

The Adventure is a mercenary ship that often finds work as protection to merchant vessels. The captain refuses to take up piracy, seeing that work as unbecoming a proper man. The crew are unflinching in a fight.

## Encounter

**Severe** 100 XP

**Treasure** Captain Otakar has a +1 *rapier* (lv2)

## Adventure

## Vehicle 5

*Gargantuan / Corvette / Offense*

**Price** 1,500 gp; **Improvement Price** 172 gp

**Space** 98 feet long, 22 feet wide, 10 feet high

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

**Crew** 1 pilot, 20 crew (sails); **Passengers** 45

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

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

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

**Hardness** 15, **HP** 80 (40); **Immunities** critical hits, object immunities, precision damage

**Speed** 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.

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

**Collision** 6d10 (DC 21)

**Weapon Mounts** 1 Bow (TD), 8 Port (TD), 8 Starboard (TD)

**Draft** Shallow

## Armament

**Siege Engine Proficiency** Master

**Bow** 1 / **Ranged** Ballista +11 (range increment 120 feet (4 hexes), volley 30 feet), **Damage** 4d12 P

**Port** 2 / **Ranged** Light Cannon +11 (range increment 90 feet (3 hexes)), **Damage** 4d10 B

**Starboard** 2 / **Ranged** Light Cannon +11 (range increment 90 feet (3 hexes)), **Damage** 4d10 B

## Crew

**Captain** Captain Otakar (*weak ship captain*, *GMG p.243*) +15 Sailing Lore (master)

**Marine** x4 Human Fighter (*drow fighter*, *PB p.136*); remove light blindness & darkvision, elf & drow trait, and immunity to sleep; add human trait

**Sailors** 34 (sails 20, passengers 10, 4 marines)

**Cargo** 170 / 750 bulk

**Plunder** 0

**Rations** Standard, 25 bulk

**Ammunition** 10 bolts, 10 bulk; 40 light shots, 120 bulk

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

Captain Gidie of the Deveron is a pirate, though it's not something she loudly proclaims. Her and her crew are trying to figure out the best time to strike the Ellice, though they realized while they might be able to outrun the Adventure, they can't take it on in a fight. The captain's new plan is to trick the captain of the Ellice and Adventure to come for dinner where the crew of the Deveron will lace their food with poison.

## Encounter

- **Moderate** 80 XP

- **Treasure** 1 plunder, 50 bulk; x4 *minor healing potion* (lv1), x2 *cytillesh oil* (lv3)

## Deveron

## Vehicle 4

*Gargantuan / Schooner / Mobility*

**Price** 1,250 gp; **Improvement Price** 172 gp

**Space** 120 feet long, 30 feet wide, 10 feet high

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

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

**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** 15, **HP** 57 (28); **Immunities** critical hits, object immunities, precision damage

**Speed** 70 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; **Quick** Ship's propulsion speed is increased by 5 feet and it's Day Speed is increased by 13.5 miles (wind).

**Day Speed** 190 miles per day (sail)

**Collision** 5d10 (DC 20)

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

**Draft** Shallow

## Armament

**Siege Engine Proficiency** Trained

**Bow** 1 / **Ranged** Light Cannon +6 (range increment 90 feet (3 hexes)), **Damage** 4d10 B

**Port** 1 / **Ranged** Light Firedrake +6 (15-foot cone or 30-foot line), **Damage** 5d6 Fire

**Port** 2 / **Ranged** Light Ballista +6 (range increment 90 feet (hexes 3)), **Damage** 2d10 P

**Starboard** 2 / **Ranged** Light Ballista +6 (range increment 90 feet (3 hexes)), **Damage** 2d10 P

## Crew

**Captain** Captain Gidie (*elite pirate*, *GMG p.242*) +10 Sailing Lore (master)

**Marine** x4 Human Pirates (*pirate*, *GMG p.242*)

**Sailors** 32 (sails 20, passengers 8, 4 marines)

**Cargo** 151 / 750 bulk

**Plunder** 1, 50 bulk

**Rations** Good, 40 bulk

**Ammunition** 60 light bolts, 6 bulk; 10 light shots, 30 bulk; 10 light fire barrels, 30 bulk

**Misc.** Raw materials (10 gp), 10 bulk;

The Ellice is a merchant making the rounds at numerous ports. It has hired on two defenders, Adventure and Deveron. It's holds aren't quite full, as it has already made a few stops on its journey, but it is hoping to still make quite a profit once it gets to port. If the convoy it is part of is attacked, it's main goal is to sail past any fighting and hope to catch up with the two defenders after it reaches port. Typically, one defender will break off and deal with any pirates while the other defender continues to protect it from further attacks. If the Ellice is boarded, the crew and captain surrender without a fight.

## Encounter

**Treasure** 7 Plunder, 350 bulk

## Ellice

## Vehicle 3

**Huge** / *Caravel* / *Defense*

**Price** 700 gp; **Improvement Price** 39 gp

**Space** 60 feet long, 17 feet wide, 10 feet high

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

**Crew** 1 pilot, 15 crew (sails); **Passengers** 25

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

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

**AC** 13 (Trained); **Fort** +11 (Trained)

**Hardness** 11, **HP** 63 (31); **Immunities** critical hits, object immunities, precision damage

**Speed** 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.

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

**Collision** 6d8 (DC 17)

**Weapon Mounts** 1 Bow (TD), 6 Port (TD), 6 Starboard (TD)

**Draft** Shallow

## Armanent

**Siege Engine Proficiency** Trained

**Bow** 1 / **Ranged** Light Catapult +5 (burst, range increment 120 feet (4 hexes), volley 30 feet), **Damage** 4d6 B

**Ram** Reinforced Figurehead; **HP** 40 (20); **Hardness** 10

## Crew

**Captain** Yemima (human) +6 Sailing Lore (expert)

**Sailors** 15 (sails 15)

**Cargo** 413 / 650 bulk

**Plunder** 7, 350 bulk

**Rations** Poor, 18 bulk

**Ammunition** 10 light stones, 10 bulk

**Misc.** Raw materials (15 gp), 15 bulk; Rope (1,000 feet), 5 bulk; Sails (15 gp), 15 bulk

## Convoy

Typically, the Adventure sails a few hundred feet ahead of the Ellice while the Deveron makes great big sweeps around the two vehicles, though never sailing more than half a mile away from the two vehicles. The Deveron is quick to flee if it takes up to 15 damage, as the crew has no interest in a hard fight when they aren't even making that much money from this job. The Adventure continues fighting up until it has 20 hit points left, at which point it begins trying to ram the opposing ship, hoping to win in a melee upon the ship decks.

If the Ellice is boarded, the crew immediately hands over the plunder, though the Adventure keeps up trying to destroy the pirates. They get paid based on how much cargo Ellice has, and so they are willing to risk killing a few sailors on Ellice's vehicle if it means they can sink a pirate ship.