

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 (27); **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 / 1,000 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 18 (Trained); **Fort** +11 (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

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

DEATHKNELL

GARGANTUAN | GALLEON | MOBILITY

Price 3,000 gp; Improvement Price 288 gp

Space 160 feet long, 45 feet wide, 40 feet high

Decks Top Deck (TD); Gun/Ballista Deck (GBD); Cargo Deck (CD)

Crew 1 pilot, 30 crew; **Passengers** 100

Propulsion sails (3 masts); **Control Helm** Top Deck

Piloting Check Sailing Lore (DC 20), Diplomacy (DC 22), Intimidation (DC 22)

AC 18 (Trained); **Fort** +17 (Expert)

Hardness 15, **HP** 83 (41); **Immunities** critical hits, object immunities, precision damage

Speed 75 feet (3 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 204 miles per day

Collision 8d10 (DC 20)

Weapon Mounts 1 Bow (TD), 17 Port (TD), 17 Starboard (TD), 1 Stern (TD)

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 6

GARGANTUAN | SCHOONER | MOBILITY

Price 1,250 gp; Improvement Price 172 gp

THRESHER

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)

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).

ARMAMENT

Siege Engine Proficiency Expert

Stern 1 / Ranged Ballista +10 (range 120 feet, volley 30 ft.), **Damage** 4d12 P; **Crew** 2

CREW

Captain Whalebone Pilk (*see NPCs*) +12 Sailing Lore

Undead Crew 18 brine zombies

Cargo 220 / 1,000 bulk

Plunder 4, 200 bulk (stolen pirate treasure)

RATIONS

Ammunition 20 bolts, 20 bulk

Improvements Wooden Figurehead (Ram)

Misc. 670 skulls of condemned souls

The ship sails easily even with a reduced number of crew as it is propelled by Whalebone Pilk's will.

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

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)

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.

VEHICLE 5

