



# ADMIRAL OF THE HIGH SEAS

NAVAL COMBAT SUPPLEMENT FOR USE WITH THE  
WORLD'S MOST POPULAR ROLEPLAYING GAMES

# SAMPLE

**BY RYAN NOCK**

WITH VALUABLE CONTRIBUTIONS FROM  
OUR KICKSTARTER™ SUPPORTERS

COMPATIBLE WITH  
PATHFINDER® ROLEPLAYING GAME



COMPATIBLE WITH  
DUNGEONS & DRAGONS® 4TH EDITION



# ADMIRAL O' THE HIGH SEAS

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### PLAYTESTING

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### SPECIAL THANKS

Thanks to all our Kickstarter™ backers for launching this book, Google® for helping me navigate to tons of nautical research, the Pirate Bay for not hosting torrents of E.N. Publishing products, and Lonely Island for composing two great songs about seafaring.

# INTRODUCTION

**I**t would be far too easy to start this book with a weak nautical reference, like “Set Sail for Adventure!” Instead, let’s start with an indisputable truth: Caribbean pirates fighting time-traveling Nazis would be amazing, and any game system that doesn’t cover ramming your schooner into a U-Boat’s conning tower is incomplete.

It is our opinion that the current naval rules for the main D20-based rulesets (the *PATHFINDER*® ROLEPLAYING GAME and *DUNGEONS & DRAGONS*® 4TH EDITION) do not lead to elegant gameplay. Our goal in this book is to give you rules that handle actions at sea quickly and dramatically. If you’re looking for a historically-accurate wargaming simulation, other systems do a better job. Our rules are designed with the understanding that D&D® and *PATHFINDER* have highly developed tactical skirmish rules, so we want it to be easy to get from first spotting to boarding actions.

Of course, all of this is pointless if the game is just combat. A boat has a soul, and you’ve got to *do* something if you want to call yourself an adventurer. Thanks in no small part to the recommendations of our Kickstarter™ backers, we have a wide assortment of naval lore, famous ships, and renowned captains—friendly and hostile—to give you inspiration.

- ♦ **Chapter One: Rules of the Sea** presents the basics for running seafaring adventures, including navigation, nautical terrain, weather, and chases.
- ♦ **Chapter Two: Boarding & BroadSides** lets you run naval combat, helps you spice up ship-to-ship tactical combat, and explains the nature of a ship’s eldritch defenses.
- ♦ **Chapter Three: Port Register** showcases a variety of ships.
- ♦ **Chapter Four: Legend, Lore, and Infamy** gives you inspiration to populate the seas of your campaign.
- ♦ **Chapter Five: Shipyard** introduces rules for creating your own vessels.

## A NOTE ABOUT SETTINGS

This book is intended for use in whatever setting your home game takes place in. Rules for unarmed galleys and carracks of a pre-gunpowder medieval-esque fantasy world or for frigates bristling with cannons in the Age of Sail can work just as well for sandskiffs on a dune sea, wind-ships of war adorned with lightning cannons, astral chariots drawn by dream-whales, or steam-powered ironclads hammering each other with long guns.

The DM needs to determine three main things before handing the wheel over to the party.

First, can ships have weapons? Do you want all naval combats to become boarding actions? Do a handful of powerful and prominent vessels have devastating weapons? Or does every fleet have dozens of warships able to sink foes without ever getting close enough for the PCs to swing over on ropes?

Second, what technology level is available? Primitive sails usually needed to be augmented by cramming in a hundred slaves to row oars. Five trained sailors can handle the rigging of a well-designed three-masted ship as long as weather is fair. However, it takes just a single engineer to keep a steam engine (or its eldritch equivalent) running and navigate around the world solo.

Third, what level of magic is available? Are flying ships possible but rare? Does every vessel have a charm to resist fires? Is a sunken city, like Atlantis, a key part of the campaign—must big ships be capable of safely diving to undersea cities?

We offer guidelines throughout the book on what options to disallow or that need a rules- or cost-tweak for different settings. In general, we adopt a rules-light approach, where the mechanics are balanced for fun encounters, and general enough that you can easily use the flavor descriptions appropriate to your setting. A hit for 3 points of hull damage might be trebuchets cracking timbers in a hull, cannon tearing loose rivets and plating in an ironclad steamship, or arcane fusillades disintegrating the crystalline shell of an aethership.

As a last note before we start, if you have any questions, you can ask at the E.N. Publishing forum at the website EN World.

### BACKER CONTRIBUTIONS

Our amazing and incredible backers helped us immensely with the following suggestions, which we made sure to work into the book.

- ♦ AjarKeen—Zeppelins and aerial combat.
- ♦ Andrew—Sea chanties, sea mythology, observances of the gods of the sea and air.
- ♦ Dawn Sabados—Captain Raja Doake.
- ♦ Franz—Captain Lysander Moriz.
- ♦ James Lewis—Famous lost ships, ghost ships, and ship wrecks. Interesting ports.
- ♦ James Walker—Ramming, burning, chain shot, and in general, more options for more granularity.
- ♦ John Cmar—Environmental oddities.
- ♦ John Rogers—The ships *Khalundurrin* and *Roscommon*.
- ♦ Kenneth Kruse—More detailed and personalized officers.
- ♦ Laura Kertz—Admiral Robert Jameson III, Lord of Parks.
- ♦ Patrick Pittman—Dictionary of appropriate nautical terms.
- ♦ Wayne Reid—Weary Enid, sea hag captain.

### FOR THE RECORD

Whales apparently don’t have tonsils, so even if you do get the opportunity to climb inside one and use it as a vessel, remember that you do not steer it from the inside by grabbing hold of tonsils and yanking on them.

Whales certainly don’t have uvulas.



# CHAPTER TWO: BOARDING AND BROADSIDES

A ship-to-ship encounter has many of the same elements as traditional RPG combat, but a few variables can lead to wildly different battles. Much greater line of sight, slower reaction time, and superior speed of vehicles over swimming characters mean that you have to approach naval combat with a slightly different philosophy.

“Random encounters” and “ambushes” at sea might take an hour of in-game time, rather than a minute, and the potential is much higher for stalemate. Ships offer a much improved opportunity to run away from an unwanted fight, which you’ll want to bear in mind when you first introduce naval combat in your game so the first few clashes at sea don’t turn out a disappointment. But when things work out right, few things can beat the thrill of two ships crashing into each other and sailors leaping between decks, trying to seize the enemy vessel as a prize.

## THE SHORT SHORT VERSION

If you just want the simplest of naval fights, and need to get two ships close enough for them to brawl, and neither side has any shipboard weapons, have each side make opposed Command checks, then use the rules in the Bearing section below to determine how the ships are oriented when tactical combat begins.

Then, assume that each side slows to a crawl so they can try to board each other. The two ships might drift forward slowly, but everyone is too busy to try any fancy maneuvering. See the Crew in Combat section to help manage the large numbers of people on each side.

## A More Detailed Overview

When ships are closing for battle, but still too far away to get hand-to-hand, action occurs in **naval combat**. Time and distance are a little flexible, but rounds are generally somewhere between one minute and five minutes long, during which a ship might travel hundreds or even thousands of feet. Once within range of boarding actions, the game switches to **tactical combat**, which are the normal 6-second rounds.

Generally there’s no need for a gridded battle map of the seas for naval combat, but DMs are encouraged to create varied environments with a collection of different benefits and dangers that lead to meaningful decisions. At the DM’s discretion, the players might be allowed to suggest aquatic terrain features that they can try to move the battle to.

Combat between two vessels is easy to track, but the more vessels you include in a fight, the more complex it can become to track them. At high level, you might simply treat an ongoing engagement between two fleets as just a crowded, hostile type of terrain, through which magically-empowered warships sail with relative impunity.

## ENCOUNTER DESIGN

If you want to create a full, engaging ship-to-ship combat that climaxes in a fierce melee between the PCs and an enemy force, follow these guidelines.



## HISTORICAL EXAMPLE

Though fleet-on-fleet battles are usually more famous, they’re astoundingly complicated. However, there are many instances of ship duels which gamers can draw upon to get into the mindset of naval combat.

Traditionally, whoever has better ranged weapons wanted to keep their distance as long as possible and wear down their enemy. If two sides were fairly matched, battles could last hours as ships stayed out of range, waiting for an opening to take advantage of. But once ships get within range, mere minutes might pass before one side strikes its colors, lowering the ship’s flag as a symbol of surrender.

In 1812, the *USS Constitution* spotted the *HMS Guerriere*. *Guerriere* fired an extreme range broadside that fell short. It then proceeded to run before the wind for three quarters of an hour, occasionally firing inaccurate broadsides that did no real damage.

Once the range had closed to within a few hundred yards, *Constitution*’s captain ordered extra sail set, and she quickly closed distance. The two ships began exchanging broadsides, with the *Constitution* to starboard and *Guerriere* to port. After fifteen minutes of this exchange, damage which *Guerriere* suffered far more damage than the *Constitution* due to the latter’s larger guns and thicker hull, *Guerriere*’s mizzenmast fell overboard to starboard, acting like a rudder and dragging her around. This allowed *Constitution* to cross ahead of *Guerriere*, firing a raking broadside which brought down the main yard. *Guerriere*’s bowsprit became entangled in the rigging of *Constitution*’s mizzenmast.

On both ships, boarding parties were summoned, while musket fire broke out from each ship. Only the narrow bowsprit provided a way between the ships, and in the heavy sea, neither side could venture across it. Some of the gunners aboard *Guerriere* fired at point-blank range into *Constitution*’s stern cabin, setting the American ship on fire briefly. The two locked ships slowly rotated clockwise until they broke free. The *Guerriere*’s foremast and mainmast both then fell by the board (in other words, snapped off at deck level), leaving her helpless and rolling heavily.

The *Constitution* ran downwind for several minutes, repairing damage to its rigging, before once again wearing and beating upwind to return to battle. As *Constitution* prepared to renew the action, *Guerriere* fired a shot in the opposite direction from *Constitution*.

Sensing that this was an attempt to signal surrender, *Constitution*’s captain ordered a boat to take a lieutenant over to the British ship. When the lieutenant walked onto the *Guerriere* and asked if *Guerriere* was prepared to surrender, the British captain responded, “Well, Sir, I don’t know. Our mizzen mast is gone, our fore and main masts are gone. I think on the whole you might say we have struck our flag.”

## Motivation

First, give one side or both a reason to board, rather than simply sink their enemy from afar. They might simply want the prize of the ship, or might be trying to capture a villain who knows something vital. Perhaps the ship has some treasure their opponents need, or a hostage to be rescued. Of course this isn’t necessary, but at least for your first few naval battles you might want to make sure neither side wants to run, which can lead to an anticlimax.

## Captain

The captain's role is to decide maneuvers and order the rest of the crew. His actions are typically limited to those detailed above in the Round Phases section. The rest of the crew augments his decisions by filling in the details and giving the captain more time to focus on the big picture. It's the difference between the captain giving specific orders ("Set a course at 15 degrees North Northeast at twelve knots") and the captain providing general goals and trusting his crew to carry them out ("Cut them off so we can bring our port guns to bear").

## Bosun

The bosun relays orders to the crew and direct them while working alongside them. Once per round, the navigator can choose one of the following:

- ♦ Roll a Command check in the Location, Terrain, or Bearing phase, adding his Charisma modifier to the captain's Command score. This replaces the captain's normal Command check for that phase.
- ♦ Add his Charisma modifier to a shipboard weapon's attack roll, or to an engineer's check to repair or tweak the vessel.

A bosun trained in Diplomacy or Intimidate can either add 2, or add 1 + his ability score modifier, whichever is higher. So a bosun with an 8 Charisma who has the right training could add +2, while a high-level bosun with a 22 Charisma and the same training could add +7.

{ In PATHFINDER, a bosun gains this benefit with at least 1 rank in Diplomacy, Intimidate, or Profession (sailor). }

## Engineer

Technically, most ships don't have engines, so a more accurate name might be "shipwright." But everyone loves Mr. Scott, so we'll use the name "engineer" for the "character in charge of fixing things."

Once per round, the engineer can attempt to repair the hull or a damaged component, or can try to tweak the ship's performance. To do so, first he must have a number of crew at his disposal equal to the ship's Minimum Crew rating. Then he chooses one of the following effects, and makes an Intelligence check.

{ In PATHFINDER, an engineer makes a Knowledge (architecture and engineering) or Profession (sailor) check, but increase the DC by 5. }

- ♦ **Fight Fire (DC 20).** Put out a fire in one section.
- ♦ **Repair Component (DC 15).** One damaged component is restored to full order. A check that beats DC 20 can repair a disabled component to being just damaged. A check that beats DC 25 can repair a destroyed component to being disabled. If the component is magical, the engineer takes a -5 penalty to this check if he's not trained in Arcana. { In PATHFINDER, he needs at least 1 rank in Knowledge (arcana). }
- ♦ **Repair Hull (DC 20).** Repair 1 point of Hull Integrity damage the ship has taken. Each success increases the DC of further repairs by 5, even between encounters. The DC only resets if the ship can undergo proper repairs in a safe harbor.
- ♦ **Right a Listing Ship (DC 20).** Restore a listing ship to be upright.
- ♦ **Slow Sinking (DC 15).** Reduce the rate of the ship's sinking by one step, from immediate to quick to slow to stable.
- ♦ **Give Her All She's Got! (DC 10).** Increase the ship's Maneuverability or Speed rating by one 1 for this round, plus an additional 1 for every 10 you beat the DC by.

## IMPROVISATION

Characters might also perform a spell with a long casting time, set up some sort of trick, or take any variety of other action. It's impossible to cover every tactic, but usually you can rule that an effort grants a bonus or penalty to some other aspect of the rules already detailed.

Weather magic might aid a Command check in the Location stage, or create choppy waters as detailed under Terrain and Hazards. Feigning damage to lure an enemy in might require a Bluff or Stealth check against the Perception check of the other ship's look-out, and if successful could give +5 to a Command check in the Bearing stage, but only if the enemy decides to approach to short range.

## SHUFFLING CREW

Certain actions require crew to assist. If the ship has enough men to spare, it might still maintain a Full Crew. Otherwise, the ship will take the penalties for having Minimum Crew. Sometimes this is a fair trade-off, such as when putting out a fire before it spreads.

## Gunner

One PC can act as Gunner per firing arc, as long as the battery has sufficient crew. Once per round, the gunner can choose one of the following:

- ♦ Roll an attack with a shipboard weapon, adding his Intelligence or Dexterity modifier to the normal attack bonus. Similar to with the bosun above, a gunner trained in Perception can add either 2 or 1 + his ability score modifier, whichever is higher.

{ In PATHFINDER, a navigator gains this benefit with at least 1 rank in Perception or Profession (sailor). }

- ♦ Choose the location of the first hit with shipboard weapons, instead of rolling on the hit chart.

## Look-Out

During the Maneuvers phase, the look-out makes a Perception check to determine the order ships choose their maneuvers for the round.

Additionally, once per round the look-out can choose one of the following:

- ♦ Make a Perception check to reduce the impact of poor visibility. See Visibility (page 7).
- ♦ Roll any necessary Command checks in the Terrain phase, adding his Wisdom modifier to the captain's Command score. This replaces the captain's normal Command check for that phase.
- ♦ Grant a bonus equal to his Wisdom modifier to the ship's Defense against one attack from a vessel he can see.
- ♦ Grant a bonus equal to his Wisdom modifier to the defenses of the crew against attacks coming from a vessel he can see. This bonus only applies to personal attacks, not shipboard weapons.
- ♦ Choose one section where the crew takes damage from an enemy's shipboard weapons. Reduce the damage done to each creature in that area by the same bonus as above.

When he would add his Wisdom modifier, a look-out trained in Perception can add either 2 or 1+ his Wisdom modifier, whichever is higher.

{ In PATHFINDER, a navigator gains this benefit with at least 1 rank in Perception or Profession (sailor). }



## SHIP DAMAGE

Being complex devices, ships do not simply have one pool of hit points. Attacks can damage various components, kill crew, or weaken the hull to the point that the ship is no longer seaworthy. As components are damaged, certain areas might become difficult or blocking terrain. Sufficient hits might even knock holes in walls and floors big enough for creatures to move through, at the DM's discretion.

For most components, a single strike damages it, a second disables, and a third destroys. The rigging of a Huge ship technically does take just as many strikes to destroy as a Small one, but because larger ships have higher Defenses, it requires more firepower to achieve the same result. Still, with a few lucky shots, a lightly armed ship could take out the sails of a much larger vessel.

### Crew Damage

If the text below says that a strike to a given area causes damage to creatures, those creatures can make a Dexterity check (DC 15) to negate the damage. { In *PATHFINDER*, they make a Reflex save (DC 15). }

DMs should use their judgment to determine how large an area should be affected, but remember often these attacks are made with volleys of cannons or deadly supernatural weapons, so it's not unreasonable for half a deck to be at risk for damage.

## Conditions

Various effects can cause the following conditions.

### Burning

Some attacks can add the burning condition either in place of or in addition to normal damage. Each naval round, for each ship section (hull, propulsion, armament, and miscellaneous) that is on fire, make a ship saving throw (page 4). On a success, the fire doesn't cause any significant damage. On a 20 or higher, the fire either turns itself out or is extinguished, but only for that particular section; fire can continue.

A failed save means that the burning component takes another hit. If you fail a save by 5 or more, roll an additional location to see where the fire spreads.

Simply having the burning condition is not enough to make a part of the ship unusable. Only once a save is failed has the area actually "caught fire" to the point of being hazardous. In tactical combat, a burning ship should have scattered areas of flames and large swaths concealed by smoke.

### Capsized

A ship that is completely turned over, usually the result of strong waves, is immobilized and starts to sink slowly.

Restoring a capsized ship to level is a massive undertaking, requiring other ships, powerful telekinesis, or aid from big, strong creatures, and in any case the ship's contents are likely ruined by immersion in water.

### Immobilized

An immobilized ship automatically fails Command checks. It cannot move or change stages unless physically pushed. Shipboard weapons gain a +5 bonus to hit it.

If some other effect reduces a ship's Speed or Maneuverability to 0, such as damage to propulsion or some special maneuver, it is immobilized.

## ARCHERY VOLLEYS

Ships often have crew to spare, particularly if your setting does not allow for cannons. A simple solution would be to just reskin a ship's armaments as the crew firing tons of arrows or other projectiles. They could use the same rules as cannons—attack bonus vs. ship's Defense, inflicting various strikes—perhaps with some restrictions, like not letting attacks damage any internal components.

For those who prefer more granular realism in their games, use these rules when the crew pulls out their bows and starts raining arrows upon the other side.

For every twenty archers you have, you can fire one "volley" per naval round, which involves launching hundreds of arrows. This functions similarly to having a PC act as an attacker, trading the higher skill of the typical high-level PC officer for the sheer number of attacks. Individual arrows never will deal enough damage to cause strikes against another ship, but they can injure opposing crew.

For each volley, choose a 20-ft. radius burst on the deck of the target ship, and make an attack roll with an attack bonus of +0 against each creature in the area. Apply normal modifiers for range and cover, but do not include Maneuverability. Each individual attacker suffers due to the target ship's Speed or Maneuverability. The archer volley isn't relying on accurate aiming, but instead fills the air with projectiles.

On a hit, the volley does normal damage (usually 1d8). If archers in the group deal different amounts of damage, use the most common damage amount.

If multiple volleys concentrate on the same area, for every twenty extra archers, increase the attack bonus by +5 and increase the damage by +2. One hundred sailors working together, for instance, would make an attack (d20+20), dealing 1d8+8 damage.

The individual skill of the archers does not affect the attack roll for a volley. The attack roll just represents the threat of being struck, akin to the attack roll made against you when you fall into a spiked pit trap. Also, note that we use "archer" and "arrow" for ease of reference, but these rules can apply just as easily to any thrown or projectile weapon.

## SIMPLIFIED CREW DAMAGE

If you don't use battle maps, or simply don't want to track the location and hit points of crew, these rules let you keep track of the overall condition of the crew.

At the start of an encounter, note the total number of crew (that is, anyone not important for you to care about them individually). That number equates to 100% **crew health**. Whenever a strike would deal damage to crew in a given area, instead that strike reduces the crew health by the same amount. So a random cannon strike on the main deck, rolling 2d6 and dealing 7 damage, reduces crew health from 100 to 93. (PCs in affected areas take damage as normal.)

At the end of the encounter, take that percentage and determine how many crew are left unharmed. Any others were knocked out. A quarter of those knocked out die.

So if you originally had 40 crew, and your crew health was reduced from 100 to 28, then only 28%, or 10, crew came through unscathed. The other 30 were knocked out, and 7 of those died.

Though this is a dramatic simplification, since attack ferocity scales generally with ship durability, ship size, and crew requirements, it all tends to balance out in the end.





## Windskiff

The windskiff serves as an invaluable scout and short-distance courier between floating islands or mountain peaks. With so much being spent on flight magic, the ship itself is nevertheless fragile, relying on speed to avoid threats, rather than confront them.

<b>Windskiff</b>	Level 17 Vehicle
Small Vehicle	70,000 gp
<b>Hull Integrity</b> 2	Command —
<b>Defense</b> 10	Full Crew 4
<b>Maneuverability</b> 10	Minimum Crew 1
<b>Speed</b> 16 (flight)	Total Complement 12

### Design

Length 30 ft. Beam 10 ft. One mast, 30 ft. high.

### Flight—Airship ✦ Installed

The windskiff can fly at any altitude.

### Total Cost 70,000 gp

Hull (base level 2, sails, improved speed ×7, Level 10): 5,000 gp  
Flight—airship (Level 17): 65,000 gp

## CAMPAIGN TIPS: ABANDON SHIP

Usually ships won't sink during combat, but during climactic battles at sea, don't be afraid to put a few extra guns on the opposing side to make the party nervous. If it actually does go under, they'll remember their fallen ally forever. But if you're going for a heroic, narrative campaign akin to a TV or novel series, try not to sink the party's ship more than once.

## Glorious Revolution, Elemental Windskiff

By divine birthright, Caliph Ahm-Kazzab controls all the elemental spirits in his nation of Kequalak. As a symbol of his supremacy and infallibility, the caliph commissioned a swift windskiff, borne aloft by bound air elementals, from which he could hunt dragons on his idle days.

<b>Glorious Revolution, Elemental Windskiff</b>	Level 20 Vehicle
Small Vehicle	233,000 gp
<b>Hull Integrity</b> 3	Command —
<b>Defense</b> 20	Full Crew 4
<b>Maneuverability</b> 10	Minimum Crew 1
<b>Speed</b> 16 (flight)	Total Complement 12

### Design

Length 30 ft. Beam 10 ft. One mast, 30 ft. high.

### Celestial Cloud Conveyance ✦ Installed

The *Glorious Revolution* can fly at any elevation.

Also, any friendly passenger or crew gains a fly speed of 30 ft. (6 squares) while on the ship. As long as the creature ends its turn within 30 ft. of the edge of the vessel, when the ship moves the character moves with it, retaining the same relative position. If the character moves beyond this distance, the fly speed lasts until the end of his or her next turn, and thereafter the character featherfalls to the ground.

### Salvage of the Noble Salamander

Many fire spirits snuff flames that threaten the ship. The ship has a +5 to saving throws against the burning condition.

### Selfless Sacrifice of the Virgin Sylph

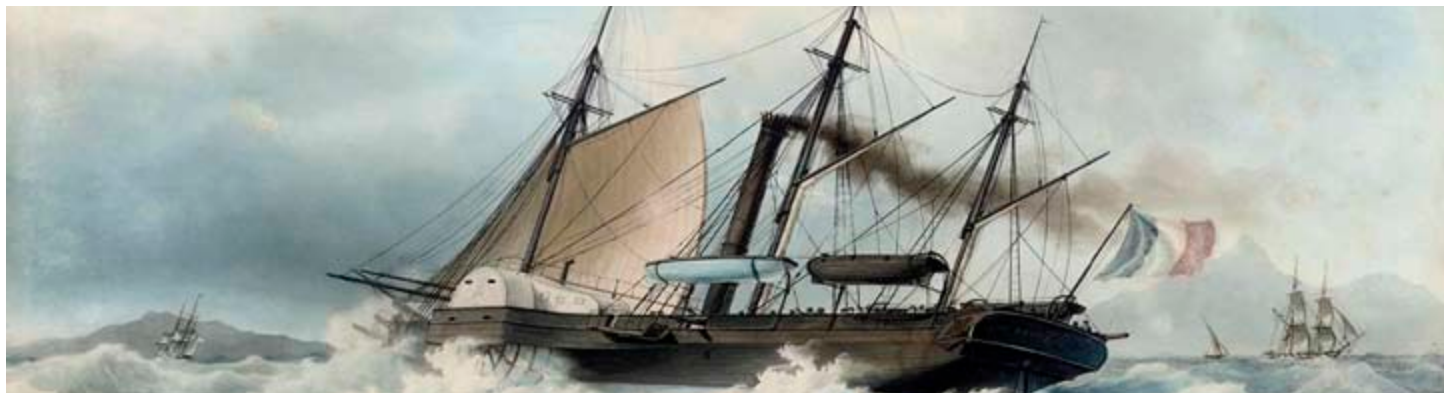
Whenever a spellcaster more than 50 feet away from the ship casts a spell that targets the ship or anyone on board it, the spell is redirected to target one of the myriad sylphs that carries the ship. This protection ends once it has absorbed 100 damage. A strike that hits the sylphs deals 50 points of damage.

### Unchallenged Grasp of His Supreme Majesty Caliph Ahm-Kazzab

The ship's engineer can target an inanimate object by making a Command check (DC 10 at short range, DC 20 at medium, DC 30 at long). If the object you target is smaller than your ship, you can grab it. Your ship and the target cannot move farther apart from each other until you either choose to release the grab (a standard action during tactical combat), or this component become damaged. If you are grabbing a ship, you gain a +10 bonus to Command checks when closing to short range.

### Total Cost 233,000 gp

Hull (base level 8, sails, improved speed ×7, Level 16): 45,000 gp  
Flight—skyship (Level 20): 125,000 gp  
Greater fire charm (Level 12): 13,000 gp  
Greater flagbearer (Level 10): 5,000 gp  
Tractor beam (Level 16): 45,000 gp







## Flagships

Every large navy from the high age of sail and beyond has fielded grand warships that serve as the focus of their fleet. Most in history were titans bedecked with a hundred cannons or more, each fairly similar to every other in design. But in a world with magic, these flagships can have a bit more personality.

First, a baseline grand frigate, of the sort Great Britain possessed in the early 19th century.

<b>Grand Frigate</b>	Level 19 Vehicle
Gargantuan Vehicle	250,000 gp
Hull Integrity 4	Command —
Defense 30	Full Crew 64
Maneuverability 2	Minimum Crew 16
Speed 18	Total Complement 500

### Design

Length 250 ft. Beam 55 ft. Three masts, 150 ft. high. Six decks.

### Armaments

Twelve light cannons on the maindeck, fifteen full cannons on each of two gundecks, and fifteen heavy cannons on the third gundeck.

Crew: 300. Attack: +23 to broadsides, or +20 forward or aft.

### Total Cost 250,000 gp

Hull (base level 14, sails, improved speed  $\times 5$ , Level 20): 125,000 gp

Armaments (Gargantuan, boards and chasers, Level 20): 125,000 gp

## RNS Coaltongue, Risuri Arcanotech Warship

After decades of lagging behind the technological progress of their enemies in Danor, the nation of Risur has finally launched a weapon that will turn the tide in favor of the side of magic. Though built on a foundation of steam and steel, the *R.N.S. Coaltongue*—named for a mythical warlord said to breathe smoke and fire—is girded with arcane defenses and armed with supernatural weapons far more powerful than anything in the fleets of Danor.

The *Coaltongue* has a wooden hull sheathed with 5-inch thick iron armor plating, engraved with subtle magical icons of defense and power. Dozens of cannons fire to either broadside, and the ship mounts two massive guns on a forward turret. All the lower decks have sections of grated floor panels to help circulate air, and giant stacks cough steam and smoke into the sky.

The gunports, windows, and main deck are all ringed by a thin inlay of gold wire, which prevents teleportation across the barrier.

On the maindeck sits an elaborate glass frame, reinforced by magic to be as strong as steel, and shaped in a half-cylinder and inlaid with silver. While its design is partially aesthetic, this innovative structure is Risur's greatest trump card against Danoran warships: a magical capacitor. Excess energy from the steam engine is stored in this arcane focus. Even while

storing its full power, the interior of the capacitor is perfectly safe to walk through, and its expansive windows let it serve as venue for ceremonies and celebrations.

The primary purpose of the capacitor is to power attack spells of the ship's warmages, represented by the huge variety of gunnery components the ship possesses, which are actually spells that ship mages cast through the capacitor. Additionally, the ship is equipped with a Brand—so named because it burns an image into any surface it strikes—which fires a massive blast of pyromantic energy from the ship's gleaming prow, often enough to outright destroy a smaller vessel and cripple a larger one.

<b>RNS Coaltongue</b>	Level 26 Vehicle
Gargantuan Vehicle	1,500,440 gp
Hull Integrity 4	Command —
Defense 30	Full Crew 32
Maneuverability 8	Minimum Crew 4
Speed 18	Total Complement 200

### Design

Length 205 ft. Beam 50 ft. Two level central bridge. Steam engine with two propellers. Five masts.

### Armaments

Crew: 100. Attack: +25 in any firing arc. Can use acidic, chain shot, flaming, freezing, and shocking attacks, but no more than one in any given round in a single firing arc.

### Eldritch Defenses

The ship gains a +5 bonus to saving throws against the burning condition. Any spells that originate more than 50 feet from the ship deal 26 less damage to targets within that area. Teleportation cannot enter or leave the ship.

### Total Cost 1,500,440 gp

Hull (base level 14, engine, improved maneuverability  $\times 2$ , improved speed  $\times 7$ , Level 26): 1,125,000 gp

Armaments (Huge, forward turret, Level 22): 325,000 gp

Gunnery components (acidic, Level 8; chain shot, Level 4; flaming, Level 10; freezing, Level 8; shocking, Level 8): 16,040 gp

Eldritch defenses (greater fire charm, Level 12; shield defense; Level 10; tar and brimstone sheathing, Level 8; teleportation ward, Level 12): 34,400 gp





<b>Astral Kraken</b>	Level 24 Leviathan
Gargantuan Leviathan	
<b>Hull Integrity</b> 4	<b>Command</b> +12
<b>Defense</b> 30	<b>Perception</b> +12
<b>Maneuverability</b> 6	Blindsense
<b>Speed</b> 16	
<b>Dimensions</b>	
Body 110 ft. x 40 ft. Tentacles 110 ft. Feeding tentacles extend an extra 160 ft.	
<b>Leviathan</b>	
The astral kraken is a living creature, acting on its own and requiring no crew. After an extended rest, it heals all damage as long as it has at least 1 Hull Integrity. It can fly at any altitude.	
<b>Tentacles</b>	
When the kraken rams, it stops 25 feet from its target and takes no damage from the collision. The target cannot move until the tentacles take damage or the kraken releases its grip.	

<b>Crush and Bite</b>
The kraken bites and crushes as a weapon with a +25 attack bonus (effectively +30 due to range), which can only attack at short range.
<b>Psychic Invisibility</b>
<i>The astral kraken exists partially in another plane, vulnerable to attack but normally invisible. Only when it strikes does it reveal its horrid appearance to its prey.</i>
The astral kraken is completely invisible. When it attacks, it immediately becomes visible, and it cannot turn invisible on the next naval round.
<b>Total Cost 914,400 gp</b>
Hull (base level 14, improved maneuverability ×2, leviathan, improved speed ×5, Level 24): 525,000 gp
Tentacles (as farslayer ram, Level 12; as claws, Level 8): 16,400 gp
Bite (Gargantuan, prow, point-blank, Level 21): 225,000 gp
Living Ship (Level 5): 1,000 gp
Farseer blindsense (Level 13): 17,000 gp
Cloak (Level 17): 65,000 gp
Flight (Level 17): 65,000 gp





# CHAPTER FOUR: LEGEND, LORE, AND INFAMY

**S**o you've got rules. You've got a ship, and a crew. What do you do with them? There aren't many heroic tales that focus on efficient triangle trade. When you find adventure at sea, what does it look like? And not just monsters, villains, or tempests: players expect the folklore, the ritual, the unique salty flavor of long nautical traditions, real and imagined.

## MARINE SUPERSTITIONS

Oceans are vast and mysterious, and sailors hear many tales that seem inexplicable, so they can be understandably superstitious. Here are some common traditions and beliefs among real-world sailors, and a few that might crop up in a fantasy setting.

### Captain Goes Down with the Ship

A sea captain holds ultimate responsibility for both ship and his passengers. Tradition holds that in an emergency the captain should not abandon his post until everyone is safe. The actual adage only appeared in the early 20th century, and probably developed from the protocol of "women and children first," tied to a Victorian ideal of chivalry.

This tradition is not necessarily held around the world, but if you want to handily paint an enemy captain as a scoundrel, have him abandon his ship without concern for the rest of the crew.

### Line-Crossing Ceremonies

The line-crossing ceremony commemorates a sailor's first crossing of the equator, intended to invoke good luck on the new sailor, especially on naval vessels. Similar ceremonies are also sometimes carried out for passengers' entertainment on civilian ships.

The two-day event (evening and day) is a ritual in which previously indoctrinated crew members (**Trusty Shellbacks**) are organized into a "Court of Neptune" to indoctrinate the "Shiny Pollywogs" into "the mysteries of the Deep." Each Pollywog is expected to endure a standard initiation rite in order to become a Shellback. After crossing the line, Pollywogs receive subpoenas to appear before **King Neptune** and his

court, usually including his first assistant **Davy Jones**, her **Highness Amphitrite**, and often various dignitaries, who are all represented by the highest ranking seamen. This is often preceded by a beauty contest of men dressing up as women. Afterwards, some wogs may be interrogated by King Neptune and his entourage, having "truth serum" (the most disgusting drink they can manage, like hot sauce and aftershave) and whole uncooked eggs put in their mouths.

The Pollywogs undergo a number of increasingly embarrassing ordeals, like wearing clothing inside out and backwards; crawling on hands and knees on decks; being swatted with short lengths of firehose; being locked in stocks and pillories and pelted with mushy fruit; being locked in a water coffin of salt-water; crawling through chutes or large tubs of rotting garbage; and so on, largely for the entertainment of the Shellbacks.

Once the ceremony is complete, a Pollywog receives a certificate declaring his new status. Other rare statuses are the **Golden**, **Emerald**, or **Diamond Shellback**, a person who has crossed the Equator at the 180th meridian or Prime Meridian.

These, of course, are the more modest modern traditions. Historical ceremonies sometimes involved brutal pain and—occasionally—the death of the wogs. Simpler traditions involve such things as baptisms in equatorial waters for first-time crossers of the Equator.

### Fantasy Variants

When fairmen first cross the equator in a flying ship, they might be tarred and feathered and pressed against the keel with nothing to hold them on but the stickiness of the tar, or be forced to jump between planks set out to broadsides above the clouds. Kinder crews might blindfold the victims and just skim the ship forty feet above water so no fall is fatal. Some dangle wogs by a line and fill their pockets with chum, then drag them through the water while the ship flies low.

Sailors might actually have to perform these rituals to appease real entities whose agents take the amusement as payment for passage. Those who refuse will find their ships holed and plundered, or captured in doldrums that never cease until the undersea kings are sufficiently entertained.

## NAUTICAL TERMS

- ♦ **Advance Note.** Advance wages, generally given to experienced sailors to have one last bash before setting sail and/or to buy personal gear.
- ♦ **Aftcastle.** The below-deck portion of a ship at the back of the ship, often containing the master's cabin and the wardroom.
- ♦ **Albatross.** A coast-dwelling bird, similar to a seagull, often viewed by sailors as a sign of good luck (indicating that land is near). Killing an albatross is considered very bad luck.
- ♦ **Aldis Lamp.** A signaling device made of a hollow metal cylinder (wide and shallow) set on end, in which a light source is placed, used to flash signals in code. A lever affixed to the lamp opens and closes shutters on one end of the cylinder, creating the light pulses that are used to signal.
- ♦ **All Standing.** To have all sails flying.
- ♦ **Almanac.** A book that contains a listing of the relative locations of heavenly bodies for the time of the year, used in conjunction with a sextant to determine location on the seas.
- ♦ **Amidships.** In the middle of the ship.
- ♦ **Articles.** A written agreement to serve aboard a ship.
- ♦ **Ballast.** Weights (generally rocks or lead) placed in the bilge to aid the ship in keeping vertical.
- ♦ **Batten.** To secure loose objects, as in "batten down the hatches."
- ♦ **Bearing.** The direction of a ship's movement, relative to north, as described on a compass.
- ♦ **Belay.** To secure a rope.
- ♦ **Belaying Pin.** A 10–12 inch long heavy wooden pin that can be secured into holes on the deck or rail to tie off ropes. A belaying pin can also serve as a makeshift club-like weapon.
- ♦ **Bilge.** The lowest portion of the ship, filled with ballast.
- ♦ **Bilge Pump.** Bellows and tubing, used to pump standing water out of the bilge.
- ♦ **Binnacle.** A lighted housing that contains a ship's compass, located near the wheel.

*continued...*



### Form

All shanties had a chorus of some sort, in order to allow the crew to sing all together. Many shanties had a “call and response” format, with one voice (the shantyman) singing the solo lines and the rest of the sailors bellowing short refrains in response.

The following example, a verse of the shanty “Boney” (in reference to Napoleon), shows the call and response form and the interplay between the voices of the shantyman and the crew. When working, hands on the line would synchronize their pulls with the last syllable of each response.

**Shantyman (solo):** Boney was a warrior,

**All (refrain):** Way-ay-ya,

**Shantyman (solo):** A reg’lar bull and tarrier,

**All (refrain):** John François!

Any good bard aboard a sailing ship should know a few dozen shanties, making them excellent bosuns, perhaps even granting a slight extra benefit when inspiring and guiding the crew. Then there are “sea songs,” distinct from shanties in that they were sung for leisure and entertainment while off duty, while shanties accompanied work. Sea songs often were accompanied by instruments, which would be impossible while hauling ropes or lugging cargo.

### More Information

Obviously a book is not the best medium through which to experience songs, but you can find plenty of information and examples online or, at the risk of sounding old-fashioned, your local library.



## SHIPWRECKS AND GHOSTS

Your look-out calls that he’s spotted a ship, its sails limp, headed generally in your direction. Wary for a trap, you order your ship to close, but there is no ambush. There is no crew, no sign of where they went, only the vaguest clues where this ghost ship came from and where it was bound before everyone on board vanished.

Here we present a handful of lost vessels, real and fantastic, both as adventure seeds and as examples to help you narrate when things go disastrously wrong on a ship.

### Flying Dutchman

A legendary ghost ship that can never make port, the *Flying Dutchman* is doomed to sail the oceans forever. Folklore dates back to the 17th century, and sightings in the 19th and 20th centuries reported the ship to be glowing with ghostly light. If hailed, the crew of the *Dutchman* will try to send messages to land, or to people long dead. The vessel is never seen without foul weather about her, and the sight of this phantom ship is a portent of doom.

Seventeenth-century Dutch captain Bernard Fokke may have been the model for the captain of the ghost ship. Fokke was renowned for the speed of his trip from Holland to Java and was suspected of being in league with the Devil. Modern scholars suspect the tales of a flying ship were tied to the Fata Morgana optical illusion.

The news soon spread through the vessel that a phantom-ship with a ghostly crew was sailing in the air over a phantom-ocean, and that it was a bad omen, and meant that not one of them should ever see land again. The captain was told the wonderful tale, and coming on deck, he explained to the sailors that this strange appearance was caused by the reflection of some ship that was sailing on the water below this image, but at such a distance they could not see it. There were certain conditions of the atmosphere, he said, when the sun’s rays could form a perfect picture in the air of objects on the earth, like the images one sees in glass or water, but they were not generally upright, as in the case of this ship, but reversed—turned bottom upwards. This appearance in the air is called a mirage. He told a sailor to go up to the foretop and look beyond the phantom-ship. The man obeyed, and reported that he could see on the water, below the ship in the air, one precisely like it. Just then another ship was

- ♦ **Paychest.** A strong wood or iron chest with a sturdy lock that holds the pay for the crew, usually kept in the ship’s office or master’s cabin.
- ♦ **Place the Black Spot.** To mark a sailor for death. Sometimes, to simply accuse a sailor of a serious crime on board ship.
- ♦ **Press-Gang.** A gang of sailors who roam the streets to “recruit” new sailors for their ship, often by force, “pressing” them into service.
- ♦ **Privateer.** A sailor who functions something like a pirate, but with the backing of a monarch or high-ranking noble. A privateer is beholden to prosecution by enemies if captured, but receives leniency from his home government when performing actions approved by his sponsor.
- ♦ **Privy.** The bathroom on board a ship, sometimes also called the “head.”
- ♦ **Quarterdeck.** A raised, open deck atop the aftcastle, located at the rear of the ship, upon which sits the wheel and often a davit.
- ♦ **Ratline.** A tie that secures a shroud to the deck.
- ♦ **Rattoner.** An exterminator, particularly one who excels in removing rats (especially on ships).
- ♦ **Ride the Knife.** The act of cutting the sail and riding a knife/dagger/sword down a sail from a yardarm to the deck - a sail cut in this way must either be replaced or sewn up while in place.
- ♦ **Rigging.** The ropes and ties which stay put, as opposed to the running gear, which moves while the ship is sailing.
- ♦ **Running Gear.** The ropes and ties which move, as opposed to the rigging, which stays put.
- ♦ **Sail Locker.** A room below deck that houses reserve sails, as well as additional ropes and tools.
- ♦ **Salt Horse.** Salted beef or pork that has gone over and dried hard in the sun, often used by sailors for carving to pass the time.
- ♦ **Sargasso.** Thick masses of floating seaweed, so dense that a man can potentially cross them on foot.
- ♦ **Scrimshaw.** Etchings on bone or whale teeth.
- ♦ **Scupper.** An opening in the rail on either side of the deck that runs water overboard to keep the deck dry.

*continued...*



### Nosey Anna, Wayfaring Galleon

Level 25 Vehicle

Large Vehicle

777,777 gp

Hull Integrity 4

Command —

Defense 30

Full Crew 16

Maneuverability 8

Minimum Crew 4

Speed 10

Total Complement 60

#### Design

Length 90 ft. Beam 25 ft. Four masts, 70 ft. high. Three decks, plus a forecandle and a two-tiered aftcastle.

#### Curious ♦ Trait

The navigator takes a -5 penalty to his checks to plot or follow a course to a place the ship has already been, and a +5 bonus when heading to new locations. Whenever the navigator fails to plot a course or the ship becomes lost, it will always end up some place interesting.

#### Bigger on the Inside

The interior holds an entire theater, still full of props and sets from its last play. The captain only ever uses a portion of the space, and sometimes loses valuables. It's easier to navigate an ocean at night than to find your way through here.

The interior of the ship is as big as a mansion, a thousand feet on a side and with multiple levels and basements.

#### Defensible

The high castles help defend the crew, but crowd out room for weapons.

The crew has cover against attacks made from outside the ship.

#### Fireproof

Fieri designs of red and gold adorn the hull, protecting the ship from fire.

The ship has a +5 bonus on saving throws against the burning condition.

#### Shields

The galleon has a traditional shield eldritch defense.

#### Planesifter

You must have personally drawn the map or sea chart from a location you have traveled. You place it upon the table in the center of the captain's cabin, then adorn it with ten rubies, focusing the magic. Fire rises around the vessel, and then it teleports in a burst of flame.

Once per naval round, the captain can teleport the ship a short distance. This can grant a +5 bonus to the ship's Maneuverability for the purpose of avoiding obstacles or for the Bearing phase, but only relative to a hostile ship at short range.

In tactical combat, this requires a standard action and can be done once every five minutes. The Nosey Anna and everyone aboard teleports 50 ft. (10 squares) to an unoccupied space. It maintains the same heading and speed.

Additionally, once per day, the ship can teleport anywhere it has even traveled before. This takes a while to charge up, so once activated (requires a naval round), the ship teleports at the end of the next naval round.

Finally, once per week the ship can shift to another plane.

#### Total Cost 777,360 gp

Hull (base level 14, sails, improved maneuverability, improved speed ×4, Level 20): 125,000 gp

Greater extradimensional hull (Level 11): 9,000 gp

Defensible (Level 1): 360 gp

Eldritch defenses (greater fire charm, Level 12; shield, Level 10): 18,000 gp

Planesifter (Level 25): 625,000 gp

417 gp worth of decorations

## Serenity

Captain Raja Doake came into command of his vessel at a far younger age than the average officer. While some resented his early promotion, his tactical genius and uncompromising character have earned him the trust of his superiors and respect of his fellow captains.

By now most captains would have moved higher in the ranks, but though he possesses a keen mind, often his successes have come through disobeying direct orders. Though his gambits have always paid off, a few admirals have not taken well to him one-upping them, and believe Doake thinks he's smarter than them. This suits the captain fine, as he prefers the rhythm of the open seas on his single ship, the *Serenity*, to the logistics of running an entire fleet.

He commands his men with a quiet strength occasionally mistaken for indulgence by other captains. His own men are fiercely loyal and trust him with their lives. They may revel louder and longer than other crews, but only well away from active engagements. Those who underestimate him eventually meet with either his brig or his pistol, and his crew say he's a fine enough shot that if he fires and you don't die, it's because he intended to keep you as prisoner.

*Serenity's* supplies always include more variety and higher quality ales than one could expect from a naval vessel. Rumors in the navy tell he keeps a shalgin brewery in every port. Such luxuries might not last much longer, however. In his last fleet action, *Serenity's* sister ship *Blackwood* caught fire after an incendiary fell from the sky. A look-out spotted a gas cylinder nearly concealed in the clouds overhead, and Captain Doake ordered evasive maneuvers as more bombs struck the ship around him, devastating ships on both sides. He managed to salvage and escape by sailing adjacent and downwind of the *Blackwood*, using the smoke of the other ship's conflagration to feign being destroyed.

Captain Doake managed to escape and save most of the *Blackwood's* crew, as well as some from enemy ships, who claimed they had no idea about the identity of the aerial raider. Upon returning to port, Doake immediately requested permission to pursue the airship and, after loading *Serenity's* gundeck with custom cannons, and loading her stores with as many casks of ale as could fit, he set out on an impossible mission: to pull down this corsair the sky.





<b>Serenity, Zeppelin Hunter</b>	Level 17 Vehicle
Huge Vehicle	110,000 gp
Hull Integrity 4	Command —
Defense 25	Full Crew 32
Maneuverability 4	Minimum Crew 8
Speed 14	Total Complement 200

#### Design

Length 170 ft. Beam 35 ft. Three masts, 100 ft. high. Four decks.

#### Fire Charm

The ship has a +5 to saving throws against the burning condition.

#### Armaments

A normal frigate's array, supplemented by a battery of custom-enchanted light cannons that can gimbal and tilt skyward.

Crew: 100. Attack: +16 to broadsides, or +13 forward, aft, or skyward. Can shoot at long range with a –10 penalty. Have the option to fire harpoon shot, grabbing a target struck.

#### Total Cost 143,000 gp

Hull (base level 11, sails, improved speed ×5, Level 17): 65,000 gp

Armaments (Huge, aerial array, long range, Level 17): 65,000 gp

Harpoon shot (Level 12): 13,000 gp

Greater fire charm (Level 12): 13,000 gp



## Enid's Lament, Undead Whale

A pregnant woman, stranded on a rocky island in winter. A horrible act of cannibalism. A whale carcass, washed ashore as a woman's sanity is annihilated, torn asunder.

Though the story varies in the telling, these three images remain constant in the story of Weary Enid. Enid, driven mad, formed a pact with the dark forces of the sea to become a hag with the power to reanimate corpses with a touch, kindling the horrid soul of undeath within them. She thus animated the whale carcass and rode it into the sea, seeking the ship that had doomed her. Its crew became hers, transformed into lacedons, the ghouls of the sea.

Over time, the whale rotted and was hollowed out, but magic held its outer skin intact enough to act as a submersible ship for Weary Enid and her wretched crew. They gather treasure as offerings to the dark power that granted Enid her revenge, and tend to be drawn to ships carrying pregnant women.

<b>Enid's Lament, Undead Whale</b>	Level 15 Leviathan
Large Leviathan	93,520 gp
Hull Integrity 3	Command +7
Defense 15	Full Crew 0
Maneuverability 6	Minimum Crew 0
Speed 14	Total Complement 40
	Perception +7
	Blindsense

#### Dimensions

Length 100 ft. from nose to tail. Width 30 ft. across flippers. However, the hollow interior of the whale corpse's body is only 50 ft. by 10 ft.

#### Leviathan

The whale is an undead creature, following the telepathic order of its bonded captain, a sea hag known as Weary Enid. After an extended rest, it heals all damage as long as it has at least 1 Hull Integrity. It can swim at its full speed in the darkest depths of the sea, without concern for pressure or cold.

#### The Drowned and the Hungry

Every beast and foolish sailor the ghoulish crew has fed to their ravenous vessel must serve the leviathan. At the gunner's command, a swarm of humanoid specters and wraithlike sharks manifest around the Enid's Lament and ravage a hostile vessel.

Crew: 0 (leviathan-controlled, gunner-directed). Attack: +13 in any direction, even up or down

#### Total Cost 93,520 gp

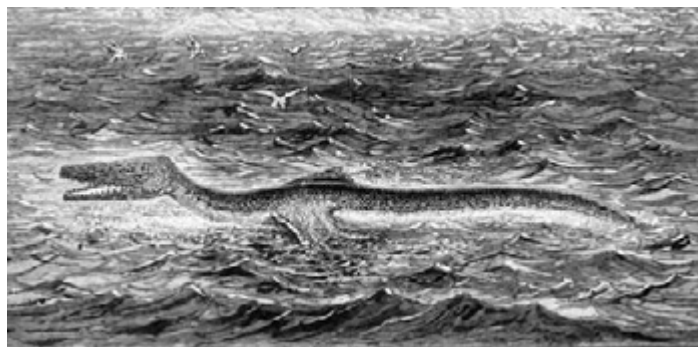
Hull (base level 6, leviathan, improved speed ×6, Level 15): 25,000 gp

Leviathan (nautilus, Level 15): 25,000 gp

Living Ship (Level 5): 1,000 gp

Farseer blindsense (Level 13): 17,000 gp

Armaments (Large, sphere of fire, Level 15; necromantic, Level 2): 25,520 gp







- ♦ **Broadsides.** Your weapons are mounted on each broadside. You cannot attack forward or aft.
- ♦ **Boards and Chasers (+1).** Your primary weapons are mounted on each broadside. Your ship can also attack forward or aft; determine the attack bonus for those arcs as if your ship was three size categories smaller.
- ♦ **Forward Turret (+1).** You have a weapon that can fire forward or to either broadside. Determine the attack bonus for all those arcs as if your ship was two size categories smaller.
- ♦ **Full Coverage (+2).** Use your full attack bonus in any arc.
- ♦ **Aerial Array (+2).** Your weapons can primarily fire broadsides, with a few specialized batteries that can fire forward, aft, or vertically. Use your full attack bonus to broadside, and the attack bonus of a battery three sizes smaller for any other direction.
- ♦ **Sphere of Fire (+3).** Your vessel uses its full attack bonus in any direction, including directly up and down.

## Range

By default, shipboard weapons gain a +5 to hit when the target is at Short range, and cannot attack at Long range.

- ♦ **Long Range Weapons (+1).** Increase the level by 1. Your weapons can attack at Long range with a -10 penalty.
- ♦ **Extreme Range Weapons (+2).** Increase the level by 2. Your weapons can attack at Long range with a -5 penalty.
- ♦ **Point-Blank Weapons (-2).** Reduce the level by 2. Your weapons can only attack at Short range, but still gain the normal +5 bonus to hit at that distance.

## Crew Requirements

If a ship needs to fire when it has less than the full gunnery crew, determine how many crew the ship has to spare for gunnery, then consult the table below. For each step lower the available crew is compared to the full gunnery crew, reduce the ship's attack bonus by 3.

Yes, if there's one gunner left on a ship that normally requires 300, you can still attack with some small chance of success. The gunner probably won't be able to reload, but he can still fire any cannons that are already loaded, and it will take him a while to fire them all.

### Diminished Gunner's Crew

Crew Available	Effective Battery Size
1	Tiny
5	Small
15	Medium
40	Large
100	Huge
300	Gargantuan

If you want to be extra realistic, when you want to fire at multiple firing arcs in the same round, you can determine how the crew is split between them, which might yield different attack bonuses. Remember, the Unmanned component (page 72) let you create armaments that don't require crew.

## Benchmark Weapon Batteries

A +2 attack bonus might result from mounting one or two light cannons, or a weak arcane fusil.

A +5 bonus could represent a battery of six light cannons, one or two normal cannons, or a light eldritch figurehead.

A +10 bonus could be a short deck of a dozen cannons, a pair of enchanted light cannons, or a powerful weapon that fires a lance of light.

At +15, you might have a whole deck of normal cannons, an enchanted lightning generator the size of a small house, a pair of heavy cannons that require a half dozen men apiece to use, or a flaming topsail known as an eldritch brand, so named because when it fires, it burns an image into its target like a giant branding iron.

A +20 attack bonus likely entails multiple decks of cannons, some of them so large it takes a dozen men with ropes and pulleys to move them. It could be a brand paired with a deck of cannons, or a ward of glowing runes lining every deck, where sailors chant holy verse to command damned souls as flying weapons.

A +25 attack bonus might be a ship bedecked with enchanted cannons loaded with alchemical munitions, or a tower from upon which a gunner can conjure forth whirlpools and freak waves, or simply the psychokinetically devastating wrath of the dead god that slumbers in the ship's bilge.



## ADDITIONAL COMPONENTS

Components include everything from raised fore- and aft-castles to have an advantage in close ship-to-ship battles, to enchantments that let a ship fly, swim, or teleport. Components need not actually be physical objects added to a ship; they might simply alter the nature of the ship, such as the *living ship* component, which lets your vessel heal.

Each component has a level rating, which determines its cost. It might also be listed as an **installed component**, which means that it takes up

some actual space on the ship and can be damaged or destroyed. Other components are considered inherent to the ship—some sort of enchantment or aspect of design that is not localized enough to actually target it. Some components are part of other components. For instance, if you destroy a ship's armaments, it obviously cannot use its flaming weapons.

Some components reference your ship's level. For this, use the highest level component of anything on your ship. Typically this will be the hull, but sometimes dinky ships have very expensive components on them.

Component	Level	Price
<b>Eldritch Defenses</b>		
Fire Charm	4	840
Fire Charm, Greater	12	13,000
Flagbearer Defense	4	840
Flagbearer Defense, Greater	10	5,000
Shield Defense	10	5,000
Shield Defense, Null Shield	21	225,000
Teleportation Ward	12	13,000
<b>General Components</b>		
Charged Hull	10	5,000
Claws	8	3,400
Combination Ship	15	25,000
Defensible	1	360
Defensible, Efficient Defense	5	1,000
Extradimensional Hull, Lesser	5	1,000
Extradimensional Hull, Average	8	3,400
Extradimensional Hull, Greater	11	9,000
Extradimensional Hull, Grand	14	21,000
Farseer	3	680
Farseer, Darkseer	9	4,200
Farseer, Blindseer	13	17,000
Folding Boat	11	9,000
Folding Boat, Modular	12	13,000
Living Ship	5	1,000
Portal Pad	17	65,000
Ramprow	3	680
Ramprow, Farslayer Ram	12	13,000
Sheathing, Copper	1+	360+
Sheathing, Tar and Brimstone	8	3,400
Shroud	5	1,000
Shroud, Greater	11	9,000
Shroud, Cloaking	17	65,000
Shroud, Greater Cloaking	21	225,000
Tractor Grab	16	45,000
<b>Gunnery Components</b>		
Acidic	8	3,400
Aquatic	15	25,000
Chain Shot	4	840
Freezing	8	3,400
Harpoon	12	13,000
Heated	4	840
Heated, Flaming	10	5,000
Necromantic	2	520
Shocking	8	3,400
Unmanned	Special	Special

Component	Level	Price
<b>Piloting Components</b>		
Agile	1+	360+
Flight, Airship	15	25,000
Flight, Windship	17	65,000
Flight, Skyship	20	125,000
Ghost Ship	13	17,000
Landship	12	13,000
Nautilus, Lesser	10	5,000
Nautilus, Standard	12	13,000
Nautilus, Greater	15	25,000
Seaborn	6	1,800
Teleportation, Jaul	10	5,000
Teleportation, Wayfarer	20	125,000
Teleportation, Placeshifter	25	625,000
Teleportation, Time Machine	31	5,625,000







## Sheathing, Copper

### Level 1+.

The bottom of the hull is sheathed in copper mixed with iron. It keeps shipworms from burrowing and barnacles or sea urchins from attaching to the wood. It also protects the lower hull from the effects of magic that would warp wood, and thwarts *passwall* and similar effects. The level of this component is 1 + 1 per size category the ship is larger than Tiny (6 for Gargantuan). This component cannot be applied to metal-hulled ships.

## Sheathing, Tar and Brimstone

### Level 8.

The bottom of the hull is sheathed in an alchemical mixture including slag, tar, and brimstone, and is infused with the faintest trace of elemental fire. This has the same protective properties as copper sheathing. Additionally, attacks against the underside of the hull trigger the release of a brief burst of fire that often deters aquatic attackers.

Whenever a creature within 30 ft. of the hull attacks the underside of the ship, that creature takes 10 fire damage. If a leviathan rams or attacks from below at short range during naval combat, it takes 1 point of hull damage.

## Shroud

### Level 5, Installed.

The ship's engineer can spend his naval round to call forth a magical shroud to conceal the ship on the next round. Each shroud creates a specific type of concealment—shadows, a bank of fog, bright light, or a glassy reflection—typically about three times as big across as the ship

itself. The shroud blocks line of sight to and from the ship, making it hard for other vessels to see what you're up to, but likewise impairing your navigation and attacks.

While the shroud is up, you roll twice for Command checks and shipboard weapon attack rolls, and take the worse result. Other ships targeting you likewise roll twice on attacks and take the worse. If two ships are at short range, the shroud does not affect their attack rolls against each other.

### Greater Shroud. Level 11, Installed.

As above, except the engineer can choose total concealment. The ship still rolls twice and takes the worse result for Command checks and attack rolls. Also, to target through the shroud, a ship's look-out or gunner must succeed a Perception check (DC 10 at short range, DC 20 in the same stage, and DC 30 in an adjacent stage; modified by ship noises and local conditions).

### Cloaking. Level 17, Installed.

As above, except the engineer can choose total concealment. Moreover, the ship is not simply shrouded by cover, it is completely invisible, and any wake it would normally have in the seas is nearly imperceptible.

However, when a cloaked ship attacks, or if anyone on board it attacks a target off the ship, the vessel immediately becomes visible, and the cloak cannot be re-engaged on the next naval round.

### Greater Cloaking. Level 21, Installed.

As above, except the ship can remain cloaked while attacking. However, if it has a flagbearer or shield eldritch defense, those are disabled while the ship is cloaked.



# SHIP RECORD SHEET

### Command Rating

## Hull Integrity

## Defense

## Maneuverability

## Speed

## Components

Damaged ☒  
Destroyed ☒

Dan. red ☒  
Destroy ☒

Destroy ☒



# ADMIRAL O' THE HIGH SEAS

## SHIP RECORD SHEET

**Captain** *Command Check* ☐

*Notes*

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**Bosun** *Bosun Check* ☐

*Notes*

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**Engineer** *Engineer Check* ☐

*Notes*

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**Gunner** *Gunner Check* ☐

*Notes*

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**Look-Out** *Look-Out Check* ☐

*Notes*

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**Navigator** *Navigator Check* ☐

*Notes*

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**Attacker** *Attacker Check* ☐

*Notes*

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**Crew** *Full* ☐ *Minimum* ☐ *Total* ☐

*Allocation*

Rigging / Propulsion

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Main Deck

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Gunnery

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Miscellaneous

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*Casualties* *Wounded* ☐ *Dead* ☐

*Notes*

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