**[KEELBOAT](https://www.dndbeyond.com/vehicles/keelboat)**

*Gargantuan Vehicle (60 ft. by 20 ft.)*

**Creature Capacity** 3 crew, 4 passengers

**Cargo Capacity** 1000 lbs.

**Travel Pace** 3 miles per hour (72 miles per day)

**STR**

16 (+3)

**DEX**

7 (-2)

**CON**

13 (+1)

**INT**

0

**WIS**

0

**CHA**

0

**Damage Immunities** poison, psychic

**Condition Immunities** [blinded](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Blinded), [charmed](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Charmed), [deafened](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Deafened), [exhaustion](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Exhaustion), [frightened](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Frightened), [incapacitated](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Incapacitated), [paralyzed](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Paralyzed), [petrified](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Petrified), [poisoned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Poisoned), [prone](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Prone), [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned), [unconscious](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Unconcious)

**Actions**

On its turn, the keelboat can take 2 actions, choosing from the options below. It can take only 1 action if it has only one crew. It can't take these actions if it has no crew.

**Fire Ballista.** The keelboat can fire its ballista (*DMG*, ch. 8).

**Move.** The keelboat can use its helm to move with its oars or sails.

**Hull**

**Armor Class** 15

**Hit Points** 100 (damage threshold 10)

**Control: Helm**

**Armor Class** 12

**Hit Points** 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the keelboat can't turn.

**Movement: Oars**

**Armor Class** 12

**Hit Points** 100; -5 ft. speed per 20 damage taken

**Speed (water)** 20 ft.

**Movement: Sails**

**Armor Class** 12

**Hit Points** 50; -5 ft. speed per 20 damage taken

**Speed (water)** 25 ft.; 15 ft. while sailing into the wind; 35 ft. while sailing with the wind

**Weapon: Ballista**

**Armor Class** 15

**Hit Points** 50

*Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Keelboats typically include a ballista (DMG, ch. 8) only when they are equipped for combat.

One of the smallest sailing vessels, keelboats can be sailed or rowed by a single person. These ships often transport small amounts of cargo or passengers. They're perfect for pleasure cruises, as they're easier and less expensive to operate than larger vessels.

A keelboat has the following features:

**Light.** A hanging lantern or two casts bright light across the ship.

**Rigging.** Rigging on the ship can be climbed without an ability check.

**Sails.**The keelboat has one 10-foot-tall mast with sails.

**Example Keelboat Crew**

A keelboat requires a single crew member to operate smoothly. If the characters are guests on a keelboat, the crew consists of a single captain who has the statistics of a [bandit captain](https://www.dndbeyond.com/monsters/bandit-captain) with proficiency with water vehicles.

**Keelboat Deck**

The deck of the keelboat has the following features:

**Ballista.**A **ballista** ([*DMG*, ch. 8](https://www.dndbeyond.com/sources/dmg/running-the-game#SiegeEquipment)) is mounted on the fore of the deck. Ten ballista arrows are stacked and secured nearby.

**Oars.**The deck of the ship holds twelve benches and four 15-foot-long oars. When the ship is rowed, crew members sit on these benches to work the oars.

**Railing.**The deck has a 3-foot-high rail around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

**Keelboat Cabin**

The keelboat cabin has the following features:

**Footlockers.**Beneath each bed is a footlocker. The footlockers are iron and have AC 19, 18 hit points, and immunity to poison and psychic damage.

**Furnishings.**Two beds and a desk with a chair stand at the aft of the cabin.

*Ghosts of Saltmarsh*