**Warship**

*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** | | **DEX** | | **CON** | | **INT** | **WIS** | **CHA** | |
| 20 | (+5) | 4 | (-3) | 20 | (+5) | 0 | 0 | | 0 |

**Damage** **immunities** poison, psychic

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

**Actions**

On its turn, the warship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than 20 crew and only 1 action if it has fewer than 10. It can’t take these actions if it has fewer than 3 crew.

**Fire** **Ballistas**. The warship can fire its ballistas.

**Fire** **Mangonels**. The warship can fire its mangonels.

**Move**. The warship can use its helm to move with its oars or sails. As part of this move, it can use its naval ram.

**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 movement components, with one 90-degree turn. If the helm is destroyed, the warship can’t turn.

**Movement: Oars**

**Armor** **Class** 12

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

**Speed (water)** 20 ft. (requires at least 20 crew)

**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.

**Weapons: Ballistas (2)**

**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 within 60 ft. of it) one target. *Hit:* 27 (5d10) bludgeoning damage.

**Naval Ram**

**Armor** **Class** 20

**Hit** **points** 100 (threshold 10)

The warship has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don’t apply if another vessel crashes into the warship.

**The Wave Panther**

*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** | | **DEX** | | **CON** | | **INT** | **WIS** | **CHA** | |
| 20 | (+5) | 4 | (-3) | 20 | (+5) | 0 | 0 | | 0 |

**Damage** **immunities** poison, psychic

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

**Actions**

On its turn, the Panther can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than 20 crew and only 1 action if it has fewer than 10. It can’t take these actions if it has fewer than 3 crew.

**Fire** **Ballistas**. The Panther can fire its ballistas.

**Fire** **Mangonels**. The Panther can fire its mangonels.

**Move**. The Panther can use its helm to move with its oars or sails. As part of this move, it can use its naval ram.

**Churning Hull**

**Armor** **Class** 15

**Hit** **Points** 500 (damage threshold 20)

A tempest rages within these rune-etched, iron chains. The Wolves pack who operate under the blessings of Talos God of storms use this.

By draping the chains over a ship’s hull, the storm’s fury thrashes into the water around it. The water within 210 feet of the ship is difficult terrain for everything other than this ship.

**Movement: Oars**

**Armor** **Class** 12

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

**Speed (water)** 20 ft. (requires at least 20 crew)

**Control: Helm**

**Armor** **Class** 18

**Hit** **points** 50

Move up to the speed of the ship’s movement components, with one 90-degree turn. If the helm is destroyed, the Panther 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.

**Weapons: Ballistas (2)**

**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 within 60 ft. of it) one target. *Hit:* 27 (5d10) bludgeoning damage.

**Panther Figurehead**

**Armor** **Class** 20

**Hit** **points** 100 (threshold 10)

The Panther has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don’t apply if another vessel crashes into the Panther.

As an action, the Panther and all friendly creatures aboard it teleports up to 3 miles to a known destination of the captain’s choice. Hostile creatures aboard the ship don’t move with the ship and fall into the water it once occupied. Once this item is used to teleport, it can’t teleport in this way again for 2d6 days.