried by a ship which is used to move large loads such as anchors, chains, or ropes.

pirates use the boats to transport the bulk of heavier treasures.

Loot: Stolen goods; money.

Maroon: To abandon a person on a deserted coast or island with little in the way of supplies. It is a fairly common punishment for violation of a pirate ship's articles, or offending her crew because the victims death cannot be directly connected to his former brethren.

Mast: A large vertical pole which supports the sail yard.

Mast: A pole that rises vertically from a ship and supports the sails.

Mutiny: To rise against authority, especially the captain of a ship.

Piracy: Robbery committed at sea.

Pirate: One who robs at sea or plunders the land from the sea without commission from a sovereign nation; the opposite of a privateer.

Plunder: To take booty; rob.

Poop deck: The highest deck at the stern of a large ship, usually above the captain's quarters.

Port: The left side of the ship when you are facing toward her prow.

Quarter: derived from the idea of "shelter", quarter is given when mercy is offered by pirates. To give no quarter is to indicate that none will be spared. Quarter is often the prize given to an honorable loser in a pirate fight. If enraged, however, a pirate would deprive the loser any such luxury.

Quarterdeck: The after part of the upper deck of a ship.

Rigging: The apparatus through which the force of the wind is used to propel sailing ships forward. This includes masts, yards, sails, and cordage.

Rigging: The ropes which support and move the sails.

Rudder: The steering mechanism for ships.

Running: Sailing with the wind.

Sail: A sail is a surface, typically made of fabric and supported by a mast, whose purpose is to propel a sailing vessel.

Spyglass: A telescope.

Square Sail: A rectangular sail hung from a single yard.

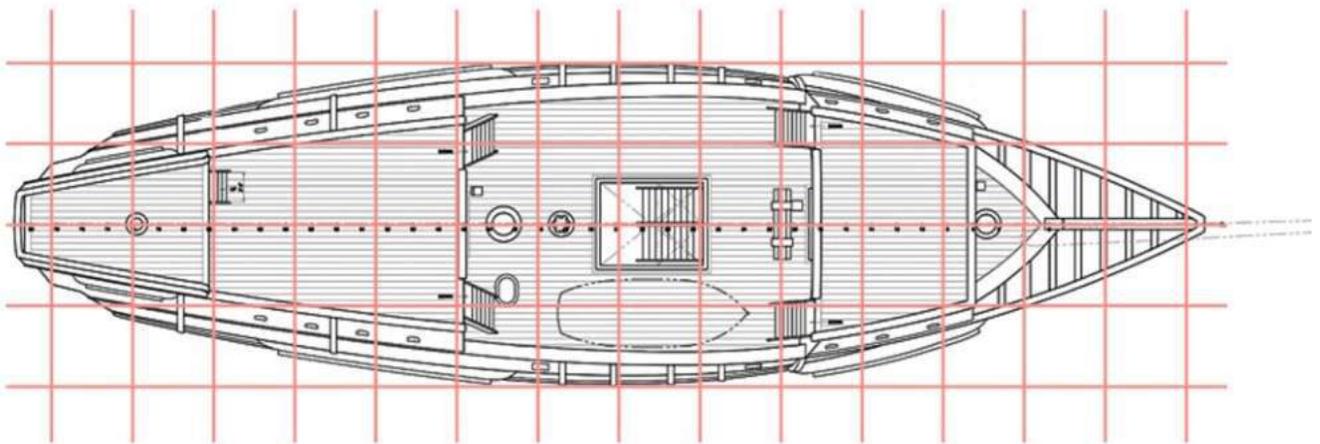
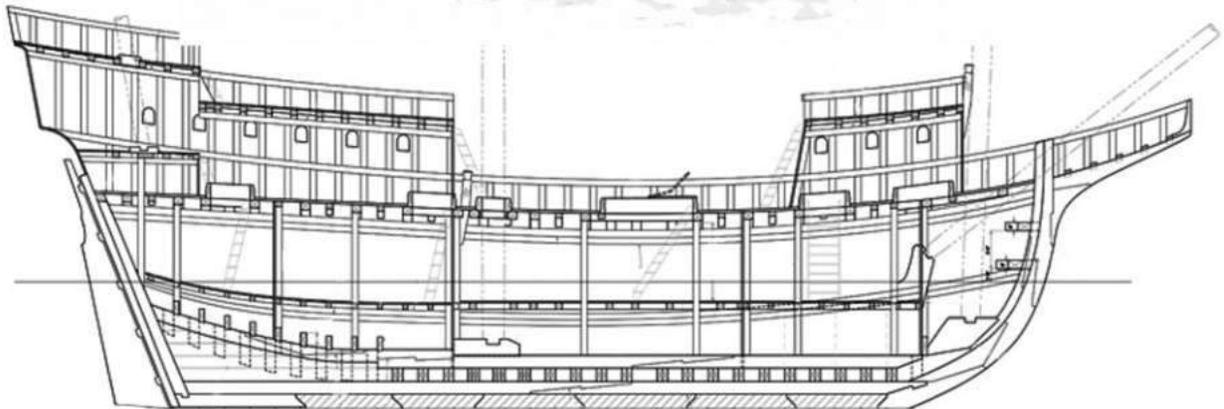
Starboard: The right side of the ship when you are facing toward her prow.

Stern: The rear part of a ship.

Sweeps: Large oars requiring two or more men to operate.

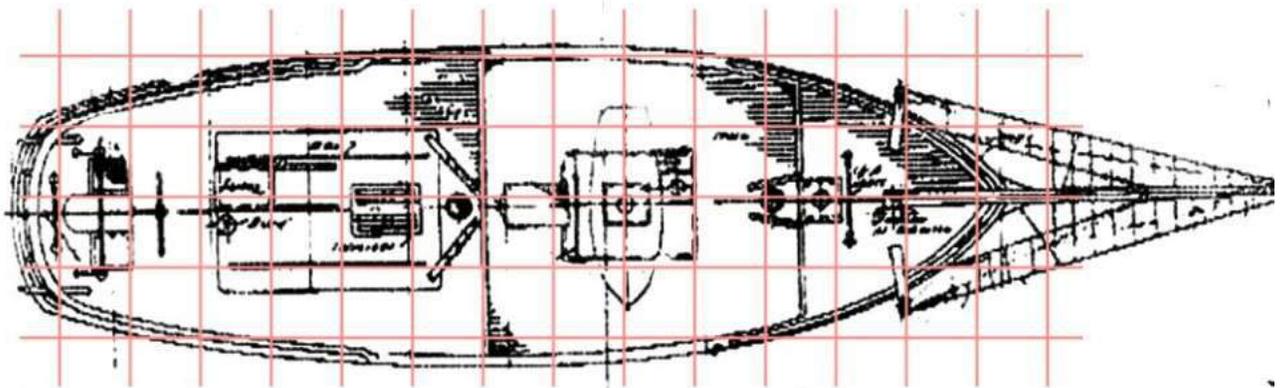
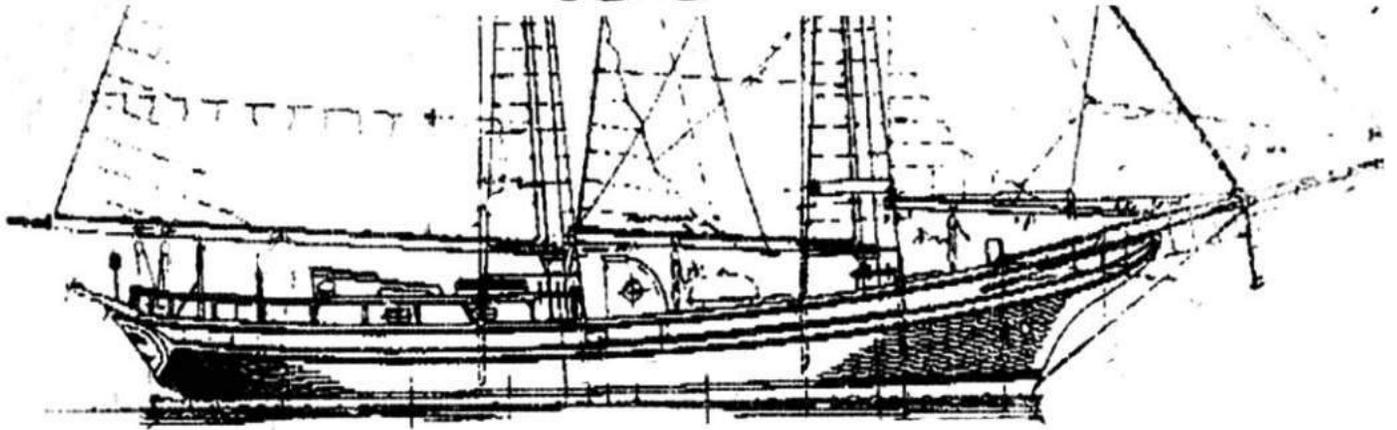
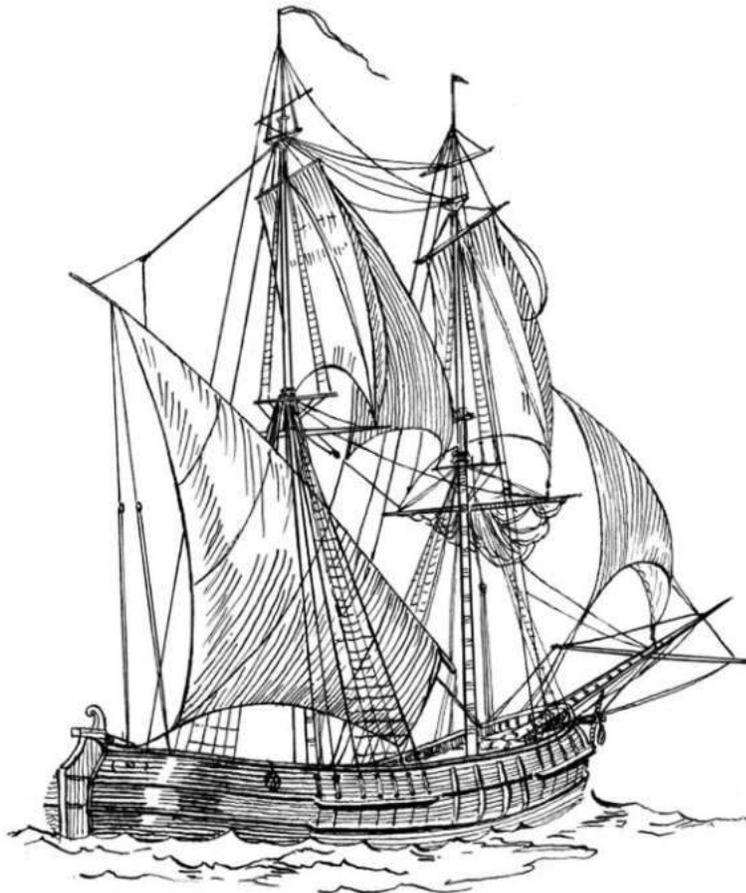
Tacking: Changing a ship's course by angling into the wind.

Yardarm: The main arm across the mast which holds up the sail. The yardarm is also a favorite place to hang enemies. Black Bart hung his governor of Martinique from his yardarm.



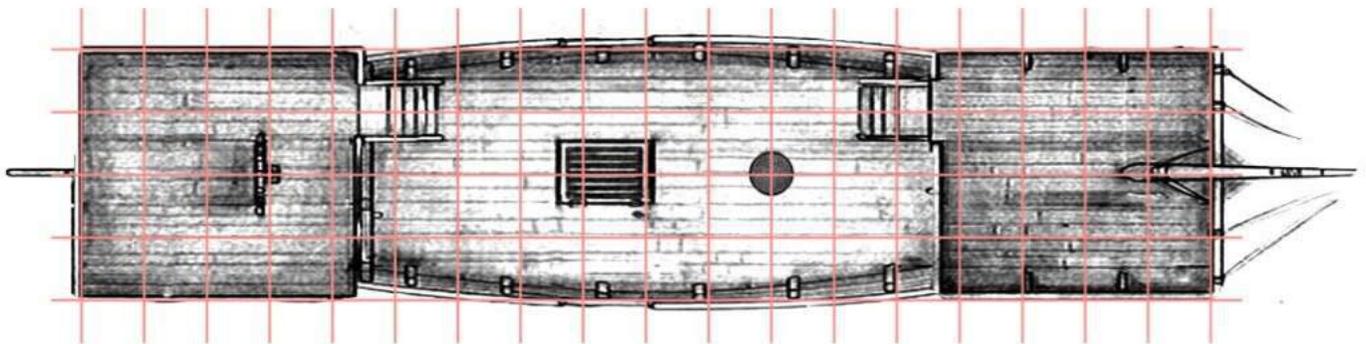
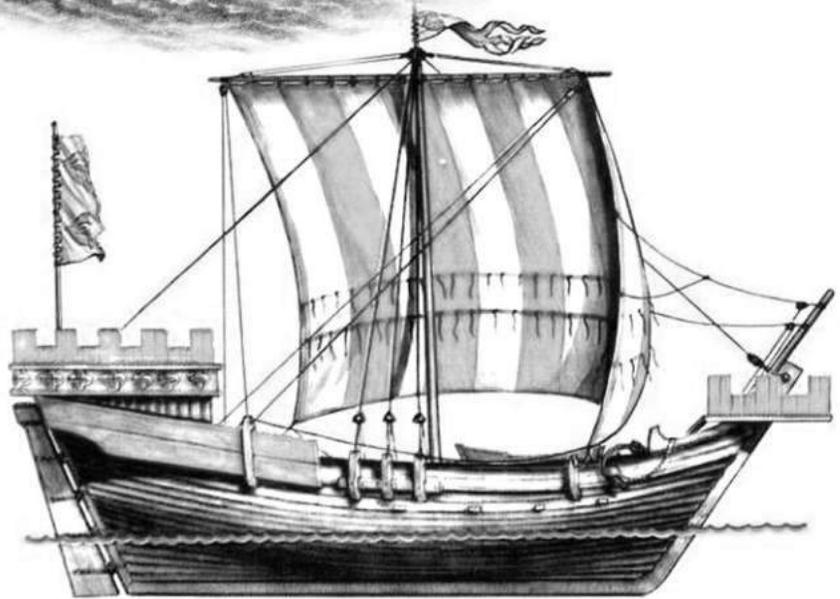
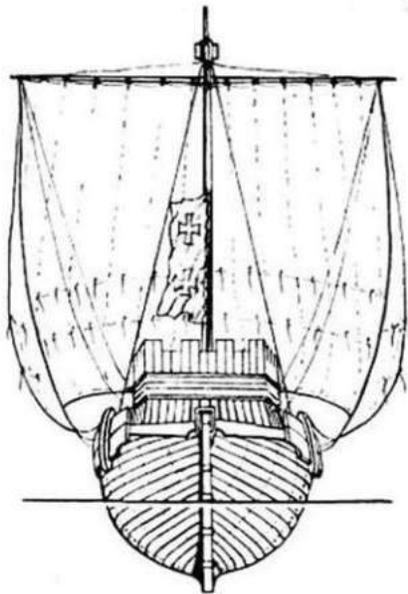
CARAVEL

Scale
1 square equals five feet



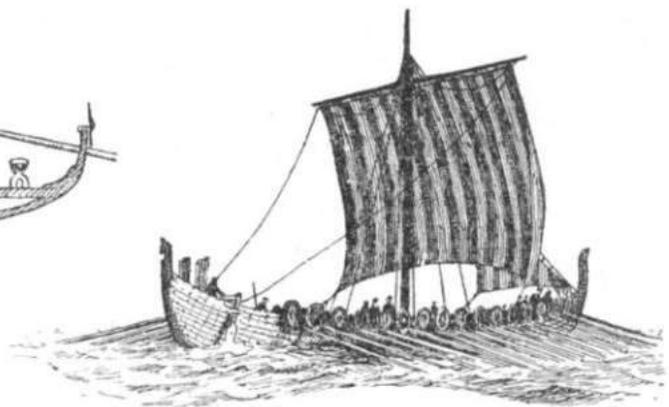
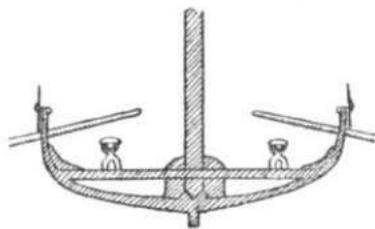
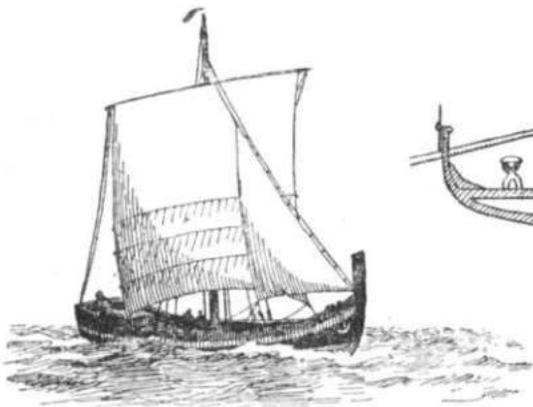
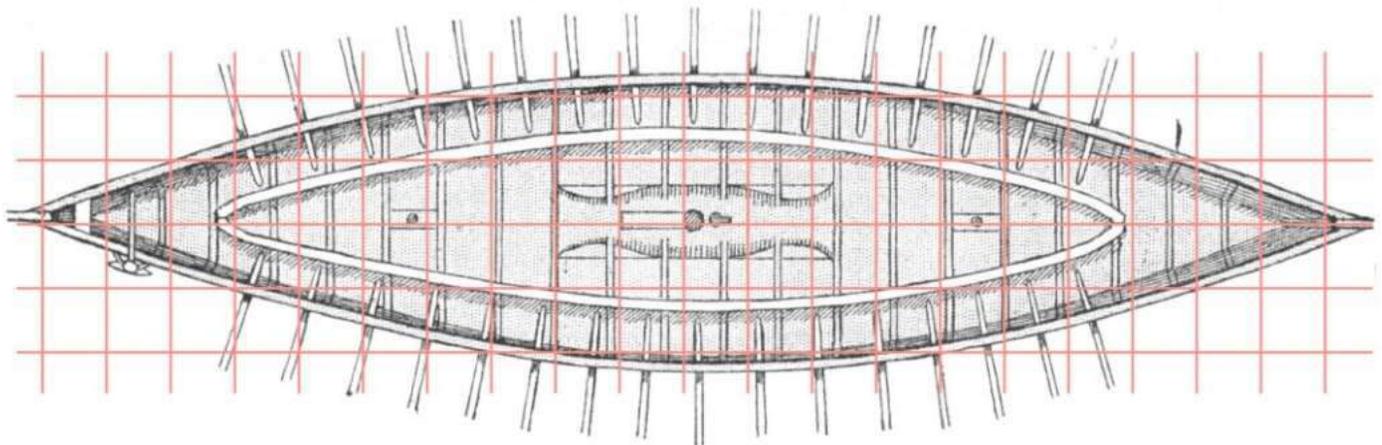
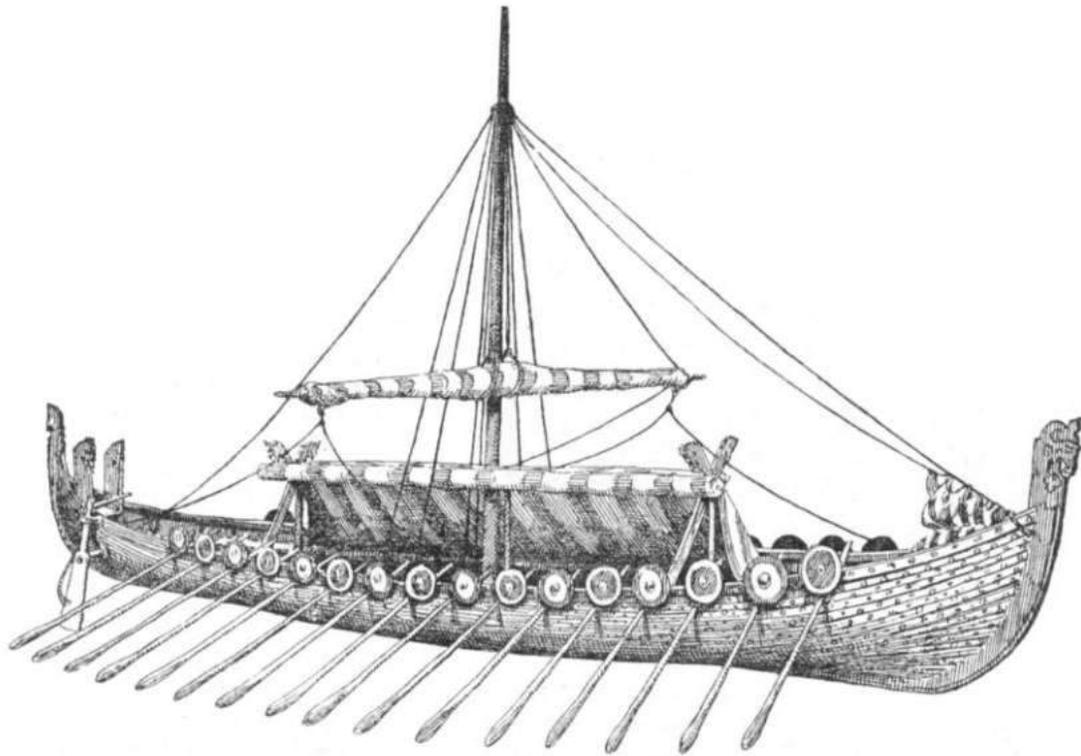
CARGO SHIP

Scale
1 square equals five feet



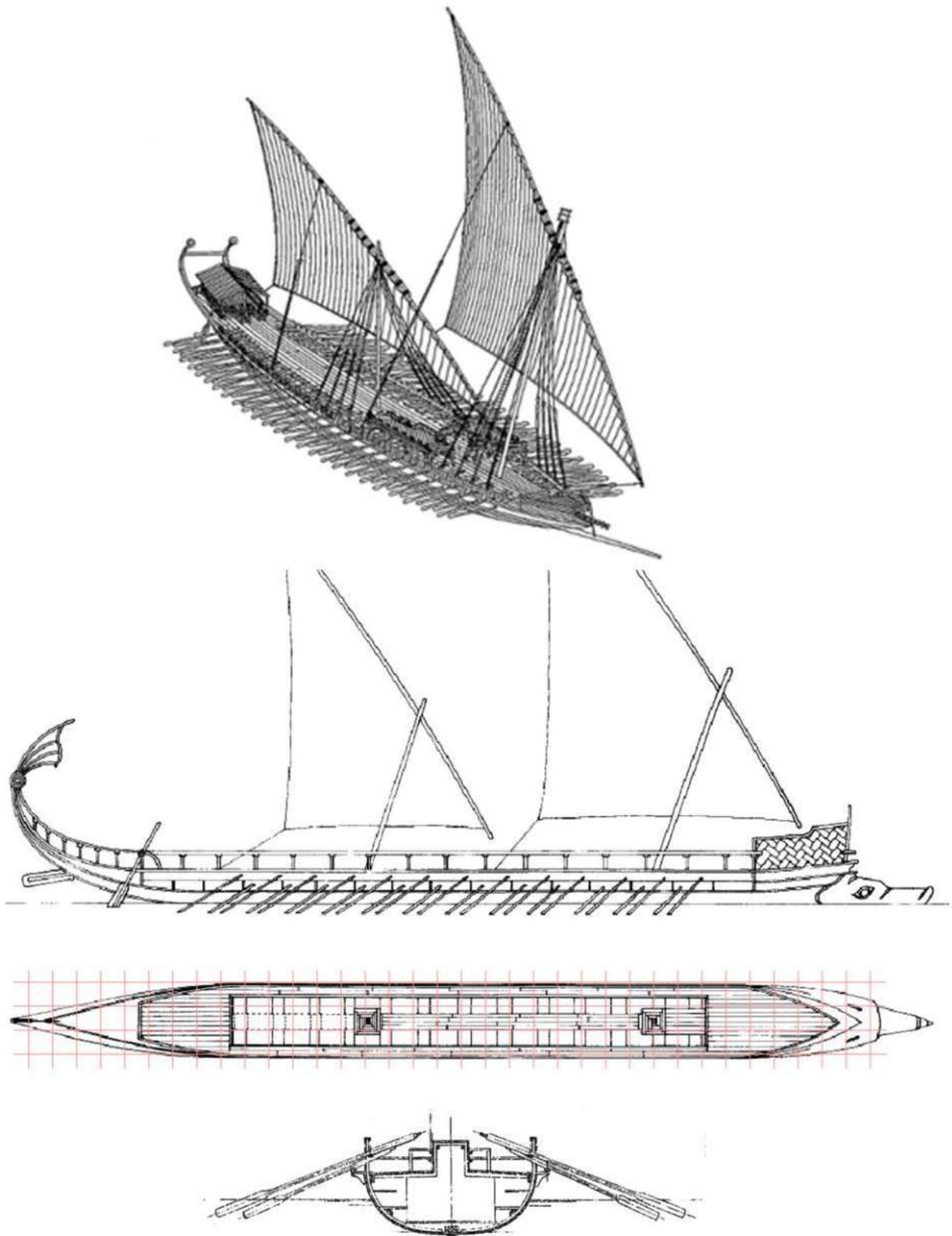
C ⊕ G

Scale
1 square equals five feet



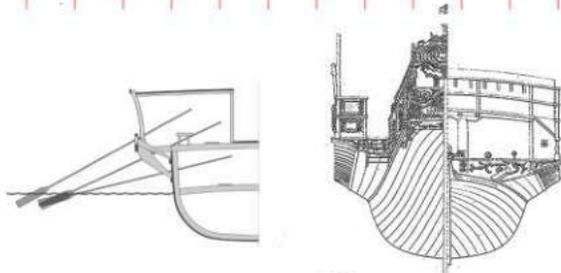
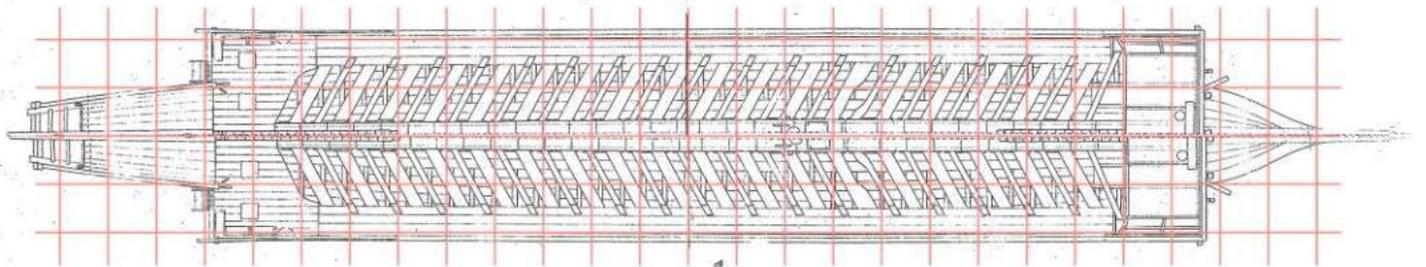
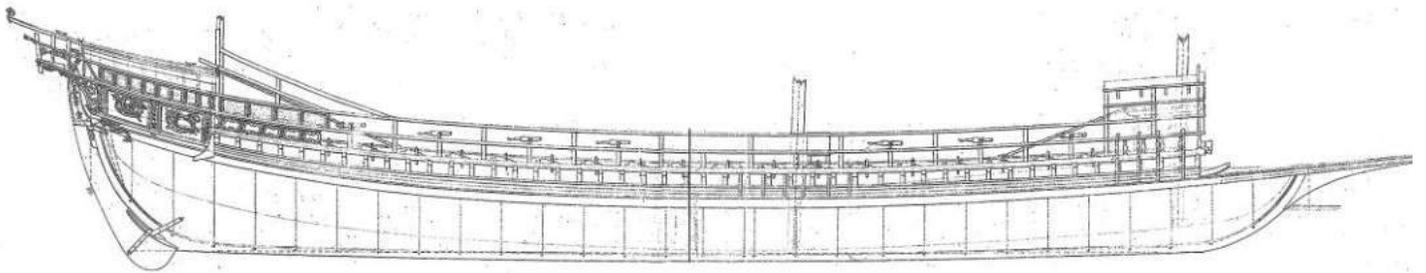
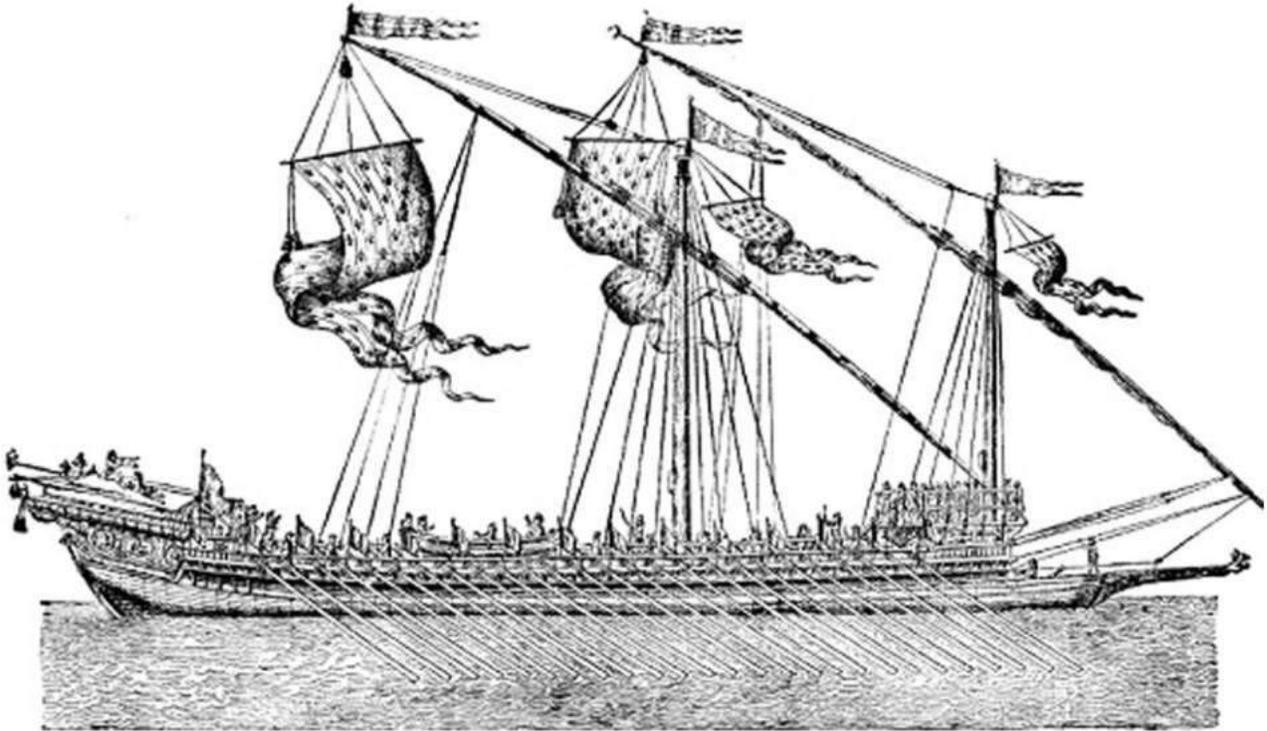
DRAKKR

Scale
1 square equals five feet



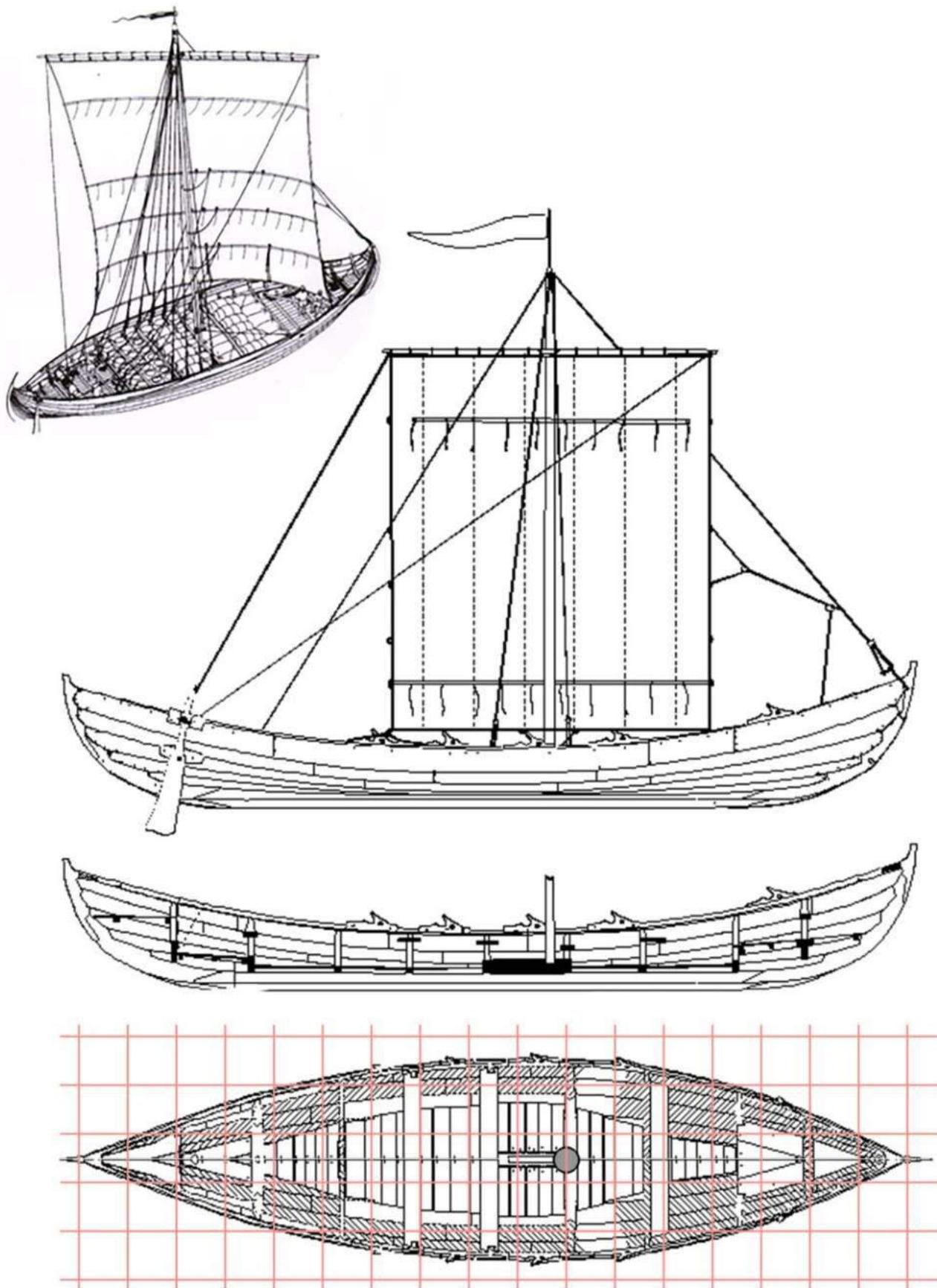
DROMOND

Scale
1 square equals five feet



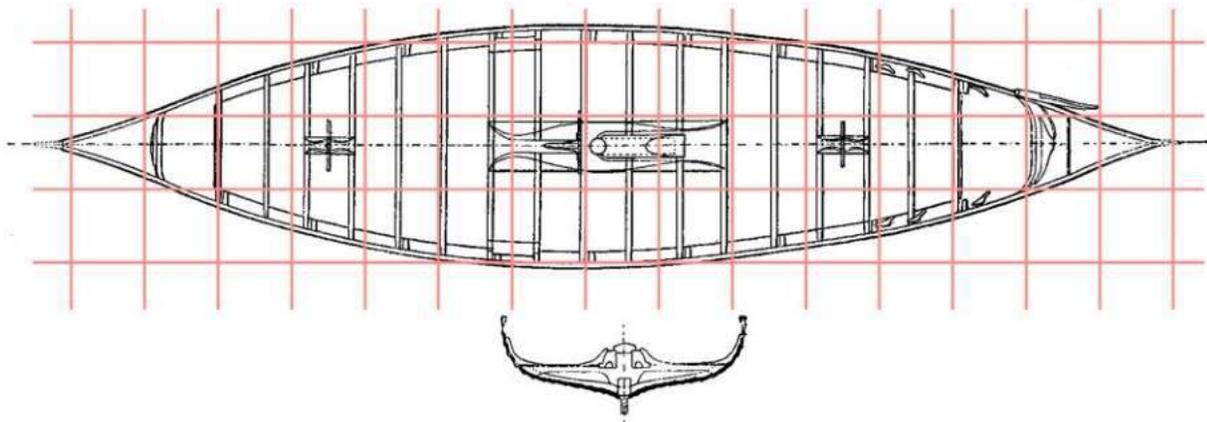
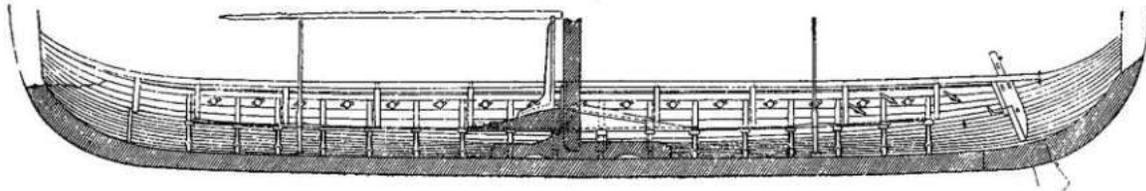
GALLEY

Scale
1 square equals five feet



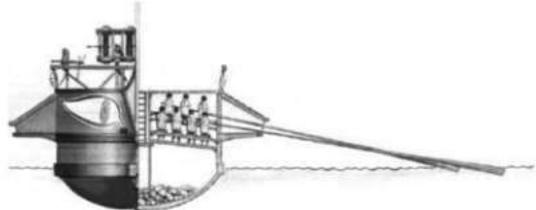
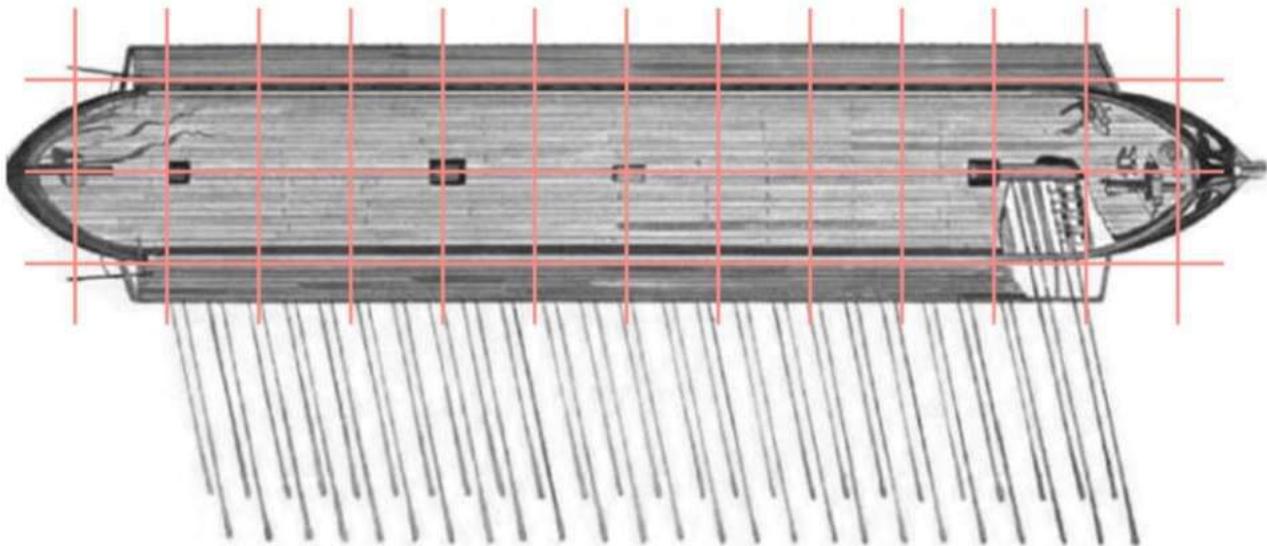
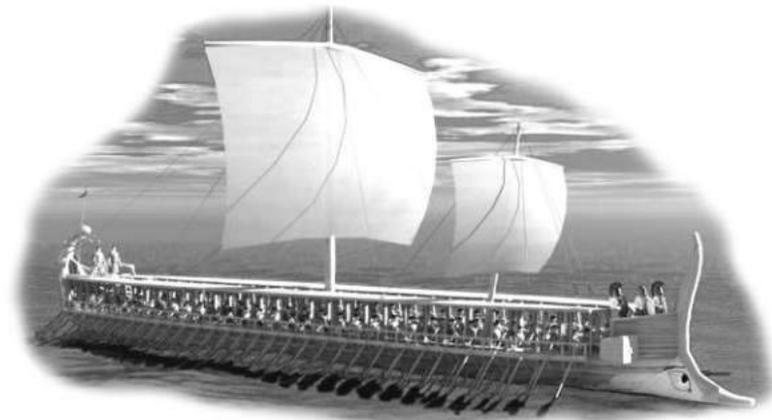
KNARR

Scale
1 square equals five feet



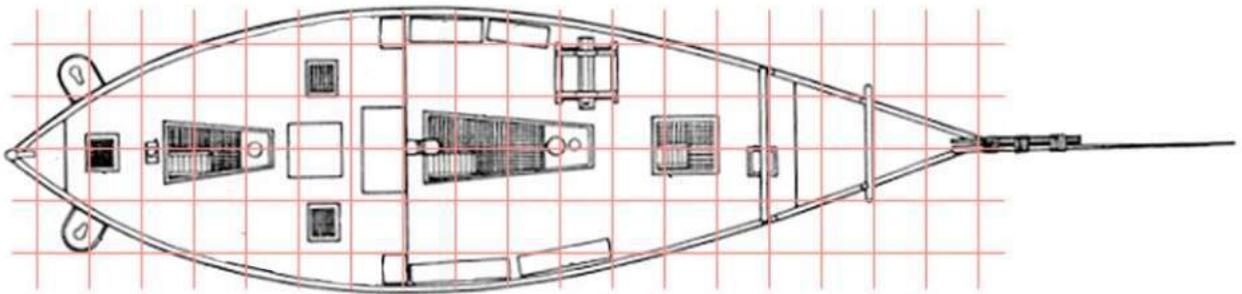
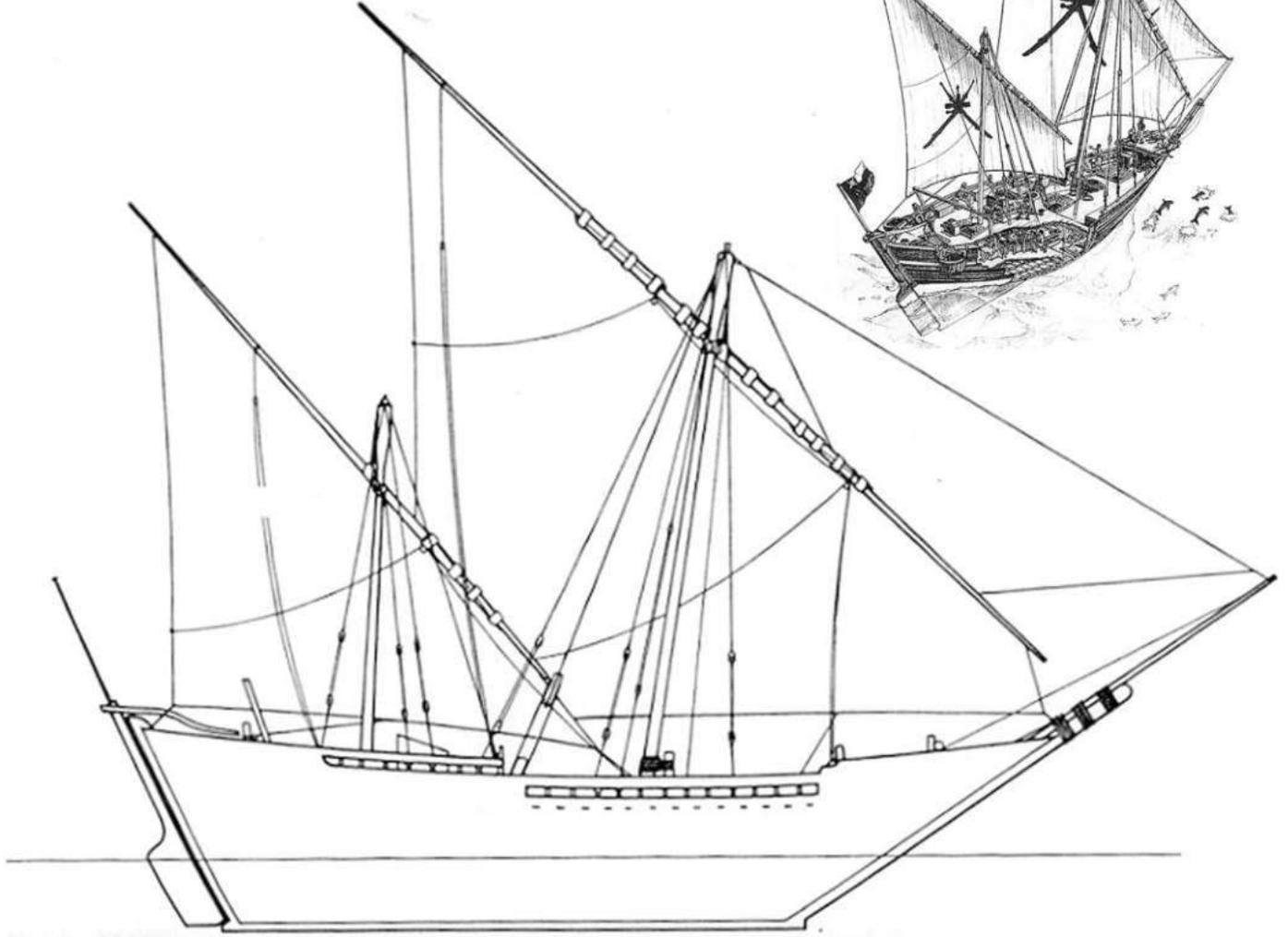
LONGSHIP

Scale
1 square equals five feet



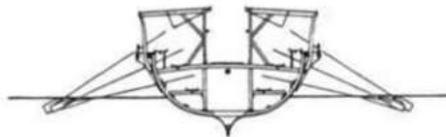
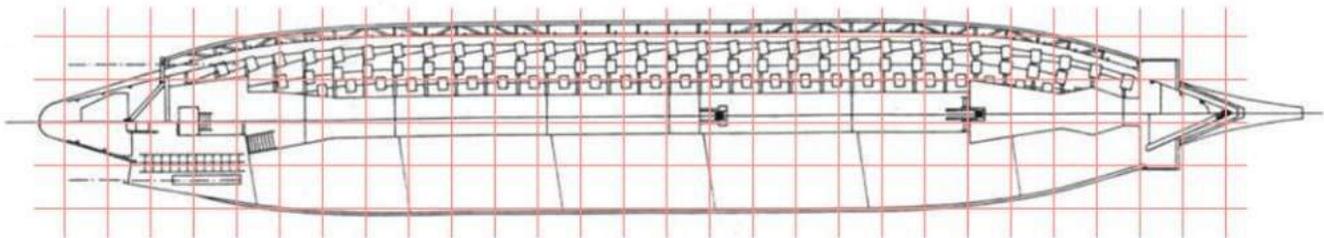
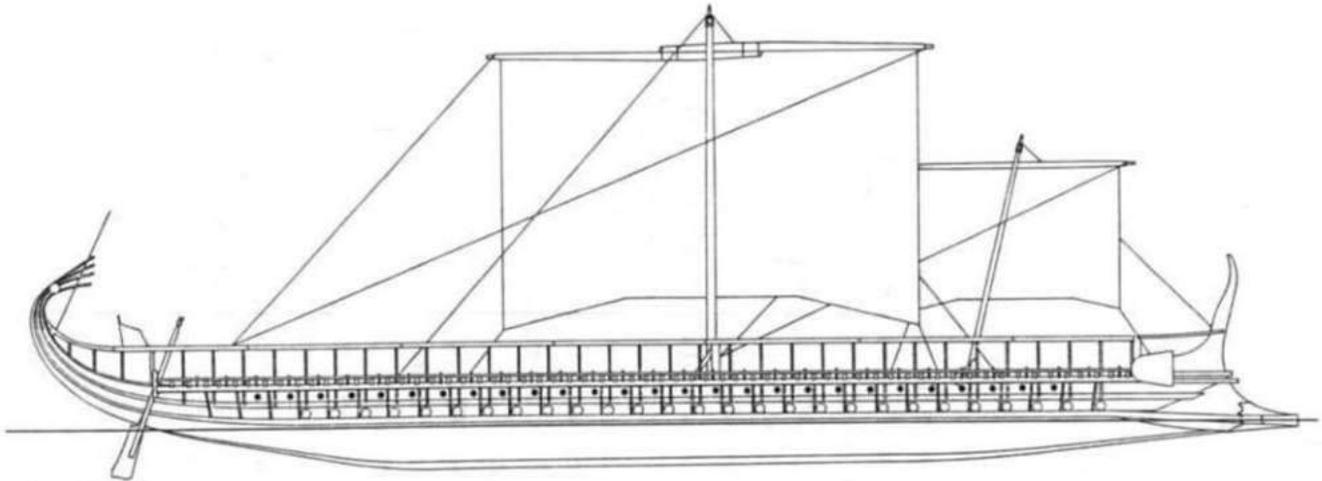
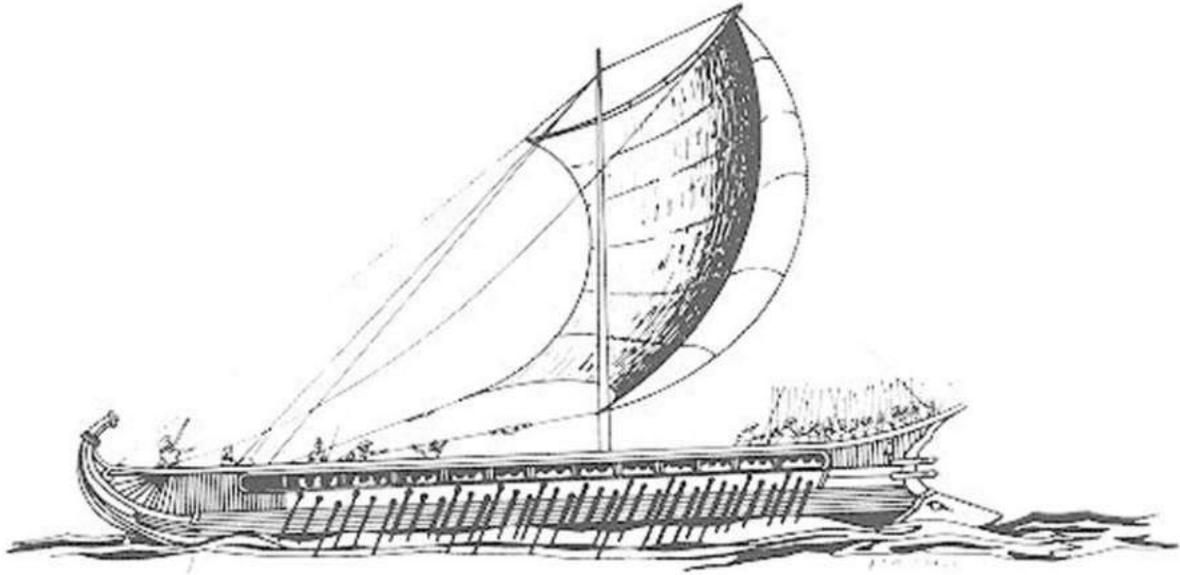
PENTECENTER

Scale
1 square equals five feet



SØHAR

Scale
1 square equals five feet



TRIREME

Scale
1 square equals five feet