

## MAN'S PROMISE

GARGANTUAN | SCHOONER | OFFENSE

Price 1,250 gp; Improvement Price 52 gp

Space 120 feet long, 20 feet wide, 10 feet high

Decks Top Deck (TD); Cargo Deck (CD)

Crew 1 pilot, 20 crew; Passengers 40

Propulsion Sails (2 masts); Control Helm Top Deck

Piloting Check Sailing Lore (DC 17), Diplomacy (DC 19), Intimidation (DC 19)

AC 13 (Trained); Fort +12 (Trained)

Hardness 15, HP 55 (22); Immunities critical hits, object immunities, precision damage

Speed 50 feet (2 masts); **Sluggish** The vehicle must move twice its length for each 60-degree turn it makes; **Wind** While sailing with the wind, your speed is doubled. You can't sail into the wind.

Day Speed 136 miles per day

Collision 5d10 (DC 13 + Pilot's proficiency)

Weapon Mounts 1 Bow (TD), 5 Port (TD), 5 Starboard (TD), 1 Stern (TD)

Draft Shallow

Quick Ship's propulsion speed is increased by 5 feet and it's Day Speed is increased by 13.5 miles (wind).

## VEHICLE 3

## ELTEN BAIDE

HUGE | KEELBOAT | MOBILITY

Price 150 gp; Improvement Price 39 gp

Space 60 feet long, 20 feet wide, 15 feet high

Decks Top Deck (TD); Stern Castle (SC)

Crew 1 pilot, 10 rowers, 3 crew (sails); Passengers 5

Propulsion oars (10), sails (1 mast); Control Helm Stern Castle

Piloting Check Sailing Lore (DC 17), Diplomacy (DC 19), Intimidation (DC 19)

AC 15 (Trained); Fort +11 (Trained)

Hardness 10, HP 51 (25); Immunities critical hits, object immunities, precision damage

Speed 40 feet (oars); 40 feet (sail); Maneuverable (oars)

With a full crew, a rowed vehicle can turn swiftly, turn in place, and even row backward. Each 60-degree turn made in less than a vehicle length costs 5 extra feet of movement. A vehicle can row backward at half speed and it can't turn while rowing backward; **Sluggish** (sails) The vehicle must move twice its length for each 60-degree turn it makes; **Wind** (sails) While sailing with the wind, your speed is doubled. You can't sail into the wind.

Day Speed 45 miles per day (row); 109 miles per day (sail)

Collision 6d8 (DC 17)

Weapon Mounts 1 Bow (TD)

Draft Shallow

## ARMAMENT

Siege Engine Proficiency Expert

Bow 1 / Ranged Light Ballista +7 (range 90 feet), Damage 2d10 P; Crew 2

Stern 1 / Ranged Light Ballista +7 (range 90 feet), Damage 2d10 P; Crew 2

Cargo 18 / 1,250 bulk

Plunder 0

Rations Poor, 10 bulk

Ammunition 30 light bolts, 3 bulk

Misc. Rope (1,000 feet), 5 bulk

## ARMAMENT

Siege Engine Proficiency Trained

## CREW

Captain Vesgal Falkirk (*bosun, GMG p.243*) +11 Sailing Lore

Marine Human Fighter (*drow fighter, PB p.136*); remove light blindness & darkvision, elf & drow trait, and immunity to sleep; add human trait

Sailors 15 (oars 10, sails 3, passengers 2)

Cargo 51 / 100 bulk

Plunder 0

Rations Poor, 6 bulk

Ammunition 0

Misc. Oars (20), 20 bulk; Raw materials (10 gp), 10 bulk;

Rope (1,000 feet), 5 bulk; freshly caught mackerel and hake worth 5 gp, 10 bulk

## TRUEWIND

GARGANTUAN | SCHOONER | DEFENSE

Price 1,250 gp; Improvement Price 100 gp

**Space** 120 feet long, 20 feet wide, 10 feet high

**Decks** Top Deck (TD); Cargo Deck (CD)

**Crew** 1 pilot, 20 crew; **Passengers** 36

**Propulsion** sails (2 masts); **Control Helm** Top Deck

**Piloting Check** Sailing Lore (DC 18), Diplomacy (DC 20), Intimidation (DC 20)

**AC** 14 (Trained); **Fort** +13 (Trained)

**Hardness** 16, **HP** 73 (36); **Immunities** critical hits, object immunities, precision damage

**Speed** 50 feet (2 masts); **Sluggish** The vehicle must move twice its length for each 60-degree turn it makes; **Wind** While sailing with the wind, your speed is doubled. You can't sail into the wind.

**Day Speed** 136 miles per day

**Collision** 5d10 (DC 20)

**Weapon Mounts** 1 Bow (TD), 5 Port (TD), 5 Starboard (TD), 1 Stern (TD)

**Draft** Shallow

**Quick** Ship's propulsion speed is increased by 5 feet and it's Day Speed is increased by 13.5 miles (wind).

## ARMAMENT

**Siege Engine Proficiency** Trained

**Stern 1 / Ranged** Light Catapult +6 (range 120 feet, burst, volley 30 ft.), **Damage** 4d6 B; **Crew** 3

**Ram HP** 20 (10); **Hardness** 5

## CREW

**Captain** Portia Runescar (*elite navigator, GMG p.242*) +16  
Sailing Lore

**First Mate** Axen Figgs (*goblin commando, PB p.180*); remove CE, small, & goblin trait, add N, medium, & human trait

**Sailors** 45 (crew 20, passengers 25)

**Cargo** 235 / 1,100 bulk

**Plunder** 2, 100 bulk (manufactured goods)

**Rations** Standard, 30 bulk; poor, 15 bulk

**Ammunition** 10 light stones, 10 bulk

**Improvements** Expanded Cargo, Wooden Figurehead (Ram)

**Misc.** Raw materials (20 gp), 20 bulk; Rope (1 mile), 20 bulk; Sails (20 gp), 40 bulk

## VEHICLE 4

## KURSTAV

LARGE | LONGSHIP | OFFENSE

Price 75 gp; Improvement Price 50 gp

**Space** 75 feet long, 15 feet wide, 3 feet high

**Decks** Top Deck (TD)

**Crew** 1 pilot, 40 rowers, 2 crew (sails); **Passengers** 8

**Propulsion** oars (40), sails (1 mast); **Control Helm** Top Deck

**Piloting Check** Sailing Lore (DC 18), Diplomacy (DC 20), Intimidation (DC 20)

**AC** 14 (Trained); **Fort** +13 (Trained)

**Hardness** 10, **HP** 65 (32); **Immunities** critical hits, object immunities, precision damage

**Speed** 35 feet (oars); 35 feet (sail); **Maneuverable** (oars)

With a full crew, a rowed vehicle can turn swiftly, turn in place, and even row backward. Each 60-degree turn made in less than a vehicle length costs 5 extra feet of movement. A vehicle can row backward at half speed and it can't turn while rowing backward; **Sluggish** (sails) The vehicle must move twice its length for each 60-degree turn it makes; **Wind** (sails) While sailing with the wind, your speed is doubled. You can't sail into the wind.

**Day Speed** 40 miles per day (row); 95 miles per day (sails)

**Collision** 5d6 (DC 18)

**Weapon Mounts** 1 Bow (TD)

**Draft** Shallow

**Quick** Ship's propulsion speed is increased by 5 feet and it's Day Speed is increased by 13.5 miles (wind).

## ARMAMENT

**Siege Engine Proficiency** Expert

**Bow 1 / Ranged** Light Catapult +8 (range 120 feet, burst, volley 30 ft.), **Damage** 4d6 B; **Crew** 3

**Stern 1 / Ranged** Light Ballista +8 (range 90 feet), **Damage** 2d10 P; **Crew** 2

## CREW

**Captain** Aspar Tharkidor (*elite pirate, GMG p.242*) +10  
Sailing Lore

**Marines** 4 Human Fighter (*goblin commando, PB p.180*); remove CE, small, & goblin trait, add LN, medium, & human trait

**Sailors** 38 (oars 38 & 2 marines; sails 2 marines)

**Cargo** 148 / 75 bulk; **Encumbered** Clumsy 1

**Plunder** 2, 100 bulk (armor and weapons)

**Rations** Poor, 12 bulk

**Ammunition** 10 light bolts, 1 bulk; 10 light stones, 10 bulk

**Improvements** Reinforced Beams (110 gp)

**Misc.** 5 Oars, 5 bulk;



## DOWAGER QUEEN

HUGE | SLOOP | MOBILITY

Price 1,000 gp; Improvement Price 129 gp

Space 75 feet long, 20 feet wide, 10 feet high

Decks Top Deck (TD); Cargo Deck (CD)

Crew 1 pilot, 7 crew; Passengers 10

Propulsion sails (2 masts); Control Helm Top Deck

Piloting Check Sailing Lore (DC 19), Diplomacy (DC 21), Intimidation (DC 21)

AC 17 (Trained); Fort +13 (Trained)

Hardness 10, HP 67 (33); Immunities critical hits, object immunities, precision damage

Speed 70 feet (2 masts); **Sluggish** The vehicle must move twice its length for each 60-degree turn it makes; **Wind** While sailing with the wind, your speed is doubled. You can't sail into the wind.

Day Speed 190 miles per day

Collision 6d8 (DC 21)

Weapon Mounts 1 Bow (TD), 4 Port (TD), 4 Starboard (TD), 1 Stern (TD)

Draft Shallow

Quick Ship's propulsion speed is increased by 5 feet and it's Day Speed is increased by 13.5 miles (wind).

## VEHICLE 5

## SANBALOT

## VEHICLE 5

GARGANTUAN | SCHOONER | OFFENSE

Price 1,250 gp; Improvement Price 172 gp

Space 120 feet long, 20 feet wide, 10 feet high

Decks Top Deck (TD); Cargo Deck (CD)

Crew 1 pilot, 20 crew; Passengers 40

Propulsion sails (2 masts); Control Helm Top Deck

Piloting Check Sailing Lore (DC 19), Diplomacy (DC 21), Intimidation (DC 21)

AC 15 (Trained); Fort +14 (Trained)

Hardness 15, HP 75 (37); Immunities critical hits, object immunities, precision damage

Speed 50 feet (2 masts); **Sluggish** The vehicle must move twice its length for each 60-degree turn it makes; **Wind** While sailing with the wind, your speed is doubled. You can't sail into the wind.

Day Speed 136 miles per day

Collision 5d10 (DC 19)

Weapon Mounts 1 Bow (TD), 5 Port (TD), 5 Starboard (TD), 1 Stern (TD)

Draft Shallow

Quick Ship's propulsion speed is increased by 5 feet and it's Day Speed is increased by 13.5 miles (wind).

## ARMAMENT

Siege Engine Proficiency Expert

Bow 1 / Ranged Light Catapult +9 (range 120 feet, burst, volley 30 ft.), Damage 4d6 B; Crew 3

Stern 1 / Ranged Ballista +9 (range 120 feet, volley 30 ft.), Damage 4d12 P; Crew 2

## CREW

Captain Irius Trock (*lv3 harbormaster, GMG p.225*)

Sailing Master Norva Wintarius (*elite navigator, GMG p.242*) +16 Sailing Lore

Marines 4 Human Fighter (*goblin commando, PB p.180*); remove CE, small, & goblin trait, add N, medium, & human trait

Sailors 12 (sails 4 & 4 marines, passengers 8)

Cargo 285 / 500 bulk

Plunder 3, 150 bulk (gems and grain)

Rations Standard, 30 bulk

Ammunition 20 bolts, 20 bulk; 15 light stones, 15 bulk

Misc. Raw materials (15 gp), 15 bulk; Rope (1 mile), 20 bulk; Sails (15 gp), 30 bulk

## ARMAMENT

Siege Engine Proficiency Master

Stern 1 / Ranged Ballista +11 (range 120 feet, volley 30 ft.), Damage 4d12 P; Crew 2

Bow 1 / Ranged Ballista +11 (range 120 feet, volley 30 ft.), Damage 4d12 P; Crew 2

## CREW

Captain Aisha Hamiyaz (*elite pirate, GMG p.242*) +10 Sailing Lore

Marines 2 Human Fighter (*orc warrior, PB p.257*); remove CE & orc trait, add LN & human trait

Manticore (*weak manticore, PB p.232*)

Sailors 30 (sails 20, passengers 10)

Cargo 420 / 1,000 bulk

Plunder 2, 100 bulk (cloth, copper, and salt)

Rations Standard, 60 bulk; Manticore feed, 20 bulk (sheep)

Ammunition 50 bolts, 50 bulk

Misc. Raw materials (30 gp), 30 bulk; Rope (1 mile), 20 bulk; Mast (100 gp), 100 bulk; Sails (20 gp), 40 bulk

## FAMISHED MANE

HUGE SLOOP OFFENSE

Price 1,000 gp; Improvement Price 75 gp

**Space** 75 feet long, 20 feet wide, 10 feet high

**Decks** Top Deck (TD); Cargo Deck (CD)

**Crew** 1 pilot, 7 crew; **Passengers** 10

**Propulsion** sails (2 masts); **Control Helm** Top Deck

**Piloting Check** Sailing Lore (DC 18), Diplomacy (DC 20), Intimidation (DC 20)

**AC** 18 (Trained); **Fort** +12 (Trained)

**Hardness** 10, **HP** 67 (33); **Immunities** critical hits, object immunities, precision damage

**Speed** 50 feet (2 masts); **Sluggish** The vehicle must move twice its length for each 60-degree turn it makes; **Wind** While sailing with the wind, your speed is doubled. You can't sail into the wind.

**Day Speed** 136 miles per day

**Collision** 6d8 (DC 20)

**Weapon Mounts** 1 Bow (TD), 4 Port (TD), 4 Starboard (TD), 1 Stern (TD)

**Draft** Shallow

**Quick** Ship's propulsion speed is increased by 5 feet and it's Day Speed is increased by 13.5 miles (wind).

## VEHICLE 4

## DEVIL'S PALLOR

GARGANTUAN WARSHIP OFFENSE

Price 2,000 gp; Improvement Price 172 gp

**Space** 160 feet long, 50 feet wide, 40 feet high

**Decks** Top Deck (TD); Gun/Ballista Deck (GBD), Cargo Deck (CD, 2), Stern Castle (SC)

**Crew** 1 pilot, 50 crew; **Passengers** 150

**Propulsion** sails (4 masts); **Control Helm** Stern Castle

**Piloting Check** Sailing Lore (DC 19), Diplomacy (DC 21), Intimidation (DC 21)

**AC** 17 (Trained); **Fort** +16 (Expert)

**Hardness** 20, **HP** 85 (42); **Immunities** critical hits, object immunities, precision damage

**Speed** 70 feet (4 masts); **Sluggish** The vehicle must move twice its length for each 60-degree turn it makes; **Wind** While sailing with the wind, your speed is doubled. You can't sail into the wind.

**Day Speed** 190 miles per day

**Collision** 8d10 (DC 21)

**Weapon Mounts** 2 Bow (GBD), 23 Port (GBD), 23 Starboard (GBD), 2 Stern (GBD)

**Draft** Deep

**Slow** Ship's propulsion speed is reduced by 5 feet and it's Day Speed is decreased by 13.5 miles (wind).

## VEHICLE 5



## ARMAMENT

**Siege Engine Proficiency** Expert

**Bow** 1 / **Ranged** Light Ballista +8 (range 90 feet), **Damage** 2d10 P; **Crew** 2

**Port** 1 / **Ranged** Light Ballista +8 (range 90 feet), **Damage** 2d10 P; **Crew** 2

**Starboard** 1 / **Ranged** Light Ballista +8 (range 90 feet), **Damage** 2d10 P; **Crew** 2

**Stern** 1 / **Ranged** Light Ballista +8 (range 90 feet), **Damage** 2d10 P; **Crew** 2

## CREW

**Captain** Cyvantris Tisserond (*navigator, GMG p.225*) +14  
Sailing Lore

**Marines** 6 Human Fighter (*pirate, GMG p.242*)

**Sailors** 11 (sails 8, passengers 3 & 6 marines)

**Cargo** 105 / 500 bulk

**Plunder** 1,50 bulk (ship's arsenal and stores)

**Rations** Standard, 20 bulk

**Ammunition** 50 light bolts, 5 bulk;

**Improvements** Reinforced Beams

**Misc.** Sails (15 gp), 30 bulk

## EVENT 10

Ship currently has the following adjusted statistics if encountered during Event 10: Upon the Famished Mane.

**Current HP** 38

**Sails** 1 sail; 32 HP

**Ammunition** 48 bolts

## CREW

**Captain** Gortus Svard (*hobgoblin general, PB p.207*) +12  
Sailing Lore

**Sailors** 85 (sails 50, passengers 35)

**Cargo** 460 / 1,500 bulk

**Plunder** 1,50 bulk (ship's arsenal and stores)

**Rations** Standard, 80 bulk

**Ammunition** 80 bolts, 80 bulk

**Misc.** Raw materials (30 gp), 30 bulk; Rope (2 mile), 40 bulk; Mast (100 gp), 100 bulk; Sails (40 gp), 80 bulk



## SEA CHANTY

HUGE | SLOOP | DEFENSE

Price 1,000 gp; Improvement Price 18 gp

Space 75 feet long, 20 feet wide, 10 feet high

Decks Top Deck (TD); Cargo Deck (CD)

Crew 1 pilot, 7 crew; Passengers 10

Propulsion sails (2 masts); Control Helm Top Deck

Piloting Check Sailing Lore (DC 16), Diplomacy (DC 18), Intimidation (DC 18)

AC 14 (Trained); Fort +10 (Trained)

Hardness 11, HP 51 (25); Immunities critical hits, object immunities, precision damage

Speed 50 feet (2 masts); **Sluggish** The vehicle must move twice its length for each 60-degree turn it makes; **Wind** While sailing with the wind, your speed is doubled. You can't sail into the wind.

Day Speed 136 miles per day

Collision 6d8 (DC 16)

Weapon Mounts 1 Bow (TD), 4 Port (TD), 4 Starboard (TD), 1 Stern (TD)

Draft Shallow

Quick Ship's propulsion speed is increased by 5 feet and it's Day Speed is increased by 13.5 miles (wind).

## VEHICLE 2

## DOMINATOR

GARGANTUAN | WARSHIP | OFFENSE

Price 2,000 gp; Improvement Price 1,024 gp

Space 160 feet long, 50 feet wide, 40 feet high

Decks Top Deck (TD); Gun/Ballista Deck (GBD), Cargo Deck (CD, 2), Stern Castle (SC)

Crew 1 pilot, 50 crew; Passengers 150

Propulsion sails (4 masts); Control Helm Stern Castle

Piloting Check Sailing Lore (DC 23), Diplomacy (DC 25), Intimidation (DC 25)

AC 23 (Trained); Fort +20 (Expert)

Hardness 21, HP 125 (62); Immunities critical hits, object immunities, precision damage

Speed 70 feet (4 masts); **Sluggish** The vehicle must move twice its length for each 60-degree turn it makes; **Wind** While sailing with the wind, your speed is doubled. You can't sail into the wind.

Day Speed 190 miles per day

Collision 8d10 (DC 23)

Weapon Mounts 2 Bow (GBD), 23 Port (GBD), 23 Starboard (GBD), 2 Stern (GBD)

Draft Deep

Slow Ship's propulsion speed is reduced by 5 feet and it's Day Speed is decreased by 13.5 miles (wind).

## ARMAMENT

Siege Engine Proficiency Trained

Bow 1 / Ranged Light Ballista +4 (range 90 feet), Damage 2d10 P; Crew 2

Stern 1 / Ranged Light Ballista +4 (range 90 feet), Damage 2d10 P; Crew 2

## CREW

Captain Petrel Velroon (*weak navigator, GMG p.225*) +12  
Sailing Lore

Sailors 17 (sails 8, passengers 9)

Cargo 112 / 500 bulk

Plunder 2, 100 bulk (fruit and wool)

Rations Standard, 10 bulk

Ammunition 20 light bolts, 2 bulk;

Misc.

## ARMAMENT

Siege Engine Proficiency Master

Stern 2 / Ranged Heavy Ballista +15 (range 180 feet, volley 30 ft.), Damage 7d12 P; Crew 5

Port 8 / Ranged Heavy Ballista +15 (range 180 feet, volley 30 ft.), Damage 7d12 P; Crew 5

Starboard 8 / Ranged Heavy Ballista +15 (range 180 feet, volley 30 ft.), Damage 7d12 P; Crew 5

Bow 2 / Ranged Heavy Ballista +15 (range 180 feet, volley 30 ft.), Damage 7d12 P; Crew 5

## CREW

Captain Paracountess Axia Lorvika; +18 Sailing Lore

Commander Kyan Kain (*weak hobgoblin general, PB p.207*); remove Hobgoblin trait & add Human trait

Ship's Officers 14

Marines 120 Human Fighter (*hobgoblin soldier, PB p.206*); remove Hobgoblin trait & add Human trait

Sailors 60 (sails 50, passengers 10 & 120 marines)

Cargo 1,500 / 1,500 bulk

Plunder 6, 300 bulk (ship's arsenal and stores)

Rations Poor, 120 bulk

Ammunition 200 bolts, 600 bulk

Misc. Raw materials (100 gp), 100 bulk; Rope (10 miles), 200 bulk; Mast (100 gp), 100 bulk; Sails (40 gp), 80 bulk

# THRESHER

# VEHICLE 5

GARGANTUAN | SCHOONER | MOBILITY

Price 1,250 gp; Improvement Price 172 gp

**Space** 120 feet long, 20 feet wide, 10 feet high

**Decks** Top Deck (TD); Cargo Deck (CD)

**Crew** 1 pilot, 20 crew; **Passengers** 40

**Propulsion** sails (2 masts); **Control Helm** Top Deck

**Piloting Check** Sailing Lore (DC 19), Diplomacy (DC 21), Intimidation (DC 21)

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**AC** 15 (Trained); **Fort** +14 (Trained)

**Hardness** 15, **HP** 65 (32); **Immunities** critical hits, object immunities, precision damage

**Speed** 70 feet (2 masts); **Sluggish** The vehicle must move

twice its length for each 60-degree turn it makes; **Wind**

While sailing with the wind, your speed is doubled. You can't sail into the wind.

**Day Speed** 190 miles per day

**Collision** 5d10 (DC 21)

**Weapon Mounts** 1 Bow (TD), 5 Port (TD), 5 Starboard (TD), 1 Stern (TD)

**Draft** Shallow

**Quick** Ship's propulsion speed is increased by 5 feet and it's Day Speed is increased by 13.5 miles (wind).

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## ARMAMENT

**Siege Engine Proficiency** Expert

**Stern** 1 / **Ranged** Ballista +9 (range 120 feet, volley 30 ft.),

Damage 4d12 P; Crew 2

**Port** 4 / **Ranged** Light Ballista +9 (range 90 feet), **Damage**

2d10 P; Crew 2

**Starboard** 4 / **Ranged** Light Ballista +9 (range 90 feet),

Damage 2d10 P; Crew 2

**Bow** 1 / **Ranged** Light Catapult +9 (range 120 feet, burst,

volley 30 ft.), **Damage** 4d6 B; Crew 3

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## CREW

**Captain** Isabella "Inkskin" Locke (*see NPCs*) +13 Sailing Lore

**First Mate** Knuckles Grype (*cave giant, PB3 p.108*) +10 Sailing Lore

**Buccaneer** 22 (20 sails & 2 passengers)

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**Cargo** 69 / 1,000 bulk

**Plunder** 1,50 bulk (ship's arsenal and stores)

**Rations** Poor, 9 bulk

**Ammunition** 100 light bolts, 10 bulk; 20 bolts, 20 bulk; 10 light stones, 10 bulk

**Misc.**

