

The Jolly Triton is taken over by a group of Blood Marked, better known as Gazers. These sailors have gazed at the endless expanse of ocean around them and something has broke within them. They now seek only to spread pain to others, feasting on the remains of only sentient creatures and sailing the waters in vehicles equipped with sails made of stitched flesh.

## The Jolly Triton Vehicle 7

*Huge / Junk / Offense*

**Price** 1,250 gp; **Improvement Price** 342 gp

**Space** 110 feet long, 30 feet wide, 15 feet high

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

**Crew** 1 pilot, 20 crew (sails); **Passengers** 40

**Propulsion** oars (18), sails (2 masts); **Control Helm** Top Deck (Tiller)

**Piloting Check** Sailing Lore (DC 21), Diplomacy (DC 23), Intimidation (DC 23)

**AC** 17 (Trained); **Fort** +15 (Expert)

**Hardness** 10, **HP** 97 (48); **Immunities** critical hits, object immunities, precision damage

**Speed** 30 feet (oar), 45 feet (sail); **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.; **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.

**Day Speed** 122 miles per day (sail)

**Collision** 6d8 (DC 23)

**Weapon Mounts** 2 Bow (TD), 4 Port (TD), 84 Starboard (TD)

**Draft** Mid

**Variable Draft** The centerboard can be removed, which takes the crew 10 minutes, changing the vehicle's draft to shallow. This imposes a -2 item penalty on Piloting checks.

## Armament

**Siege Engine Proficiency** Master

**Bow 2 / Ranged** Ballista, Heavy +13 (range increment 180 feet (6 hexes), volley 30 feet), **Damage** 7d12 P

## Crew

**Captain** Blood Marked Captain (*elite ship captain, GMG p.243*) +19 Sailing Lore (master); gains the Blood Marked template

**Marine** x2 Blood Marked Boarding Party (*Boarding Party, Book 2 NPCs Folder*); gains the Blood Marked template

**Sailors** 34 (sails 20, passengers 10, they are the Boarding Party)

**Cargo** 170 / 750 bulk

**Plunder** 2 plunder (trade goods), 1 plunder (humanoid bones that act as occult supplies)

**Rations** Standard, 10 bulk (Humanoid Remains)

**Ammunition** 10 heavy bolts, 30 bulk; 5 chained bolts, 15 bulk

**Misc.** Raw materials (10 gp), 10 bulk; Rope (1,000 feet), 5 bulk

## Encounter

**Low 8** 70 XP

**Creatures** x1 *blood marked elite ship captain* (GMG p.243), x2 *blood marked boarding party* (Book 2 NPCs Folder)

**Treasure** Captain has a +1 *rapier* (P, Lv2)

## Blood Marked

Blood Marked creatures gain the following abilities:

**Circe's Curse** The blood marked is cursed to always be on the waves. Whenever the blood marked is on land, and not on the water or a boat, it becomes sickened 1 and can't reduce its sickened condition below 1.

**Blood Driven** When the blood marked deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the attack was a critical hit.