



# SCOUNDREI'S GUIDE TO THE SCHARDE ISLANDS

*Pirates, the undead, even undead pirates haunt the islands of the Nightmare Empire in this GM's resource for Iron Kingdoms: Requiem*



# SCOUNDREI'S GUIDE TO THE SCHARDE ISLANDS



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May your powder stay dry and your aim be true in all your upcoming adventures.



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# INTRODUCTION

*Cast your spyglass upon any corner of this vast archipelago and ye'll discover something t' chill the blood an' rattle the bones. The Scharde Islands. Nowhere in all of creation is a place so little understood. Every spur o' rock and jungle-topped atoll hides secrets that're best left undiscovered. But ye'll never run out o' fools who set their sails toward one of those islands, found a fair few o' their ships gutted on a hidden reef or the bones o' the crew who made their way onto an island only t' meet their end at the teeth o' some 'orrible blighted nasty. If ye've pointed your own bow at the Schardes, and no amount o' wise words can alter your course, then at least try t' heed my words. If ye do, ye might yet survive a little while longer. An' if not? Then I'll tip my hat to your bones and have a drink in your memory.*

*Captain Bartolo Montador*

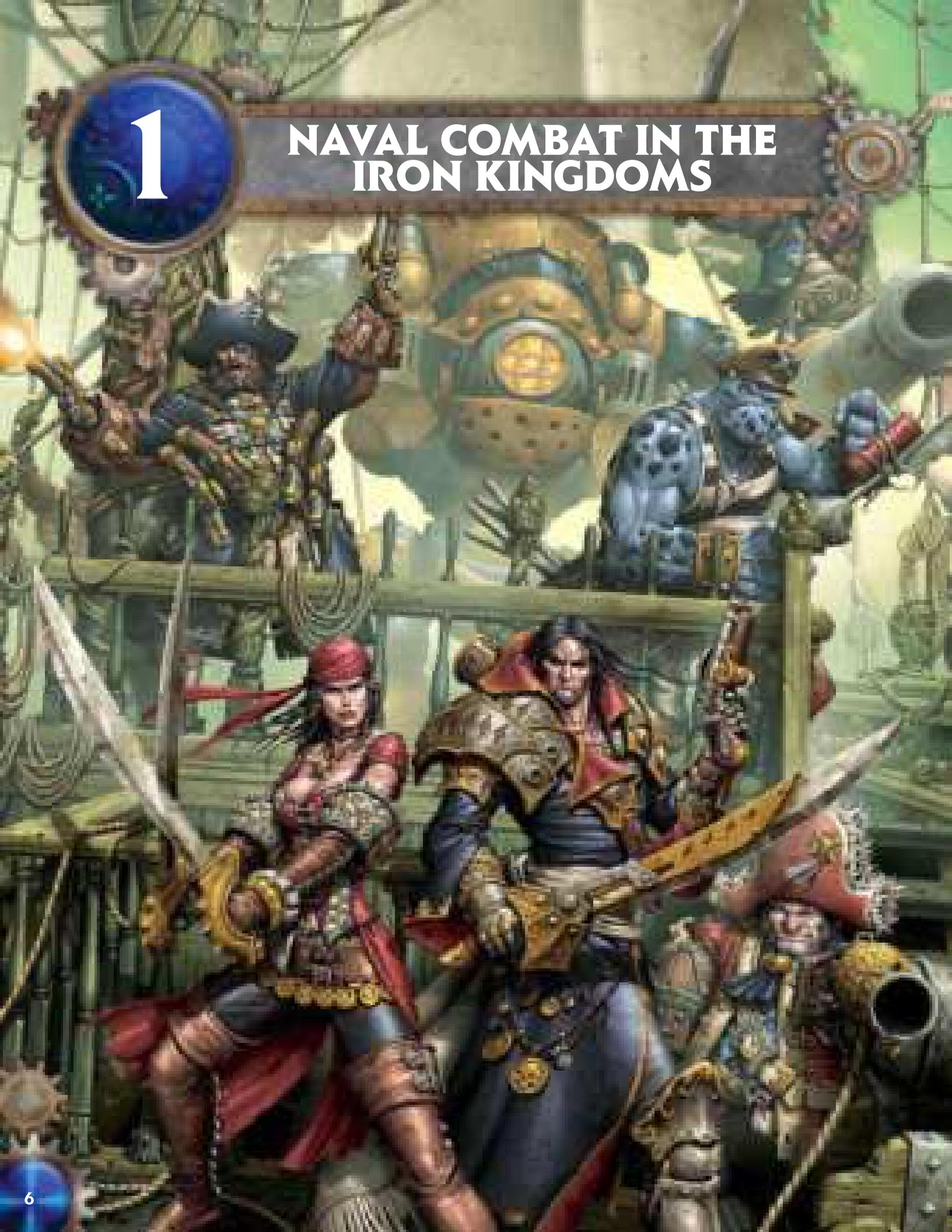
**T**HE VETERAN CAPTAIN AND WARCASTER BARTOLO "Broadsides Bart" Montador is one of those rare figures who can skirt the line between legitimate privateering and outright piracy. Across a long and storied career, Broadsides Bart has sailed every inch of western Immoren's coastline and has delved deep into the treacherous Scharde Islands.

Seafaring is a dangerous business, especially for those bold—or foolish—enough to explore the islands off the Broken Coast. In an effort to save a few souls from the briny deep and to deny the necromancers of the Nightmare Empire the corpses they desire, Broadsides Bart has gathered a collection of experts to put together a manual of sorts, a guide for scoundrels who make their living on the sea.

*The Scoundrel's Guide to the Scharde Islands* contains all-new rules to help you take your games of *Iron Kingdoms: Requiem* to the high seas and into the heart of the Nightmare Empire. These optional rules expand the horizon of your adventures in new and exciting ways with rules for fierce naval combat, perilous nautical hazards, new and powerful magical items, and a crop of new monsters unique to the Scharde Islands.

The material presented within is not mandatory for your games of *Iron Kingdoms: Requiem*, and Game Masters are encouraged to take what they find compelling and leave behind what they don't. These are options for a richer and more engaging experience in your adventures set in the Nightmare Empire and the surrounding islands. You can choose to use some or all of the following content; they're more like guidelines than rules, as a famous pirate once said.

Throughout the book, Broadsides Bart and his associates will chime in here and there with bits of advice and observations on the topic at hand. A savvy sailor will take those words to heart, since they are the wisdom of those who have survived—and thrived—among the Scharde Islands.



# 1

# NAVAL COMBAT IN THE IRON KINGDOMS

*On the sea, your ship is your nation, your home, and all that stands between you and a cold and watery grave. Know your ship, love your ship, and fear for its safety. Whether you go by her power to carry her crew back home again.*

*—Broadsides Part*

**F**OR MILLENNIA THE PEOPLE OF WESTERN IMMOREN and the Scharde Islands have viewed the black waters of the Meredius as a frontier and a resource. Other lands were out there—a few they could see, and many others they could imagine. These waters provided a place to fish and harvest food, and later a way to move goods and people, but have always held mysteries and dangers that cold, vast, uncaring mistress saw to provide. Soon, as the people of Immoren grew more accustomed to practicing their trades there, they also brought their wars. Rare is the ship these days that does not carry basic armament.

## SHIP CLASSES

Ships come in all sizes, referred to “classes” to distinguish them from creature sizes; a tiny ship can still be a Large—or even a Huge—object when compared to a creature. A ship’s class not only determines its size, but also its Armor Class, damage threshold, critical threshold, and base Maneuverability modifier, as well as how many weapons it can bring to bear. Smaller ships not able to withstand much damage but make up for it by being lighter and easier to maneuver. Heavier ships sacrifice maneuverability for thicker armor and increased cargo and weapon capacity.

**Tiny.** A tiny “ship” is typically called a boat and is often propelled by oars or poles. A rowboat would be in this class, as would a windsail board used by some Scharde Islanders. This size of craft almost never has armament of its own.

**Small.** Clippers, Ordic caravels, and Satyxis dhoze all fall within this class. Quick and agile, such ships are used for a variety of purposes. Smugglers favor them, as do some merchants, especially on Western Immoren’s rivers. Many pirates favor small ships for their superior maneuverability.

**Medium.** This class includes warships, ironhulls, and flat-bottomed riverboats that carry passengers.

**Large.** Military flagships and some Cryxian blackships fall into this class. They are reasonably maneuverable but also can withstand considerable damage and mount impressive weaponry.

**Huge.** Huge ships include galleons and some Cryxian blackships.

**Gargantuan.** Very few ships in Western Immoren are in this class—mostly the largest blackships in the Cryxian navy. Cryxian blackships are exclusively wind-powered, with the largest having four or more masts, and make use of weather magic to ensure favorable wind; the rare few ships of this class from other nations, lacking Orgoth propulsion magic, add steam engines to power immense side-mounted paddlewheels and often also sport banks of oars.

Such gigantic vessels serve as the command centers of fleets, often carrying a few small or medium ships for troop deployment and combat with more agile ships, and several tiny ones as lifeboats and landing craft. These ships can have crews of nearly a thousand, augmented by multiple steamjacks for labor or defense.

### SHIP CLASS

Ship Class	Length	AC	Damage Threshold	Critical Threshold	Maneuverability	Weapon Batteries
Tiny	Up to 10 ft.	15	5	10	+5	0
Small	11–50 ft.	14	10	20	+4	1
Medium	51–75 ft.	13	15	30	+3	2
Large	76–150 ft.	12	20	40	+2	3
Huge	151–250 ft.	11	20	40	+1	4
Gargantuan	250+ ft.	10	25	50	+0	5



# CREW

## CREW QUALITY

Crew Quality	Proficiency Bonus
Green	+0
Trained	+2
Seasoned	+3
Professional	+4

A crew's quality represents their experience and ability. While it can include a mix of mariners with less or more competence, its overall quality represents their average skill. The more experienced the crew, the more efficiently a ship runs.

Some actions require a **crew check**, which is equal to the crew's proficiency bonus unless a specific improvement or effect adds a modifier.

**Green.** Green crew members are barely a step above landlubbers. They can operate a ship but require more time and effort to fulfill commands. Individual green sailors use the **commoner** stat block during boarding actions.

**Trained.** Trained crew members know the difference between a marlin spike and a belaying pin. Most crews on the Meredius are at least trained. Trained sailors use the **bandit** stat block.

**Seasoned.** Seasoned crew members are skilled at the tasks required aboard a ship and use the **guard** stat block in combat.

**Professional.** Professional sailors are the highest caliber of crew. They use the **veteran** stat block.

## OVERLOADED

The overloaded condition is unique to ships and similar vehicles that are carrying cargo in excess of the vehicle's ability to propel it.

If a ship suffers the overloaded condition, its Maneuverability bonus becomes 0 and its movement speed is halved, to a minimum of 1 in a tactical encounter or 1 mile per hour/24 miles per day.

# SHIP STAT BLOCKS

The following statistics defines a ship's abilities in game.

## BASIC INFORMATION

The following are the basic features of the ship.

**Class.** The relative size of the ship.

**Armor Class.** This determines if an attack hits the ship.

**Damage Threshold (Critical Threshold).** A ship ignores damage that fails to exceed its damage threshold. The critical threshold (in parentheses) measures its susceptibility to severe structural damage.

**Hull Points.** The amount of damage a ship can take before it is destroyed.

**Initiative.** Used to determine the initiative order of the ship in naval combat. The total initiative is equal to the ship's Maneuverability modifier. If the ship's pilot is proficient with vehicles (water), the pilot can also add their proficiency bonus to this check.

**Crew.** Expressed as a minimum and a maximum number of crew or passengers.

**Crew Quality.** The quality of the crew serving aboard the ship.

**Crew Proficiency Bonus.** This bonus is determined by crew quality.

**Maneuver Check.** This check is made to determine the success of ship actions and equals the ship's Maneuverability modifier plus the crew's proficiency bonus.

**Speed.** An abstracted measure of naval movement.

**Travel Pace.** How far the ship can travel in an hour and in a day.

**Tonnage.** Tonnage represents how much weight a ship can safely carry in its hold. A ship carrying more weight than this amount gains the **overloaded** condition.

**Damage Immunities.** As objects, ships have immunity to poison and psychic damage.

**Condition Immunities.** As objects, ships are immune to many conditions that affect creatures.

**Traits.** Describes any special traits of the ship, including its propulsion.

## WEAPON BATTERIES

This section details the attacks made by the ship's weapon batteries.

## BONUS ACTIONS

This section details any special bonus actions the ship can perform due to crew, upgrades, or other sources.

# RANGE AND MOVEMENT

These rules use an abstracted system for movement and range to speed up naval combat.

## RANGE

**0: Grappled.** Ships are adjacent to one another, and crew from either ship can board the other.

**1–2: Short.** Ships are 50 to 150 feet apart. A few weapon batteries can fire at this range.

**3–4: Medium.** Ships are 150 to 1,500 feet apart. Most ship weapons can fire at this range.

**5: Long.** Ships are 1,500 feet to a mile apart. This is the maximum range for most weapons.

**6: Distant.** More than a mile away, the ships are still within sight under normal weather conditions in the daytime.

## MOVEMENT

Each ship has an abstract speed for tactical movement in combat and a travel pace for long-distance voyaging. Because the sea is not entirely predictable, movement in combat usually requires a maneuver check, with failure typically resulting in no progress toward the goal. A failed check might represent a large wave pushing the ship off course, a sudden wind (or sudden absence of wind) impeding movement, a sail tangled, or any number of minor inconveniences.

Travel pace typically does not require these checks, as a crew is assumed to address such setbacks throughout the course of an hour or a day.

## MANEUVERABILITY

Maneuverability represents the ability of a ship's commander to harness both the ship's and its crew's capabilities to steer and move it effectively, especially in hazardous conditions.

**Maneuver Checks.** A maneuver check is required when the ship attempts to perform a maneuver (see "Phase 1: Maneuver and Move"). Roll a d20 and add the ship's maneuver check modifier to the roll.

## PROPULSION

Seafaring technology both ancient and modern coexists in western Immoren and the Scharde Islands, with steam-powered and sail-driven ships—or hybrids of the two—voyaging near and far.

## SAILS

Sails are the most common method of propulsion on the Meredius, where wind is plentiful. Sail power is heavily dependent on wind direction and strength. Ships with sails tend to be taller and therefore more visible at a distance. Further, to get the most out of the wind the crew must climb high into the rigging to deploy and maintain the sails, which can be dangerous.

A ship must have at least one-quarter of its crew assigned to operating the sails in order to move.





A ship's speed decreases by 1 when sailing into the wind and increases by 1 when sailing with the wind. The ship's travel pace decreases by 2 miles per hour (48 miles per day) when sailing against the wind, and increases by 2 miles per hour (48 miles per day) when sailing with the wind.

## STEAM

Steam power provides strong propulsion that does not depend on wind or currents. A coal-fired furnace heats a boiler that typically drives side-mounted or rear-mounted paddlewheels, or underwater propellers.

Although powerful, steam engines are sometimes sluggish to respond and reduce a ship's Maneuverability by 2 while they are its sole source of propulsion.

Steam power requires large amounts of coal, which takes up cargo space. An average steam engine requires 100 pounds of coal each hour to operate. A ship must have at least one-quarter of its crew assigned to operating the engine in order to move.

## OARS

A ship's oars, sometimes called "sweeps," are not swift but are useful when the winds are calm and fuel supplies are low.

A ship powered by oars requires a minimum number of crew to operate them. Each assigned crew member can row for 8 hours. For each additional hour spent rowing, the creature must make a DC 10 Constitution saving throw. The DC increases by 1 for each additional hour after the first. On a failed save, the creature gains one level of exhaustion.

Oars add a +1 bonus to a ship's Maneuverability and do not require wind to provide power. However, ships larger than tiny class require a large number of crew to row and typically have a different primary propulsion system. A ship must have at least one-quarter of its crew (minimum 1) assigned to operating the oars in order to move.



# SHIP-TO-SHIP COMBAT

Naval combat works very much like other combat in the game: initiative is rolled, then turns play out with movement and attacks. One important distinction is that naval combat can happen concurrently with individual combat. Ships act as both characters and battlefields, so placing ships into the standard initiative order can drastically slow down game play. Because of this, it is recommended to start each round with all ships taking their actions in initiative order, then have all characters take their turns with their individual initiatives.

Unlike individual combat, ship combat happens in phases that always occur in the same order.

## NAVAL COMBAT PHASES

### PHASE 1: MANEUVER AND MOVE

Unless a ship is stationary in calm seas and its controller has no plans to move, this phase begins with the ship declaring a maneuver and making a maneuver check. In general, the check DC is 10, but if the controller of the other ship is resisting the declared maneuver, it is an opposed check with a DC of 8 + the opposing ship's Maneuver check bonus.

A ship can take one of the following maneuvers on its turn.

**Outrun/Pursue.** The ship attempts to increase or decrease distance in relation to another target ship. On a successful maneuver check, the ship moves its speed toward or away from the target.

**Outgun.** This maneuver positions the ship to better deliver attacks and is always opposed. On a successful maneuver check, add the ship's Maneuver check bonus to the damage dealt by its weapon batteries this turn.

**Ram.** The intent of this maneuver is to deliver damage to a target ship by sailing directly into it. This check is always opposed.

The ramming ship must start at a range of no more than its speed and ends the maneuver in grappled range. A ramming action works much like hitting an **obstruction**. The ramming ship and target take bludgeoning damage as if hitting an obstacle at 15 ft per round, times the speed of the ramming vessel. The ramming ship deals an additional 1d8 bludgeoning damage per class larger than its target. So a Large Blackship ramming a small caravel with Speed 3 deals 9d8 damage based on its speed plus 2d8 for being two classes larger, for a total of 11d8 damage to the caravel and 9d8 damage to the Blackship.

### PHASE 2: ACTION

The ship's action is the primary focus of its crew for the round and is typically handled in a single roll that determines the action's success and effectiveness.

**Attack.** Make an attack with the ship's weapons, using the crew's proficiency bonus. Make a single attack roll for one of the ship's weapon batteries against the target ship's AC. On a success, roll damage and apply any in excess of the target ship's damage threshold to its hull points.

**Board.** Some of the crew board a ship in grappled range as others use grappling hooks and other tools to bring the ships' decks together. Crew attempting to board must make a Strength (Athletics) check or Dexterity (Acrobatics) check with a DC equal to 8 + the opposing crew's proficiency bonus. On a successful check, the crew boards the other ship. On a failed check, they are repelled.

**Stealth.** If the ship already has cover, a successful DC 13 maneuver check can block line of sight between it and another ship, fleet, or creature. Ships larger than small class have disadvantage on this check, and huge or larger ships fail it automatically.

**Dash.** The crew focus their efforts on stoking engines, angling sails, or pushing rowers to move faster. The ship's crew makes a DC 12 check using only their proficiency bonus. On a success, the ship moves 1 closer to or farther from another vessel.

**Evide.** The crew attempt to avoid attacks against the ship. This requires a DC 10 maneuver check; a success imposes disadvantage on attacks targeting the ship until the start of its next turn.

### PHASE 3: BONUS ACTION(S)

A ship's crew can often perform one or more bonus actions on its turn, up to a maximum of five. The number of bonus actions allowed is equal to the crew's proficiency bonus.

Thus, a crew of green quality can take no bonus actions, though they may perform one in place of the ship's normal action. Specialized crew or equipment might grant a ship additional specific bonus actions, but the total still cannot exceed five.

**Crew Actions.** Various special actions are available to the crew, as detailed in "Crew Actions" below.

**Special Loading.** Some ship's weapons (such as ballistae) require special loading to be able to attack on the following round.

**Attack.** The crew fire another battery that has not yet attacked this round.

**Spell.** An NPC spellcaster casts a spell that affects this ship or another ship.

## CREW ACTIONS

During the Bonus Action phase of naval combat, the ship's crew may perform crew actions; if no bonus action is possible, the crew can take an action in the Action phase instead of the normal ship action. These actions typically address damage or an ongoing issue, such as a fire on deck.

**Bailing Water/Sealing Holes.** The crew use buckets and pumps to remove water from a flooded area and pack holes with materials nearby—often cloth, such as from hammocks—that expand after absorbing water, creating a temporary seal until the ship can be repaired. A successful DC 12 crew check seals holes and repairs damage caused by a hull puncture by  $1d6 + \text{crew proficiency bonus}$ , made with advantage if the ship has pumps.

**Douse Fire.** The crew attempt to contain a fire, requiring a crew check with a DC of 8 + the current number of damage dice of the fire. Success removes one damage die from the

fire, plus one additional die per 5 points the check exceeds the check DC. This check is made with advantage if the ship has pumps.

**Jettison Fallen Mast.** A fallen mast and its rigging render the area where they fall difficult terrain and cause crew checks to be made with disadvantage. Cutting the rigging and throwing the mast section overboard can clear the area with a successful DC 12 crew check. Use of a crane negates the disadvantage on this check.

**Recovery.** The crew tend to the wounded, patching up their injuries and getting them back into fighting shape. Each round this action is taken restores missing crew equal to 1d6 + the crew's proficiency bonus, up to the crew maximum.

**Repair Hull.** Crew use lumber, metal plates, and rivet guns to repair damage to the ship. Each round this action is taken restores lost hull points equal to 1d6 + the crew's proficiency bonus, up to the hull point maximum.

## SPECIAL CREW

Crew with valuable skills, such as carpentry and the ability to calculate the firing arcs of cannons, are a vital asset for the function of a ship. The following special crew roles provide unique benefits to certain crew actions.

**Master Carpenter.** This crew member doubles the crew's proficiency bonus when taking the Repair Hull action.

**Master Gunner.** Under this crew member's guidance, the ship's attacks add the crew's proficiency bonus to damage. This bonus damage ignores the target's damage threshold.

**Surgeon.** This crew member doubles the crew's proficiency bonus when taking the Recovery action.

## CRITICAL DAMAGE

When a ship takes damage equal to or exceeding its critical threshold, it suffers critical damage affecting its structure. This effectively imposes a condition on the ship, determined by rolling on the Critical Damage table.

**Ship Save.** Some effects require a ship saving throw and give a DC. The roll is modified only by the crew's proficiency bonus and any ship features that address a given critical damage effect.

## CRITICAL DAMAGE

### 2d6 Effect

2	Hull puncture
3	Fire
4	Crew
5	Main mast
6	Armament
7	Secondary propulsion
8	Primary propulsion
9	Armament
10	Crew
11	Secondary mast
12	Rudder

Each critical damage result and its effects are detailed below.

**Armament [Ship save DC 13].** One of the ship's weapon batteries is damaged, reducing the battery's damage by one die.

**Crew [No save].** 1d4 crew members, plus one more crew member per target ship's class above small, are slain by the attack.

**Fire [Ship save DC 10].** A portion of the ship catches fire, as detailed in the "Seafaring Hazards" chapter.

**Hull Puncture [Ship save DC 15].** The attack punches a hole in the ship's hull. If the save fails by 10 or more, or a natural 1 is rolled, this hole is below the waterline. A hole below the waterline causes the ship to take on water, dealing 1d6 damage on Initiative count 20 of each round that bypasses its damage threshold until the hole is sealed. If a ship takes damage equal to or exceeding one-quarter of its hull points this way, its speed is reduced by half and it has disadvantage on maneuver checks.

**Main Mast [Ship save DC 13].** The main mast is damaged. If the save fails by 10 or more, a 1 is rolled on the die, or this result occurs again, the mast falls. The loss of one or more masts imposes disadvantage on maneuver checks.

A falling mast also causes the Crew critical damage result.

**Primary Propulsion [Ship save DC 12].** The ship's primary propulsion sustains damage and its speed is reduced by one-quarter, cumulative with any subsequent rolls of this effect. A ship whose speed is reduced to 0 this way has its primary propulsion destroyed and suffers additional effects from this table based on its type of primary propulsion (no save): sails (**Main Mast**), oars (**Crew**), steam (**Fire**).

**Rudder [Ship save DC 13].** The rudder is damaged, imposing disadvantage on maneuver checks. If the save fails by 10 or more, a 1 is rolled on the die, or this result occurs again, the rudder is destroyed.

**Secondary Mast [Ship save DC 14].** A secondary mast is damaged. If the save fails by 10 or more, a 1 is rolled on the die, or this result occurs again, the mast falls (see **Main Mast** above). The loss of one or more masts imposes disadvantage on maneuver checks.

**Secondary Propulsion [Ship save DC 12].** The secondary propulsion is damaged and speed provided by this source is reduced by one-quarter, cumulative with any subsequent rolls of this effect. If there is no other propulsion source and this is destroyed, additional effects apply as if the primary propulsion is destroyed.

# SINKING AND DESTRUCTION

As a ship takes damage, whether holed by a barrage of cannon-fire or consumed by fire, it runs the risk of destruction.

When a ship's hull points drop to 0, it either begins sinking or is destroyed, as detailed in the following sections.

## INSTANT DESTRUCTION

Massive damage can destroy a ship instantly. When damage reduces a ship to 0 hull points, the ship is destroyed if any excess damage equals or exceeds its hull point maximum.

For example, a dinghy with a maximum of 50 hull points currently has 5 hull points. If it takes 55 damage from an attack, it is reduced to 0 hull points, but 50 damage remains. Because the remaining damage equals its hull point maximum, the ship is instantly destroyed in a blast of splinters.

## SINKING

If damage reduces a ship to 0 hull points and fails to destroy it, the ship begins sinking. The crew must make a DC 12 crew check at the start of each turn to bail water and shore up holes in the hull. If three of these checks succeed, the crew manages to prevent the ship from sinking and can make further repairs. However, if three checks are failed, the ship slips below the waves and has sunk.

# SHIP UPGRADES

Ships can incorporate various improvements to protect vulnerable areas and provide aid in critical damage repairs.

**Boiler Plating.** Plating the boiler systems with alloys grants a steam-powered propulsion system advantage on saving throws against damage or destruction.

**Crane.** Assists with moving cargo and aids in replacing or jettisoning damaged masts. The ship must be medium class or larger.

**Doctor's Suite:** Assists with the recovery of injured crew. When taking the Recovery crew action, you can choose to reroll the die. You must use the new roll, even if it is worse.

**Iron Plating.** Ships of small class or larger can have their hulls plated in iron armor. This increases the weight of the ship tremendously, reducing its speed and maneuverability in exchange for a higher damage threshold. Ships with iron plating increase their damage threshold by 5, increase their AC by 2, reduce their speed by 1, and reduce their Maneuverability by 1.

**Pumps.** Aid in bailing water and fighting fire by granting advantage on crew checks.

**Ram.** A ship fitted with a ram has resistance to damage it sustains while ramming another ship.

**Safety Valve.** When this is installed on a steam-powered propulsion system, critical damage that destroys this primary propulsion system does not automatically result in fire—an additional save at the same DC is allowed to avoid the effect.



# WEAPON BATTERIES

Ship weaponry in the Iron Kingdoms ranges from devices that throw projectiles, such as ballistae and catapults, to cannons and alchemically or magically enhanced armaments.

A weapon battery consists of multiple individual weapons that fire collectively. When attacking, a battery fires all the weapons that make it up. A ship can have multiple batteries, as determined by its class.

## FIRING WEAPON BATTERIES

To fire a weapon battery, it must be operated by a required number of crew. The crew make an attack roll using their proficiency bonus to hit. On a die roll of 20, the battery scores a critical hit: in addition to dealing damage, the target vessel's crew is reduced by  $1d4 +$  the attacking crew's proficiency bonus. This reduction represents not only those killed in the attack but also crew who are injured, thrown overboard, or otherwise taken out of action while trying to rescue or aid their fellows.

## BATTERY CREW

A weapon battery requires a minimum number of crew to properly load, aim, and fire. However, since a battery represents multiple weapons, it can be operated by fewer crew with a reduced output. If the battery crew falls below half the required number, that battery cannot be operated.

As with ranged weapons in individual combat, the second range is the weapon's maximum and attack rolls at that range have disadvantage.

## BATTERIES

The following are examples of typical ship armament, presented in alphabetical order.

### ALCHEMICAL PROJECTORS

**Cost:** 1,000 gp

**Crew:** 8 (minimum 2)

**Range:** Short/medium

**Damage:** 6d6, or 3d6 at half crew

Expensive and dangerous to use, these weapons spray pressurized streams of alchemical substances. The nature of the substance determines the effect it has on an enemy ship. Among the Protectorate of Menoth, burning Menoth's Fury is common, while the vessels of Cryx favor corrosive fluids, and Khador's alchemists have developed a cryogenic fluid that freezes on contact.

An alchemical projector battery deals acid, cold, or fire damage. This damage ignores a vessel's damage threshold.

**Misfire (3).** These weapons are prone to mishaps, often resulting in harm to their own crew. If the weapon suffers a misfire, reduce the battery's crew by 1.



## BALLISTAE

**Cost:** 500 gp  
**Crew:** 12 (minimum 3)  
**Range:** Short/medium

**Damage:** 6d6 piercing, or 3d6 piercing at half crew  
Ballistae resemble giant crossbows that fire spear-like projectiles. Ancient weapons and not as effective as cannons, they still find use among those without easy access to blasting powder, such as the Idrian pirate crews sailing near the Protectorate of Menoth's coast.

**Special Loading.** The crew must use an action to reload the weapon; otherwise, it will be unable to fire on the next round.

## CANNONS, 12-POUND

**Cost:** 1,500 gp  
**Crew:** 8 (minimum 2)  
**Range:** Medium/long  
**Damage:** 4d12 bludgeoning, or 2d12 bludgeoning at half crew

For centuries, cannons have been the gold standard of naval weaponry for their relative ease of use and destructive power. The 12-pound cannon is the most common type deployed on large and smaller ships.

## CANNONS, 24-POUND

**Cost:** 3,000 gp  
**Crew:** 12 (minimum 3)  
**Range:** Medium/long  
**Damage:** 6d12 bludgeoning, or 3d12 bludgeoning at half crew  
The larger 24-pound cannon batteries require more crew to operate than the common 12-pounders but pack a heavier punch.

## CANNONS, 36-POUND

**Cost:** 5,000 gp  
**Crew:** 16 (minimum 4)  
**Range:** Medium/long  
**Damage:** 10d12 bludgeoning, or 5d12 bludgeoning at half crew  
Heavy 36-pound cannon batteries are seen on the largest ships and can obliterate smaller vessels.

## CARRONADES

**Cost:** 1,500 gp  
**Crew:** 8 (minimum 2)  
**Range:** Short/medium  
**Damage:** 8d12 bludgeoning, or 4d12 bludgeoning at half crew  
Carronades are powerful, heavy cannons with a short effective range.

## LONG NINE

**Cost:** 1,000 gp  
**Crew:** 4 (minimum 1)  
**Range:** Long/distant  
**Damage:** 4d10 piercing, or 2d10 piercing at half crew  
This is a long-barreled 9-pound cannon that is most often used as a chase gun at the bow or stern of a ship. They lack the destructive power of larger weapons, but long nines are ideal for driving off pursuers or launching an opening salvo at distant targets.

### BUT CAN'T I JUST SHOOT THEM?

While naval combat rages, it is natural for the players to ask if their characters can individually use their own weapons to target enemy ships and crew members. And the answer is... yes. The naval combat ranges are somewhat abstract, and do not correlate directly to the ranges most PC weapons use. A ranged weapon with a range up to 100 may attack within Range 1, up to 200 Range 2, up to 300 Range 3. Weapons whose ranges exceed 300 feet may strike up to Range 4, which is the farthest range that can be targeted with personal weapons. Also of note is that unless the sea is relatively becalmed, characters unused to shipboard combat may find a ship's swaying disorienting, and should be subject to Dexterity (Acrobatics) checks DC 10 or above to avoid Disadvantage on ranged attack rolls.

# SAMPLE SHIPS

This section provides stat blocks and other details for some of the most common ships.

The following sample ships are presented in order of class.

## TINY SHIPS

### DINGHY

This is a rowboat for traveling short distances, perhaps when fishing along the coast or on a river, or as a lifeboat or launch for a larger ship.

#### DINGHY

*Tiny ship (10 feet by 5 feet)*

**Armor Class** 15

**Damage Threshold** 5 (Critical Threshold 10)

**Hull Points** 50

**Initiative** +5

**Crew** 1–2, maximum 5

**Crew Quality** Trained

**Crew Proficiency Bonus** +2

**Maneuver Check** +8

**Speed (oars)** 2 (2 crew; minimum 1)

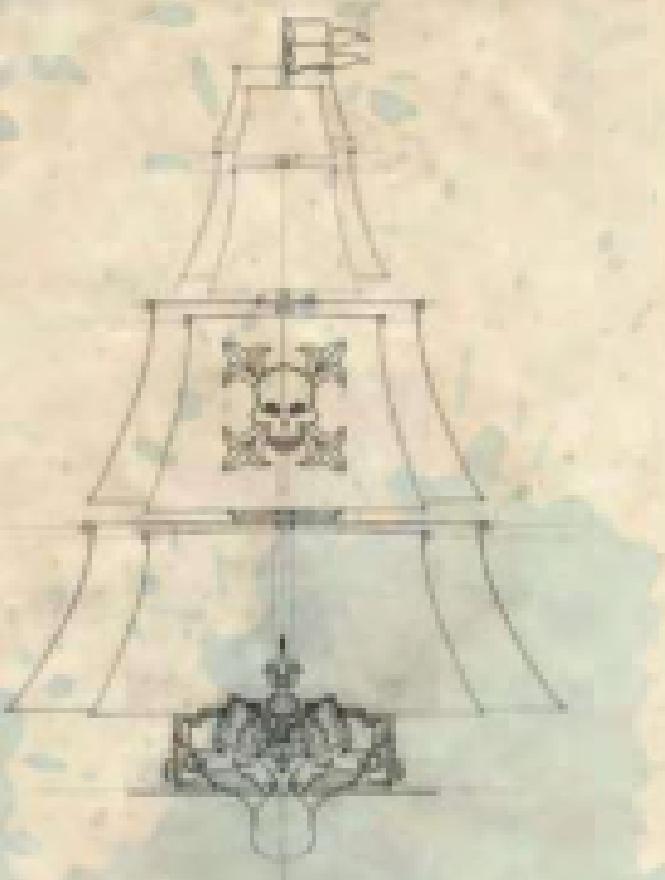
**Travel Pace** 4 miles per hour/96 miles per day

**Tonnage** 100 lb.

**Damage Immunities** poison, psychic

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

**Oars.** The ship requires at least one crew member to row the oars for it to move.



### WINDSAIL

A smooth wooden board with a sail that a trained rider can use to sail short distances.

#### WINDSAIL

*Tiny ship (10 feet by 5 feet)*

**Armor Class** 15

**Damage Threshold** 5 (Critical Threshold 10)

**Hull Points** 50

**Initiative** +5

**Crew** 1, maximum 2

**Crew Quality** Trained

**Crew Proficiency Bonus** +2

**Maneuver Check** +7

**Speed (sails)** 2 (1 crew)

**Tonnage** —

**Travel Pace** 4 miles per hour/96 miles per day

**Damage Immunities** poison, psychic

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

**Sails.** The ship's speed decreases by 1 when sailing into the wind and increases by 1 when sailing with the wind. The ship's travel pace decreases by 2 miles per hour/48 miles per day when sailing against the wind and increases by 2 miles per hour/48 miles per day when sailing with the wind.

# SMALL SHIPS

## CLIPPER

Small and fast, clipper ships are used by merchants and navies alike.

### CLIPPER

*Small ship (30 feet by 15 feet)*

**Armor Class** 14

**Damage Threshold** 10 (Critical Threshold 20)

**Hull Points** 150

**Initiative** +4

**Crew** 20, maximum 35

**Crew Quality** Trained

**Crew Proficiency Bonus** +2

**Maneuver Check** +6

**Speed (sails)** 3 (minimum 5 crew)

**Travel Pace** 6 miles per hour/144 miles per day

**Tonnage** 5 tons

**Damage Immunities** poison, psychic

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

**Sails.** The ship's speed decreases by 1 when sailing into the wind and increases by 1 when sailing with the wind. The ship's travel pace decreases by 2 miles per hour/48 miles per day when sailing against the wind and increases by 2 miles per hour/48 miles per day when sailing with the wind.

### WEAPON BATTERIES

**12-Pound Cannons.** Ranged Weapon Attack: +2 to hit, range medium/long, one target. **Hit:** 26 (4d12) bludgeoning damage or 13 (2d12) bludgeoning damage at half crew.

## DHOZE

The dhoze is a Satyxis-manufactured ship that complements their fast and deadly style of piracy. Its distinctive lateen-rigged triangular sails strike fear into the hearts of even hardened sailors.

Satyxis crews are almost always of professional quality, and typically include at least one spellcaster.

### DHOZE

*Small ship (30 feet by 10 feet)*

**Armor Class** 14

**Damage Threshold** 10 (Critical Threshold 20)

**Hull Points** 150

**Initiative** +4

**Crew** 20, maximum 35

**Crew Quality** Professional

**Crew Proficiency Bonus** +4

**Maneuver Check** +8 (+9 with oars)

**Speed (sails)** 3 (minimum 5 crew)

**Tonnage** 10 tons

**Travel Pace** 6 miles per hour/144 miles per day

**Damage Immunities** poison, psychic

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

**Sails.** The ship's speed decreases by 1 when sailing into the wind and increases by 1 when sailing with the wind. The ship's travel pace decreases by 2 miles per hour/48 miles per day when sailing against the wind and increases by 2 miles per hour/48 miles per day when sailing with the wind.

**Oars (Secondary).** The oars require at least 10 crew for the ship to move.

### WEAPON BATTERIES

**12-Pound Cannons.** Ranged Weapon Attack: +4 to hit, range medium/long, one target. **Hit:** 26 (4d12) bludgeoning damage or 13 (2d12) bludgeoning damage at half crew.

### BONUS ACTION

**Stir the Wind (Expenditure 5–6).** The ship's spellcaster calls to the wind to redirect it. Until the end of the next Maneuver and Move phase, the ship is considered to be sailing with the wind and hostile ships are considered to be sailing into the wind.

## CARAVEL

Favored by coastal traders and many pirates, the caravel is a highly maneuverable sailing ship that can deliver the goods.

### CARAVEL

*Small ship (40 feet by 20 feet)*

**Armor Class** 14

**Damage Threshold** 10 (Critical Threshold 20)

**Hull Points** 150

**Initiative** +4

**Crew** 20, maximum 30

**Crew Quality** Trained

**Crew Proficiency Bonus** +2

**Maneuver Check** +6

**Speed (sails)** 2 (minimum 5 crew)

**Travel Pace** 4 miles per hour/96 miles per day

**Tonnage** 25 tons

**Damage Immunities** poison, psychic

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

**Sails.** The ship's speed decreases by 1 when sailing into the wind and increases by 1 when sailing with the wind. The ship's travel pace decreases by 2 miles per hour/48 miles per day when sailing against the wind and increases by 2 miles per hour/48 miles per day when sailing with the wind.

#### WEAPON BATTERIES

**12-Pound Cannons.** Ranged Weapon Attack: +2 to hit, range medium/long, one target. Hit: 26 (4d12) bludgeoning damage or 13 (2d12) bludgeoning damage at half crew.

## MEDIUM SHIPS

### WARSHIP

Though designs vary, most nations' naval vessels fall into this category. Formidable three-mast sailing ships, warships often have steam-powered paddlewheels as a secondary means of propulsion and carry a dozen or more cannons.

### WARSHIP

*Medium ship (50 feet by 20 feet)*

**Armor Class** 13

**Damage Threshold** 15 (Critical Threshold 30)

**Hull Points** 300

**Initiative** +3

**Crew** 30, maximum 50

**Crew Quality** Seasoned

**Crew Proficiency Bonus** +3

**Maneuver Check** +6 (+4 with steam)

**Speed (sails)** 2 (minimum 8 crew)

**Travel Pace** 4 miles per hour/96 miles per day

**Tonnage** 200 tons

**Damage Immunities** poison, psychic

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

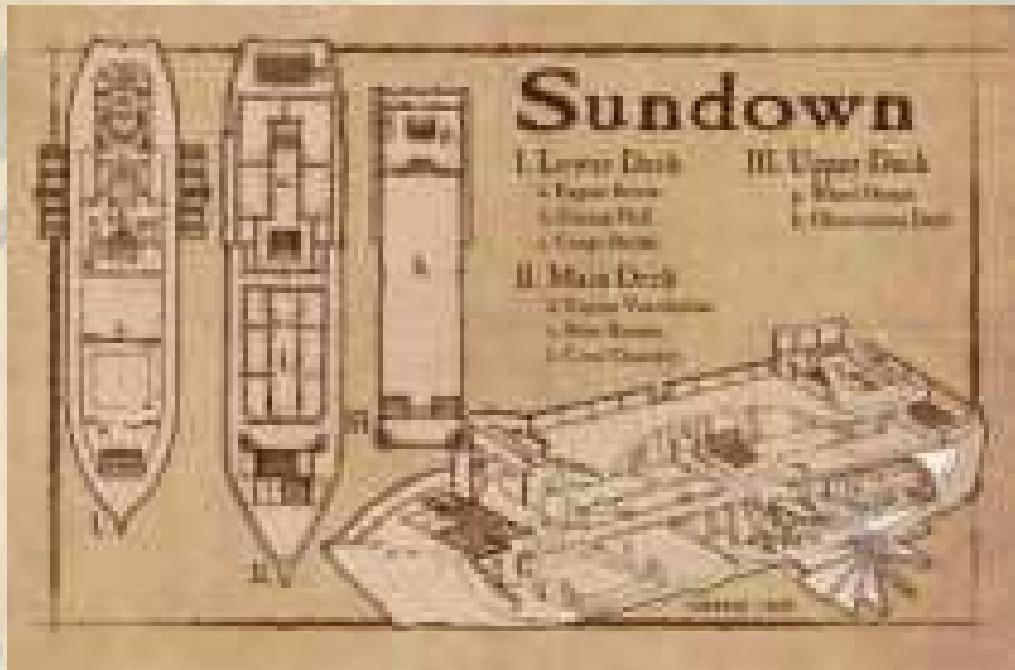
**Sails.** The ship's speed decreases by 1 when sailing into the wind and increases by 1 when sailing with the wind. The ship's travel pace decreases by 2 miles per hour/48 miles per day when sailing against the wind and increases by 2 miles per hour/48 miles per day when sailing with the wind.

**Steam (Secondary).** The ship's engine requires coal to operate.

#### WEAPON BATTERIES

**14-Pound Cannons.** Ranged Weapon Attack: +3 to hit, range medium/long, one target. Hit: 29 (6d12) bludgeoning damage or 19 (3d12) bludgeoning damage at half crew.

**Long Nine.** Ranged Weapon Attack: +3 to hit, range long/distant, one target. Hit: 22 (4d10) piercing damage or 11 (2d10) piercing damage at half crew.



## IRONHULL

Heavy and sluggish, ironhulls' namesake iron-armored structure makes them hard to damage. Their deep draft usually requires their armaments to be on the top deck, where they are mounted as turrets.

An ironhull always has a master gunner crew member.

## IRONHULL

*Medium ship (60 feet by 25 feet)*

**Armor Class** 15

**Damage Threshold** 20 (Critical Threshold 30)

**Hull Points** 300

**Initiative** +3

**Crew** 20, maximum 40

**Crew Quality** Seasoned

**Crew Proficiency Bonus** +3

**Maneuver Check** +3

**Speed (steam)** 1

**Travel Pace** 2 miles per hour/48 miles per day

**Tonnage** 50 tons

**Damage Immunities** poison, psychic

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

**Master Gunner.** The ship's attacks add the crew's proficiency bonus to damage. This bonus damage ignores the target's damage threshold.

**Steam.** The ship's engine requires coal to operate.

### WEAPON BATTERIES

**12-Pound Cannons.** Ranged Weapon Attack: +3 to hit, range medium/long, one target. *Hit:* 29 (4d12 + 3) bludgeoning damage or 16 (2d12 + 3) bludgeoning damage at half crew.

**24-Pound Cannons.** Ranged Weapon Attack: +3 to hit, range medium/long, one target. *Hit:* 42 (6d12 + 3) bludgeoning damage or 22 (3d12 + 3) bludgeoning damage at half crew.

## RIVERBOAT

Riverboats with steam-powered paddlewheels are common on the Dragon's Tongue and Black rivers, and Lake Scarleforth, usually transporting passengers between cities.

Though riverboats typically do not have weapons, they almost always have armed crew members.

## RIVERBOAT

*Medium ship (60 feet by 25 feet)*

**Armor Class** 13

**Damage Threshold** 15 (Critical Threshold 30)

**Hull Points** 300

**Initiative** +3

**Crew** 30, maximum 200

**Crew Quality** Trained

**Crew Proficiency Bonus** +2

**Maneuver Check** +3

**Speed (steam)** 2

**Travel Pace** 4 miles per hour/96 miles per day

**Tonnage** 200 tons

**Damage Immunities** poison, psychic

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

**Steam.** The ship's engine requires coal to operate.

# LARGE SHIPS

## BLACKSHIP FRIGATE

Built with stolen Orgoth technology, Cryx's blackships are peerless. With sails always filled by arcane winds, blackship frigates transport the armies of the Dragonfather to strike at high-profile targets at sea.

Blackships always have several spellcasters on board, including warcasters with battlegroups of helljacks. Blackships also add the crew's proficiency bonus to Armor Class.

### BLACKSHIP FRIGATE

*Large ship (75 feet by 25 feet)*

**Armor Class** 15

**Damage Threshold** 20 (Critical Threshold 40)

**Hull Points** 500

**Initiative** +2

**Crew** 100, maximum 200

**Crew Quality** Seasoned

**Crew Proficiency Bonus** +3

**Maneuver Check** +5

**Speed (sails)** 3 (minimum 25 crew)

**Travel Pace** 6 miles per hour/144 miles per day

**Tonnage** 350 tons

**Damage Immunities** poison, psychic

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

**Blackship Sails.** The ship's speed increases by 1 and its travel pace increases by 2 miles per hour/48 miles per day when sailing with the wind. A blackship is never considered to be sailing into the wind.

#### WEAPON BATTERIES

**24-Pound Cannons.** Ranged Weapon Attack: +3 to hit, range medium/long, one target. *Hit:* 39 (6d12) bludgeoning damage or 19 (3d12) bludgeoning damage at half crew.

**36-Pound Cannons.** Ranged Weapon Attack: +3 to hit, range medium/long, one target. *Hit:* 65 (10d12) bludgeoning damage or 32 (5d12) bludgeoning damage at half crew.

**Long Nine.** Ranged Weapon Attack: +3 to hit, range long/distant, one target. *Hit:* 22 (4d10) piercing damage or 11 (2d10) piercing damage at half crew.

#### BONUS ACTION

**Stir the Wind (Recharge 5–6).** The ship's spellcaster calls to the wind to redirect it. Until the end of the next Maneuver and Move phase, the ship is considered to be sailing with the wind and hostile ships are considered to be sailing into the wind.

## GHOST WARSHIP

Ghostly vessels crewed by undead specters form part of Cryx's naval fleets, and some independent ghost ships roam the Meredius.

### GHOST WARSHIP

*Large ship (80 feet by 25 feet)*

**Armor Class** 12

**Damage Threshold** 20 (Critical Threshold 40)

**Hull Points** 500

**Initiative** +2

**Crew** 250, maximum 450

**Crew Quality** Professional

**Crew Proficiency Bonus** +4

**Maneuver Check** +6

**Speed (sails)** 3 (minimum 65 crew)

**Travel Pace** 6 miles per hour/144 miles per day

**Tonnage** —

**Damage Resistances** slashing, bludgeoning, and piercing damage from nonmagical weapons.

**Damage Immunities** poison, psychic

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

**Death Toll.** Each time the ship's cannon attacks deal damage, the ship regains lost crew equal to the damage dealt, up to its crew maximum.

**Ghost Ship.** The ship is immune to damage from ramming attacks. It can move through objects and other ships but takes 39 (6d12) force damage if it ends its movement in an object.

**Sails.** The ship's speed decreases by 1 when sailing into the wind and increases by 1 when sailing with the wind. The ship's travel pace decreases by 2 miles per hour/48 miles per day when sailing against the wind and increases by 2 miles per hour/48 miles per day when sailing with the wind.

#### WEAPON BATTERIES

**24-Pound Cannons.** Ranged Weapon Attack: +3 to hit, range medium/long, one target. *Hit:* 39 (6d12) bludgeoning damage or 19 (3d12) bludgeoning damage at half crew.

**36-Pound Cannons.** Ranged Weapon Attack: +3 to hit, range medium/long, one target. *Hit:* 65 (10d12) bludgeoning damage or 32 (5d12) bludgeoning damage at half crew.

**Long Nine.** Ranged Weapon Attack: +3 to hit, range long/distant, one target. *Hit:* 22 (4d10) piercing damage or 11 (2d10) piercing damage at half crew.

## HEAVY WARSHIP

As long as the Immores have sailed the Meredius, the Scharde have preyed upon their ships. Heavy warships protect the harbors and patrol the coast.

Heavy warships always have a master gunner and master carpenter crew members, as well as one or more spellcasters and at least one marshalled warjack.

### HEAVY WARSHIP

*Large ship (150 feet by 30 feet)*

**Armor Class** 12

**Damage Threshold** 20 (Critical Threshold 40)

**Hull Points** 500

**Initiative** +2

**Crew** 250, maximum 450

**Crew Quality** Professional

**Crew Proficiency Bonus** +4

**Maneuver Check** +6

**Speed (sails)** 3 (minimum 65 crew)

**Travel Pace** 6 miles per hour/144 miles per day

**Tonnage** 400 tons

**Damage Immunities** poison, psychic

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

**Master Gunner.** The ship's attacks add the crew's proficiency bonus to damage. This bonus damage ignores the target's damage threshold.

**Sails.** The ship's speed decreases by 1 when sailing into the wind and increases by 1 when sailing with the wind. The ship's travel pace decreases by 2 miles per hour/48 miles per day when sailing against the wind and increases by 2 miles per hour/48 miles per day when sailing with the wind.

#### WEAPON BATTERIES

**24-Pound Cannons.** Ranged Weapon Attack: +4 to hit, range medium/long, one target. *Hit:* 43 (6d12 + 4) bludgeoning damage or 23 (3d12 + 3) bludgeoning damage at half crew.

**36-Pound Cannons.** Ranged Weapon Attack: +4 to hit, range medium/long, one target. *Hit:* 69 (10d12 + 4) bludgeoning damage or 36 (5d12 + 4) bludgeoning damage at half crew.

**Long Nine.** Ranged Weapon Attack: +4 to hit, range long/distant, one target. *Hit:* 26 (4d10 + 4) piercing damage or 15 (2d10 + 4) piercing damage at half crew.

## HUGE SHIPS

### BLACKSHIP NECROFACTORIUM

Blackship factory ships, such as the *Exhumation*, serve as floating helljacks and thrall factories for the Dragonfather's armies.

Blackships always have several spellcasters on board, including warcasters with battlegroups of helljacks. Blackships also add the crew's proficiency bonus to Armor Class.

### BLACKSHIP NECROFACTORIUM

*Huge ship (200 feet by 40 feet)*

**Armor Class** 14

**Damage Threshold** 20 (Critical Threshold 40)

**Hull Points** 750

**Initiative** +1

**Crew** 300, maximum 600

**Crew Quality** Seasoned

**Crew Proficiency Bonus** +3

**Maneuverability Check** +4

**Speed (sails)** 3 (minimum 75 crew)

**Travel Pace** 6 miles per hour/144 miles per day

**Tonnage** 750 tons

**Damage Immunities** poison, psychic

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

**Blackship Sails.** The ship's speed increases by 1 and its travel pace increases by 2 miles per hour/48 miles per day when sailing with the wind. A blackship is never considered to be sailing into the wind.

#### WEAPON BATTERIES

**24-Pound Cannons.** Ranged Weapon Attack: +4 to hit, range medium/long, one target. *Hit:* 39 (6d12) bludgeoning damage or 19 (3d12) bludgeoning damage at half crew.

**36-Pound Cannons.** Ranged Weapon Attack: +4 to hit, range medium/long, one target. *Hit:* 65 (10d12) bludgeoning damage or 32 (5d12) bludgeoning damage at half crew.

**Carronades.** Ranged Weapon Attack: +4 to hit, range short/medium, one target. *Hit:* 52 (8d12) bludgeoning damage or 26 (4d12) bludgeoning damage at half crew.

**Alchemical Projectors.** Ranged Weapon Attack: +4 to hit, range short, one target. *Hit:* 21 (6d6) acid damage or 10 (3d6) acid damage at half crew.

#### BONUS ACTIONS

**Bring out the Dead (Recharge 5–6).** The ship's necrofactorium pumps out thralls to replace fallen crew members. Each time the ship takes this bonus action, the ship regains 50 crew, up to its crew maximum.

**Stir the Wind (Recharge 5–6).** The ship's spellcaster calls to the wind to redirect it. Until the end of the next Maneuver and Move phase, the ship is considered to be sailing with the wind and hostile ships are considered to be sailing into the wind.

## GALLEON

Massive ships suited for long sea voyages or war, galleons can carry immense amounts of cargo, cannon, and crew. These ships often serve as the flagships of navies.

Galleons always have a master gunner and master carpenter crew members, as well as one or more spellcasters and at least one marshalled warjack.

## GALLEON

Huge ship (225 feet by 35 feet)

**Armor Class** 11

**Damage Threshold** 20 (Critical Threshold 40)

**Hull Points** 750

**Initiative** +1

**Crew** 200, maximum 400

**Crew Quality** Seasoned

**Crew Proficiency Bonus** +3

**Maneuver Check** +4

**Speed (sails)** 2 (minimum 50 crew)

**Travel Pace** 4 miles per hour/96 miles per day

**Tonnage** 500 tons

**Damage Immunities** poison, psychic

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

**Master Gunner.** The ship's attacks add the crew's proficiency bonus to damage. This bonus damage ignores the target's damage threshold.

**Sails.** The ship's speed decreases by 1 when sailing into the wind and increases by 1 when sailing with the wind. The ship's travel pace decreases by 2 miles per hour/48 miles per day when sailing against the wind and increases by 2 miles per hour/48 miles per day when sailing with the wind.

### WEAPON BATTERIES

**24-Pound Cannons.** Ranged Weapon Attack: +3 to hit, range medium/long, one target. **Hit:** 42 (6d12 + 3) bludgeoning damage or 22 (3d12 + 3) bludgeoning damage at half crew.

**36-Pound Cannons.** Ranged Weapon Attack: +3 to hit, range medium/long, one target. **Hit:** 68 (10d12 + 3) bludgeoning damage or 35 (5d12 + 3) bludgeoning damage at half crew.

**Caronades.** Ranged Weapon Attack: +3 to hit, range short/medium, one target. **Hit:** 55 (8d12 + 3) bludgeoning damage or 29 (4d12 + 3) bludgeoning damage at half crew.

**Long Nine.** Ranged Weapon Attack: +3 to hit, range long/distant, one target. **Hit:** 25 (4d10 + 3) piercing damage or 14 (2d10 + 3) piercing damage at half crew.

## GARGANTUAN SHIPS

### BLACKSHIP FLAGBEARER

The largest class of the blackships, blackship flagbearers such as Skarre Ravenmane's *Widower*, serve as mobile command centers. These floating fortresses are never without a fleet of escorts and often have several small, more maneuverable attack vessels on board and ready to deploy at a moment's notice.

Blackship crews always include several spellcasters, including warcasters with battlegroups of helljacks. Blackships also add the crew's proficiency bonus to Armor Class.

### BLACKSHIP FLAGBEARER

Gargantuan ship (250 feet by 50 feet)

**Armor Class** 14

**Damage Threshold** 25 (Critical Threshold 50)

**Hull Points** 1,500

**Initiative** +0

**Crew** 400, maximum 1,000

**Crew Quality** Professional

**Crew Proficiency Bonus** +4

**Maneuver Check** +4

**Speed (sails)** 3 (minimum 100 crew)

**Travel Pace** 6 miles per hour/144 miles per day

**Tonnage** 1,000 tons

**Damage Immunities** poison, psychic

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

**Blackship Sails.** The ship's speed increases by 1 and its travel pace increases by 2 miles per hour/48 miles per day when sailing with the wind. A blackship is never considered to be sailing into the wind.

### WEAPON BATTERIES

**24-Pound Cannons.** Ranged Weapon Attack: +4 to hit, range medium/long, one target. **Hit:** 39 (6d12) bludgeoning damage or 19 (3d12) bludgeoning damage at half crew.

**36-Pound Cannons.** Ranged Weapon Attack: +4 to hit, range medium/long, one target. **Hit:** 65 (10d12) bludgeoning damage or 32 (5d12) bludgeoning damage at half crew.

**Alchemical Projectors.** Ranged Weapon Attack: +4 to hit, range short, one target. **Hit:** 21 (6d6) acid damage or 10 (3d6) acid damage at half crew.

**Caronades.** Ranged Weapon Attack: +4 to hit, range short/medium, one target. **Hit:** 52 (8d12) bludgeoning damage or 26 (4d12) bludgeoning damage at half crew.

**Long Nine.** Ranged Weapon Attack: +4 to hit, range long/distant, one target. **Hit:** 22 (4d10) piercing damage or 11 (2d10) piercing damage at half crew.

### BONUS ACTION

**Stir the Wind (Recharge 5–6).** The ship's spellcaster calls to the wind to redirect it. Until the end of the next Maneuver and Move phase, the ship is considered to be sailing with the wind, and hostile ships are considered to be sailing into the wind.



# SHIP CARGO GENERATOR

These tables come in handy when you quickly need to determine what lies in the hold of a ship your players have just defeated in combat.

The cargo presented here represents typical trade goods. You can assume that most vessels have sufficient rations, water, and alcohol to sustain the crew, as well as adequate ammunition for the weapon batteries. At your discretion, a ship might lack adequate supplies—after all, misfortune happens often on the Meredius.

## RANDOM CARGO

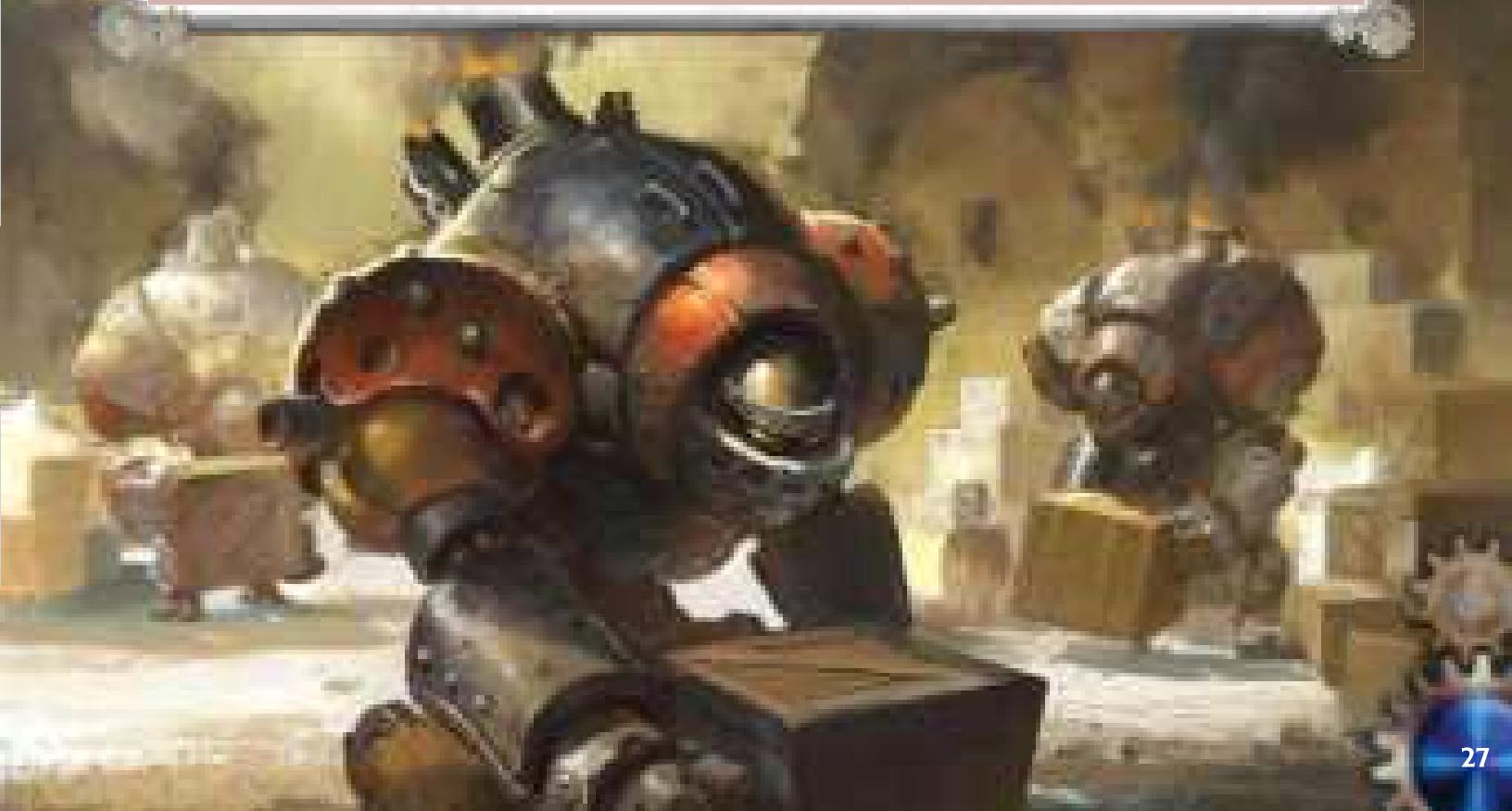
You can randomly determine the cargo of a ship using the following tables. First, find the size of the ship on the Ship Class and Cargo table, then roll d100 to determine how much cargo it carries and what kind.

### SMALL SHIP

<b>d100</b>	<b>Common Cargo</b>	<b>Exotic Cargo</b>	<b>Illicit Cargo</b>
01-25	—	—	—
26-30	Roll 1d4 times on the Common Cargo table	—	—
31-35	Roll 1d6 times on the Common Cargo table	—	—
36-40	—	Roll 1d4 times on the Exotic Cargo table	—
41-45	—	Roll 1d6 times on the Exotic Cargo table	—
46-50	Roll 1d6 times on the Common Cargo table	Roll 1d4 times on the Exotic Cargo table	—
51-60	—	—	Roll once on the Illicit Cargo table
61-65	—	—	Roll 1d4 times on the Illicit Cargo table
66-70	Roll 1d4 times on the Common Cargo table	—	Roll once on the Illicit Cargo table
71-75	Roll 1d6 times on the Common Cargo table	—	Roll 1d4 times on the Illicit Cargo table
76-80	—	Roll 1d4 times on the Exotic Cargo table	Roll once on the Illicit Cargo table
81-85	—	Roll 1d6 times on the Exotic Cargo table	Roll 1d4 times on the Illicit Cargo table
86-90	Roll 1d4 times on the Common Cargo table	Roll 1d4 times on the Exotic Cargo table	Roll once on the Illicit Cargo table
91-95	Roll 1d6 times on the Common Cargo table	Roll 1d6 times on the Exotic Cargo table	Roll 1d4 times on the Illicit Cargo table
96-100	Roll 1d6 times on the Common Cargo table	Roll 1d6 times on the Exotic Cargo table	Roll 1d6 times on the Illicit Cargo table

## MEDIUM SHIP

<b>d100</b>	<b>Common Cargo</b>	<b>Exotic Cargo</b>	<b>Illicit Cargo</b>
01-10	—	—	—
15-20	Roll 1d4 times on the Common Cargo table	—	—
25-30	Roll 1d6 times on the Common Cargo table	—	—
31-35	—	Roll 1d4 times on the Exotic Cargo table	—
36-40	—	Roll 1d6 times on the Exotic Cargo table	—
41-50	Roll 1d6 times on the Common Cargo table	Roll 1d4 times on the Exotic Cargo table	—
51-55	—	—	Roll once on the Illicit Cargo table
56-60	—	—	Roll 1d4 times on the Illicit Cargo table
61-65	Roll 1d4 times on the Common Cargo table	—	Roll once on the Illicit Cargo table
66-70	Roll 1d6 times on the Common Cargo table	—	Roll 1d4 times on the Illicit Cargo table
71-75	—	Roll 1d4 times on the Exotic Cargo table	Roll once on the Illicit Cargo table
76-80	—	Roll 1d6 times on the Exotic Cargo table	Roll 1d4 times on the Illicit Cargo table
81-90	Roll 1d4 times on the Common Cargo table	Roll 1d4 times on the Exotic Cargo table	Roll once on the Illicit Cargo table
91-95	Roll 1d6 times on the Common Cargo table	Roll 1d6 times on the Exotic Cargo table	Roll 1d4 times on the Illicit Cargo table
96-100	Roll 1d6 times on the Common Cargo table	Roll 1d6 times on the Exotic Cargo table	Roll 1d6 times on the Illicit Cargo table



## LARGE SHIP

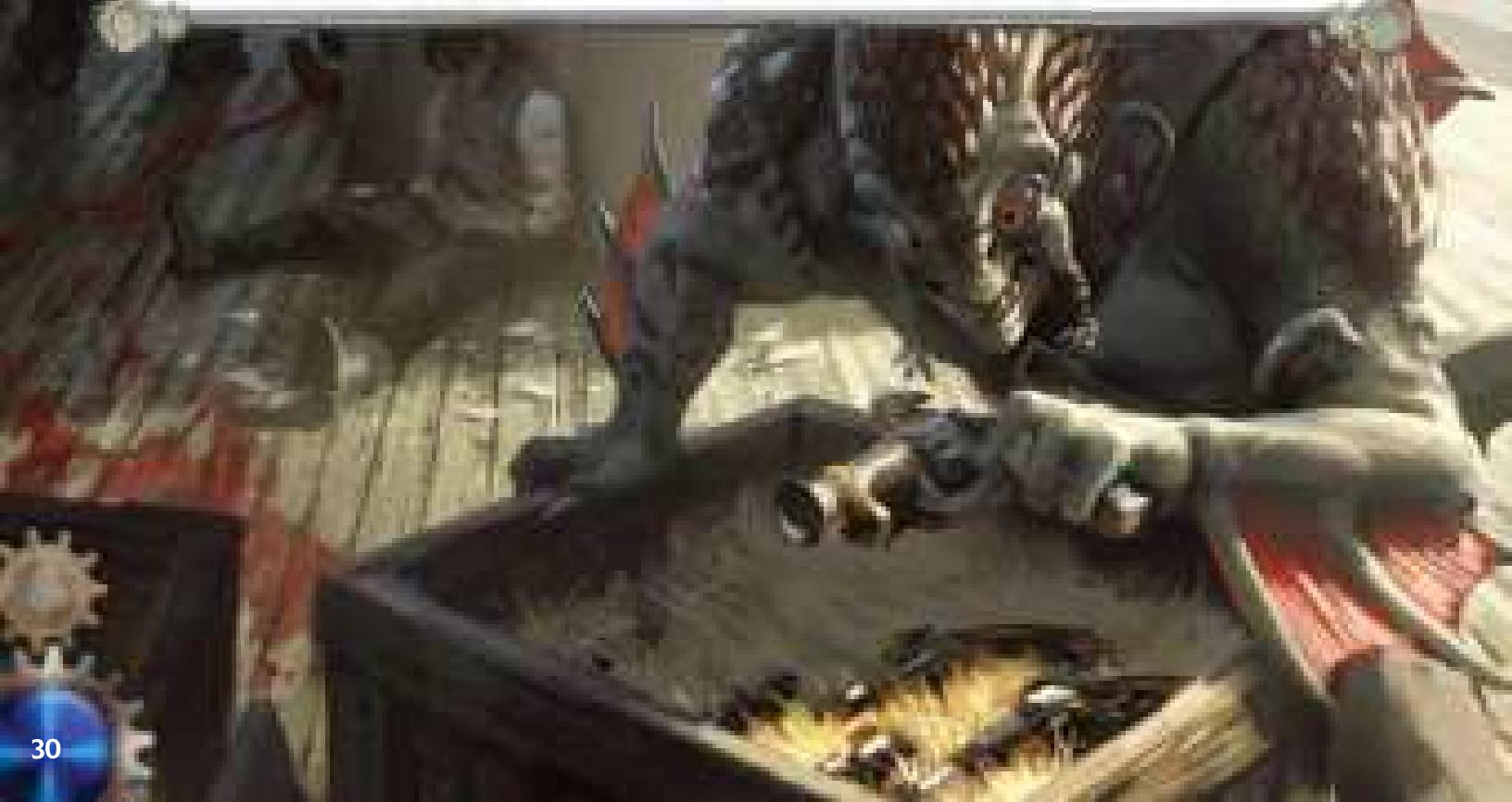
<b>d100</b>	<b>Common Cargo</b>	<b>Exotic Cargo</b>	<b>Illicit Cargo</b>
01-5	—	—	—
6-10	Roll 1d4 times on the Common Cargo table	—	—
11-20	Roll 1d6 times on the Common Cargo table	—	—
21-25	—	Roll 1d4 times on the Exotic Cargo table	—
26-30	—	Roll 1d6 times on the Exotic Cargo table	—
31-50	Roll 1d6 times on the Common Cargo table	Roll 1d4 times on the Exotic Cargo table	—
51-60	—	—	Roll once on the Illicit Cargo table
61-65	—	—	Roll 1d4 times on the Illicit Cargo table
66-70	Roll 1d4 times on the Common Cargo table	—	Roll once on the Illicit Cargo table
71-75	Roll 1d6 times on the Common Cargo table	—	Roll 1d4 times on the Illicit Cargo table
76-80	—	Roll 1d4 times on the Exotic Cargo table	Roll once on the Illicit Cargo table
81-85	—	Roll 1d6 times on the Exotic Cargo table	Roll 1d4 times on the Illicit Cargo table
86-90	Roll 1d4 times on the Common Cargo table	Roll 1d4 times on the Exotic Cargo table	Roll once on the Illicit Cargo table
91-95	Roll 1d6 times on the Common Cargo table	Roll 1d6 times on the Exotic Cargo table	Roll 1d4 times on the Illicit Cargo table
96-100	Roll 1d6 times on the Common Cargo table	Roll 1d6 times on the Exotic Cargo table	Roll 1d6 times on the Illicit Cargo table

## HUGE SHIP

<b>d100</b>	<b>Common Cargo</b>	<b>Exotic Cargo</b>	<b>Illicit Cargo</b>
01-5	—	—	—
6-10	Roll 1d4 times on the Common Cargo table	—	—
11-20	Roll 1d6 times on the Common Cargo table	—	—
21-30	—	Roll 1d4 times on the Exotic Cargo table	—
31-40	—	Roll 1d6 times on the Exotic Cargo table	—
41-60	Roll 1d6 times on the Common Cargo table	Roll 1d4 times on the Exotic Cargo table	—
61-70	—	—	Roll once on the Illicit Cargo table
71-75	—	—	Roll 1d4 times on the Illicit Cargo table
76-80	Roll 1d4 times on the Common Cargo table	—	Roll once on the Illicit Cargo table
81-85	Roll 1d6 times on the Common Cargo table	—	Roll 1d4 times on the Illicit Cargo table
86-90	—	Roll 1d4 times on the Exotic Cargo table	Roll once on the Illicit Cargo table
91-92	—	Roll 1d6 times on the Exotic Cargo table	Roll 1d4 times on the Illicit Cargo table
93-94	Roll 1d4 times on the Common Cargo table	Roll 1d4 times on the Exotic Cargo table	Roll once on the Illicit Cargo table
95-96	Roll 1d6 times on the Common Cargo table	Roll 1d6 times on the Exotic Cargo table	Roll 1d4 times on the Illicit Cargo table
97-100	Roll 1d6 times on the Common Cargo table	Roll 1d6 times on the Exotic Cargo table	Roll 1d6 times on the Illicit Cargo table

## GARGANTUAN SHIP

<b>d100</b>	<b>Common Cargo</b>	<b>Exotic Cargo</b>	<b>Illicit Cargo</b>
01-05	—	—	—
6-15	Roll 1d4 times on the Common Cargo table	—	—
16-20	Roll 1d6 times on the Common Cargo table	—	—
21-25	—	Roll 1d4 times on the Exotic Cargo table	—
26-30	—	Roll 1d6 times on the Exotic Cargo table	—
31-50	Roll 1d6 times on the Common Cargo table	Roll 1d4 times on the Exotic Cargo table	—
51-60	—	—	Roll once on the Illicit Cargo table
61-65	—	—	Roll 1d4 times on the Illicit Cargo table
66-70	Roll 1d4 times on the Common Cargo table	—	Roll once on the Illicit Cargo table
71-75	Roll 1d6 times on the Common Cargo table	—	Roll 1d4 times on the Illicit Cargo table
76-80	—	Roll 1d4 times on the Exotic Cargo table	Roll once on the Illicit Cargo table
81-85	—	Roll 1d6 times on the Exotic Cargo table	Roll 1d4 times on the Illicit Cargo table
86-90	Roll 1d4 times on the Common Cargo table	Roll 1d4 times on the Exotic Cargo table	Roll once on the Illicit Cargo table
91-95	Roll 1d6 times on the Common Cargo table	Roll 1d6 times on the Exotic Cargo table	Roll 1d4 times on the Illicit Cargo table
96-100	Roll 1d6 times on the Common Cargo table	Roll 1d6 times on the Exotic Cargo table	Roll 1d6 times on the Illicit Cargo table



## COMMON CARGO

### d12 Cargo

- 1 2 (1d4) tons of coal worth 100 gp per ton
- 2 2 (1d4) tons of fish worth 50 gp per ton
- 3 2 (1d4) tons of grain worth 20 gp per ton
- 4 55 (10d10) pounds of hooaga/cigars worth 1 gp per pound
- 5 27 (5d10) 40-gallon barrels of cheap wine or ale worth 8 gp per barrel
- 6 22 (4d10) sheep, goats, or pigs worth 2 gp each
- 7 2 (1d4) tons of lumber worth 25 gp per ton
- 8 55 (10d10) pounds of replacement machine parts worth 20 gp per pound
- 9 27 (5d10) 40-gallon barrels of whale oil worth 32 gp per barrel
- 10 2 (1d4) tons of raw ore (such as iron or copper) worth 200 gp per ton
- 11 2 (1d4) tons of salt worth 10 gp per ton
- 12 2 (1d4) tons of stone worth 100 gp per ton

## ILICIT CARGO

### d8 Cargo

- 1 2 (1d4) tons of blighted bones worth 100 gp per ton
- 2 2 (1d4) tons of blighted lumber worth 150 gp per ton
- 3 55 (10d10) humanoid corpses worth 25 gp each to a necrosurgeon or necromancer
- 4 7 (2d6) illicit alchemical ingredients/poisons worth 100 gp each
- 5 55 (10d10) 100 pounds of necrotite worth 6 gp per pound
- 6 2 (1d4) Orthoth artifacts worth 300 gp each
- 7 16 (3d10) humanoid prisoners
- 8 5 (2d4) stolen art objects worth 250 gp each

## EXOTIC CARGO

### d12 Cargo

- 1 27 (5d10) 80-pound barrels of blinding powder (half black, half red) worth 10 gp per barrel
- 2 55 (10d10) pounds of spices worth 3 gp per pound
- 3 11 (2d10) 40-gallon barrels of fine wine or ale worth 400 gp per barrel
- 4 2 (1d4) 50-gallon barrels of ambergris worth 110 gp per barrel
- 5 2 (1d4) tons of sugar worth 200 gp per ton
- 6 55 (10d10) pounds of tea worth 4 gp per pound
- 7 55 (10d10) pounds of coffee worth 3 gp per pound
- 8 7 (2d6) alchemical ingredients worth 25 gp each
- 9 22 (4d10) exotic animals worth 5 gp each
- 10 11 (2d10) 40-gallon barrels of Menoth's Fury worth 120 gp per barrel
- 11 11 (2d10) square yards of silk worth 10 gp per square yard
- 12 55 (10d10) pounds of mechanical components worth 50 gp per pound

