

Cortico-Throw-Pin's Boat Guide

Introduction

The fantasy of non-historical high adventure at sea (or astral space) is imprinted firmly in pop culture. While D&D *can* simulate this, it's by no means ideal. This guide aims to strike a balance between simply hand waving being on a ship, and creating new, slow, systems for simulating naval combat and travel. At its core, this document is a structured blending of official D&D 5e Saltmarsh and Spelljammer ships with the more interesting vehicle rules from Decent into Averus, and guidance on how you can best make your seafaring D&D 5e adventures feel more like *seafaring* adventures.

This document takes ideas and mechanics from The Ghosts of Saltmarsh D&D 5e supplement, the Descent into Avernus D&D 5e supplement, and general homebrew ideas from around the community. It is a draft, and any feedback you have would be much appreciated. This document has been somewhat adapted for the recent release of D&D 5e's Spelljammer: Adventures in Space.

A Note on Reality

Historically, naval combat was not what we imagine from fantasy genre tropes. With the fastest crews, cannons took 90 seconds to load. Sometimes crews could take up to five minutes. In the 1500s, the goal was usually to overwhelm an enemy ship with hundreds of soldiers and capture it, not sink. Even with increased firepower in the late 1700s two ships locked against each other firing dozens of cannons could take hours to sink one or the other. In a sense these harsh truths are useful to us as DMs. It means our intrepid heroes jumping onto the enemy's deck and taking on hordes of baddies is actually a fairly realistic outcome of naval combat. However, blasting a ship into oblivion is a fun notion, so I don't see why we can't have our cake and eat it too. In D&D 5e siege weapons fire quickly (a few six second actions). They can take out a ship if given enough shots. This lets a DM pick and choose what sort of blend of combat they want, depending on the encounter or situation. Would they like to ignore the operation of the ships in favour of using the boats as elaborate 'battle settings'? Or perhaps, would they prefer to simulate the actions of a ship and its own hit points? They shouldn't feel bad about leaning one way or the other.

Spelljammers and Mundane ships.

Ships that sail the Astral sea (or equivalents) are usually still couched in a 'fantasy aesthetic'. They are not the high sci-fi ships of Halo, Star Trek, or The Culture, and instead tend to act as 17th Century ships - In space. This document makes much of the same assumptions as the 5th Edition supplement 'Spelljammer: Adventures in Space'. Especially in the different types of ships one can encounter. However, we treat 'naval combat' of these ships in the same manner we would more mundane ships on the material plane. In the view of the system, the differences between these ships are; the environments in which they can operate, the methods of propulsion, and specific upgrades or action stations they may possess. Where appropriate, spelljammer or mundane ship specific features/upgrades are notated with a [Spelljammer] or [Mundane] tag.

Ships

Ships! Large, lumbering gold sinks for the many navies of the world and multiverse. There are dozens of classifications of ship type from dozens of different historical eras and fantasy universes. This system will provide one broad vehicle 'stat block' for a ship which can be modified to best represent the in-game fantasy. A ship is effectively treated as a 'creature' would be in D&D 5e, except it has no autonomy of its own (usually) and is controlled by the Player Characters. Flavouring how exactly these ships appear and operate in your world is entirely up to you. Examples of historical and fantastical ships that match the size categories are provided.

Action Stations

In the operation of the ship we replace 'Actions' with 'Action Stations'. The crew are helping as best they can with all these actions, but a Player Character must use their action or bonus action to execute one of these action stations on the ship.

A creature can use the action(s) of the station it's occupying. Once a creature uses a station's action, that station can't be used again until initiative 20. Only one creature can occupy each station. It is a free action to 'occupy' or leave an action station whenever a creature is within the station's space. A creature not occupying an action station is free to take actions as normal.

Stat Block Template

Below is a generic template for the statblocks of a 'ship', be it mundane or spelljammer. Most portions of it will need to have information inserted based on the size and type of ship. This is denoted with a '[Lookup]' note.

Ship Size: [Lookup]

Travel Pace [Mundane]: upwind/current [Lookup]x0.5 miles/day, average [Lookup] miles/day, downwind/current [Lookup]x1.5 miles/day. Pace is set at average if rowed.

Travel Pace [Spelljammer]: [Lookup]

Crew Requirement: [Lookup]

Capacity: Cargo: [Lookup] **Creatures:** [Lookup]

Armour Class: [Lookup]

Hit Points: [Lookup]

Hull Dice: [Lookup]

Damage Threshold: [Lookup]

Combat Speed: upwind [Lookup]x0.5ft. neutral [Lookup]ft., downwind [Lookup]x1.5ft. Pace is set at neutral if rowed

Condition Immunities: All except grappled and restrained

Damage Immunity: Poison and Psychic

Weapon Slots: How many different siege weapons can be fitted onto a ship. Varies with ship type.

Action Stations: Portions of the ship that can have a PC or trained NPC crew use an action or a bonus action to produce a mechanical effect. Each action station has two options. One low risk which will always work, and one high risk that will give a better effect but may not work. Once either option has been used, the action station cannot be used again until initiative 20. Action stations are only intended to be used when initiative is rolled, and not during downtime/travel.

Below is a list of the standard action stations. For any given ship, the DM should determine the action stations it possesses. These may change with upgrades, and they are more than welcome to produce custom action stations if they appropriate.

[Weapon Slot X] (One station per weapon slot)

The particular type of weapon, its bonuses to hit and damage will be determined by what siege weapon the ship has installed in its Weapon Slots.

Fire Weapon: Fire one of the ship's weapons. A character proficient in the relevant vehicles tool can add their proficiency bonus to this ranged weapon attack. Weapons fire at disadvantage if the ship is facing in the wrong direction (e.g. cannons on the sides fire at disadvantage if the ship is heading towards foes. Ballista at the front fire at disadvantage if the foes are behind).

Aimed Shot: You take a -5 penalty to your shot. If the ranged weapon attack hits, you may disable one action station on the enemy ship for 1d4 rounds.

Sails and Rigging OR Oars [Mundane]

Catch the Wind: Have the ship take the dash action.

Fast Tac: DC15 Water Vehicles (Str/Dex) check to use the wind to turn the ship back and forth in an unpredictable manner, causing the siege weapon ranged attack against it to have disadvantage to hit until the start of the action station user's next turn.

Bosun's Supplies/Carpenter's Tools/Shipwright Tools

Patch Job: The ship gains 1d10 Temp HP. You can add your proficiency bonus if proficient in water vehicles or Carpenter's tools.

Quick Repair: DC15 Water or Spelljammer Vehicles (Str/Int), Carpenter's/Shipwright Tools (Str/Int). Spelljammer Vehicles (Str/Int) [Spelljammer] check, ship hull regains 2d10+Str/Int HP, or a damaged component is fixed. To use this Quick repair action, one 'Hull dice' must be used. Hull dice are replenished on a one week stop in a port where repairs can be completed.

Helm [Mundane]

Take the Wheel!: Direct the ship, making one 90 degree turn and moving up to the ship's speed. (If not taken, the ship moves half its speed in its current direction).

Skilled Pilot: DC15 Water or Spelljammer Vehicles (Str/Wis). On success the helmsman can add their prof bonus to skill checks saving throws the ship makes and to the ship's AC until the end of their next turn. On success they also take the 'Take the Wheel action'. On a failure the ship drifts half its current speed that round.

Helm [Spelljammer]

Requirement: A creature who has spell slots.

By My Will!: Direct the ship, making one 90 degree turn and moving up to the ship's speed. (If not taken, the ship moves half its speed in its current direction).

Skilled Pilot: DC15 spellcasting modifier + proficiency check OR consumption of a 1st level spell slot. On success the helmsman can add their prof bonus to skill checks saving throws the ship makes and to the ship's AC until the end of their next turn. On success they also take the 'By My Will!'. On a failure the ship drifts half its current speed that round.

Crow's Nest

Scan for Weakness: DC12 Water Vehicles (Wis/Int) or Perception (Wis). Select an enemy target. On a success, the next 'Fire Weapon' action against that ship gains advantage.

Recon: DC15 Water Vehicles (Wis/Int). Gives basic stats (Hull HP, weapons, speed) of a ship within 300ft.

Captain's Orders

This special 'station' serves to simulate a Captain PC or NPC working with their crew during combat, without needing that Captain to spend their entire turn shouting orders. It functions differently to the others in that it does not require a bonus action or action to activate. On their turn, the Captain has a number of orders equal to a half their Vehicles tools (Cha) bonus (round down) (Minimum of 1, Maximum of 5). This occurs every round unless the crew level is too low. If the Captain is unconscious, the First Mate can instead take this role. If they're unconscious, then the orders don't occur. They may select orders from the following list:

Action Station!: The Captain can have the NPC crew activate one action station on the ship. If this requires an attack roll or check, it is made with a total bonus of +3+crew level.

Direct Crew: Give a player character ADV on their next check related to a ship action station or dealing with a mishap, aside from firing a weapon.

Brace! If the ship is rammed, or rams another ship, the PCs will not fall prone.

A Note on Cannons

Not all settings have cannons, but in standard D&D 5e cannons are *very* powerful compared to other siege weapons like ballista. As such, if one wants to recreate the fantasy of having dozens of cannons in a broadside, we recommend merely having several mechanical 'cannons' and assuming in narrative that there are multiple shots. For example, a Mid Sized Ship can have two cannons, each dealing 6d10 bludgeoning damage per hit. In the narrative, that ship may have eight cannons total, four on each side. One 'shot', or ranged attack roll, represents multiple of these cannons firing, assuming not all shots land, or don't land in critical locations. Or, only a single cannon is firing at a time, as the crew are working quickly to load the others. For simplicity's sake, we recommend allowing the 'mechanical' cannons to fire to either port or starboard.

Ship Types

The following are the standard ship types and costs. These are not particular types of ships, rather a general size category that may cover several types in narrative. Each size category has a cost associated with it for how much it would cost to purchase a ship of that scale wholesale.

Ship	Cost	Length (ft)	Width (ft)	Equivalent Ships
Small	500gp	10-20	5-10	Dingy, Rowboat, Lifeboat, Small Fishing Boat
Medium	3000gp	40-60	15-20	Sloop, Keelboat, Longboat
Large	10,000gp	100-150	20-40	Sailing Ship, Carrack, Galley
Huge	25,000gp	120-170	30-50	Galleon, Warship
Massive	40,000gp	180-220	50-70	Ship of the Line
Gargantuan	80,000gp	360-400	50-70	Victorian Ironclad

Ship Stats

Below is a table of ship stats. A DM is free to modify these for any particular ship, however these are the standard outline for the categories of ships outlined previously. Apply the appropriate states from this table to the 'Stat Block Template'. Ships have no mental stats (Int, Wis, Cha)

	Small	Medium	Large	Huge	Massive	Gargantuan
Travel Pace (miles/day) [Mundane]	72	96	120	96	96	72
Movement (feet/round) [Mundane]	20	30	40	30	30	20
Crew Required	1	5	30	40	100	200
Cargo Capacity (tonnes)	0	5	100	150	200	400
Passenger Capacity	3	20	50	100	500	1000
AC	10	15	15	15	18	20
HP	50	100	300	500	700	1000
Hull Dice	2	5	10	15	20	25
Damage Threshold	0	10	15	20	20	25
Weapon Slots	0	1	2	4	6	10
Strength	12	16	20	22	24	26
Dexterity	10	10	8	6	4	2
Constitution	10	14	18	20	22	24
Defensive CR	2	9	20	28	30	30+

Battle Maps

At some point, your PCs are going to fight on the deck of a ship. Either theirs or a foe's. It helps to have a battle map for grid combat, or a general idea of the dimensions if you intend to go with theatre of the mind.

A specific floor plan of a large ship can be hard to render to a satisfying degree. Those provided in Saltmarsh don't fit the statblocks they purport to represent at all (especially the amounts of crew/passengers they can comfortably take). As such, one can conceivably generate their own or find one online. Keep in mind the general dimensions of common ships as provided previously.

Crew

The crew are integral to the operation of any sailing ship. With them, the ship simply cannot function correctly. However, in D&D 5e it's very easy for a 6HP commoner to die from a fireball. It is also easy for the action economy to overwhelm even great foes. As such, this guide suggests an abstraction of the crew. They should not be directly involved in a classic D&D combat encounter, but they are assumed to always be present – Running the ship, engaging enemy crew, helping officer PCs run action stations. They're a narrative tool the DM can use, rather than a mechanical tool for the players to leverage.

Crew numbers can vary a lot. Warships can have hundreds of sailors, with hundreds of soldiers carried too. In these circumstances not all would be sleeping and living aboard for long periods of time, but the ship was able to host them for several days. Alternatively, a similar sized passenger ship may have 20 crew and 30 passengers, all with a comfortable bed of some sort.

For a ship to function properly it must have crew NPCs equal to or greater than the required amount listed on the Statblock. For the crew to be anything more than Level 2, 1/6th of these NPCs must be 'skilled' in sailing.

There are several states a crew can be in that might affect the operation of the ship. We define these states with 'Levels' that each confer certain penalties or benefits. It is up to the DM to determine when a crew enters one of these states. Some of these are covered under complications and mishaps, issues that can be solved with a skill check. Others are listed here.

Level 0 – No Crew

The ship cannot operate.

Level 1 - Skeleton Crew

This is the bare minimum crew required to have the ship move. Approximately 1/5th of the required crew count. A skeleton crew has all the traits of an untrained/diminished crew. Each action station aside from Helm and Lookout now takes 3 separate PC's actions or bonus actions to operate.

Level 2 - Untrained or Diminished Crew

This is a group of sailors without any experience on this ship or at sea/in astral space. They may not have any officers to lead them, or they may just be extremely green. If the crew is untrained the 'Captain's Orders' turn has no effects. The ship's speed is reduced by 15ft (per round), and 40 miles (per day). The ship has disadvantage on all ability checks it makes.

Level 3 - Trained Crew

This is the standard assumed competency, and the baseline for most crews.

Level 4 - Seasoned Crew

A seasoned and experienced crew that works like a well-oiled machine. A seasoned crew gives the ship it operates two legendary resistances per day.

Level 5 - Veteran Crew

Experts at sea and in regards to their own ship. In addition to previous benefits, the ship also gains a +3 to all skill checks and saving throws it makes, and the Captain gains one additional 'Captain's Order'

It is up to DM discretion when a crew increases or decreases in level. The most common cause is crew members being killed or incapacitated. We don't recommend changing the

Crew's level mid-encounter, but rather estimate losses afterwards and keep the new level in mind for the session going forward (e.g. decreasing from Level 5 to Level 4 after approximately 20 percent of the crew are killed or incapacitated in a large battle). It makes sense for a crew who's not meant to fight, if boarded by an armed force, may be reduced by a lot very quickly. Conversely, a warship with hundreds of crew and soldiers may be very hard to reduce the crew quality of. We are not aiming to quantify it beyond this, and trust DM discretion.

Raising a crew's level to 'Trained' requires that the entire required crew is filled, and 1/6th of these crew members are 'trained' in water vehicles. Raising the crew's level beyond this is at the discretion of the DM. For example, a crew's level may also rise at the end of an adventure if it's been completed without any significant losses, as they move from trained to seasoned.

NPC ships

There are two types of NPC ships; basic ships for ease of use, and full ships intended to challenge the PC's own vessel. Larger ships quickly become extremely powerful, and should be used with care. A gargantuan ship will be able to quickly destroy anything large or smaller, even if only basic.

Basic

To create a basic NPC ship, only include the damage threshold AC, HP, average movement, and a multiattack with their siege weapon equal to half the number of weapon slots that ship has (minimum of 1). If you intend for these ships to be taken out quickly by the PC's, half their HP and remove the damage threshold. If boarded by the PCs it may take no actions.

Full

A full NPC ship has any action stations you wish, but used as abilities instead. They may take up to three 'actions' with their action stations. A multiattack with half their siege weapons counts as one 'action'. A full NPC ship has three legendary resistances to represent its captains and crew's skill. If boarded by the PC's and an active fight takes place on its decks, it may only take one action with their action stations per turn. You may add upgrades listed below. Be wary that adding abilities will make them more complex and time consuming to run.

Ship Upgrades

Ship upgrades are located at the end of this document. Applying these upgrades requires spending 2 weeks in a port where they are sold, the listed cost, and any particular requirements outlined by the upgrade. A ship can only ever have one type of ship upgrade for each general section (i.e. hull, sails, weapon slot). Some upgrades may only apply to Spelljammers or Mundane ships, this is noted.

Combat

Combat on the deck of a ship is standard in D&D 5e (with possibility for some interesting environmental interactions). However, it's quite possible that you may end up juggling a standard combat with the operation of a ship. This section discusses how to use the previously discussed action stations on the ship to blend a standard 5e combat with naval battles, without needing a different specific system for the naval combat and the skirmish PC combat. The key thing to note is that fighting on a ship (especially your own ship) adds drama! The PCs may be super capable heroes, but most won't survive being lost in the middle of the ocean if their crew die and their ship sinks! Suddenly it's not only themselves they're worried about, but the survival of their ship!

Grid vs Theatre of the Mind

The first point of discussion, and choice for a DM, is to run theatre of mind or grid combat. Both have their positives and negatives, and both can work. It's up to DM discretion as to which they prefer.

Grid

This requires you to have a set battle map for the ship(s) that combat is taking place on, and possibly a big enough map to move them back and forth if they're moving about. I would recommend only jumping to the classic 5ft grid when you know the ships won't be moving too much or will be stationary relative to each other. For naval encounters with more than one ship (e.g. 2 PC ships vs 4+ NPC ships), I recommend using a zoomed-out map (20ft works well. A standard sailing ship may only be 5 spaces long and two wide here). This lets you maneuver ships about, and maybe take a few out of the game before crashing them all together and determining what the circumstances of the 5ft level skirmish will look like. The combat may even finish before that point. Bear in mind it can be hard to swap between these two map types on a platform like Roll20, so use your discretion if you want to swap between the two.

Theatre of the Mind

A much easier style of DMing these encounters (prep wise). The advantage is the simplicity and lack of need to swap maps, or set a defined space of combat and size of ships. You can be much more fluid, but it does require being able to accurately detail the scenario for players in such a way that they're all clear on positions and what's going on. As such, it can be tricky if you're wanting to simulate naval combat with more than a handful of ships directly involved with the PCs.

Combination

The third option is to have the large-scale ship map for reference of where ships are, and run the standard 5e combat in a theatre of the mind system. Or vice versa, depending on preference. This would remove the issue on a virtual table top of swapping maps, while removing one of the burdens on the DM and players in keeping either characters or ships positions in mind.

Weapon Facing

Whether in theatre of the mind or gridded combat, the DM should be clear to players how their ship is facing an enemy's. Weapons mounted at the front and back of a ship have disadvantage to fire if the ship is facing another side on. Weapons mounted on the sides of a ship have disadvantage to fire if facing another head on. Weapons mounted in the centre can fire without penalty in all directions. This is to allow player choice and movement to have an impact on the battle at range. For example, forcibly turning an enemy's ship may cause them to have disadvantage on their weapon attacks against the PC's ship. Or the PC at the helm action station may need to focus on turning the ship in particular directions to avoid disadvantage on their ship's weapon attacks.

If you find this rule too arduous, you are welcome to disregard it as an optional rule.

Encounter Balance

Defensive CR is provided for all general types of ship. Ships also tend to have a high offensive CR if equipped with high-end siege weapons. It is safe to offer battle to PCs with a ship of equal size or two smaller ships. A single enemy NPC ship can offer a similar complexity to a DM to run as a large single boss creature. A ship of a size class one above the PC's is usually a challenge their ship alone can win, and will require skilled piloting from the PCs, boarding action from the PC's, or both to survive. A ship several classes above the PC's ship is an encounter best used if the intended method for PC's to prevail does not involve using their own ship as anything more than transport. We do not recommend using more than one 'Full' NPC ship in any given combat. Any ship significantly weaker than the PC's should be a 'Basic' ship.

Captain's Orders

This system serves to simulate a Captain PC or NPC working with their crew during combat, without needing that Captain to spend their entire turn shouting orders. At initiative 20, the Captain has a number of orders equal to a half their Vehicles tools (Cha) bonus (round down) (Minimum of 1, Maximum of 5). This occurs every round unless the crew level is too low. If the Captain is unconscious, the First Mate can instead take this role. If they're unconscious, then the orders don't occur. They may select orders from the following list:

Action Station!: The Captain can have the NPC crew activate one action station on the ship. If this requires an attack roll or check, it is made with a total bonus of +3+crew level.

Direct Crew: Give a player character ADV on their next check related to a ship action station or dealing with a mishap, aside from firing a weapon.

Brace! If the ship is rammed, or rams another ship, the PCs will not fall prone.

Mishaps

Mishaps are key to making activity on these vehicles dynamic and tense. Provided is a table. Roll on this when the ship takes damage from a single source equal to or greater than its mishap threshold, while it's sailing:

When the ship triggers a mishap, the ship must roll a constitution saving throw DC equal to half the damage taken. On a failure, roll on the mishap table. Mishaps are triggered by the ship taking damage from a single source that is greater than or equal to its damage threshold+10. (Alternatively, a DM may decide this damage trigger is merely the damage threshold+5 if they want them to happen often)

If a mishap has a repair DC, the mishap can be ended by making repairs to the vehicle (see "Repairs" below).

Feel free to make up creative reasons for why these mishaps occur as a result of the damage.

D20	Mishap	Repair DC
1	Fire Breaks Out. Fire begins to spread. Any creature that starts its turn on or inside the ship takes 10 (3d6) fire damage until this mishap ends.	15 Vehicles (Dex)
2-4	Locked Steering. The Helm action station cannot be used. It automatically fails Dexterity checks and Dexterity saving throws until this mishap ends.	15 Carpenter's Tools (Str)
5-7	Ripped Sails. The vehicle's speed is reduced in half until this mishap ends.	15 Weaver's Tools (Dex)
8-10	Weapon Malfunction. One of the vehicle's weapons (DM's choice) can't be used until this mishap ends. If the vehicle has no functioning weapons, no mishap occurs.	20 Smith's Tools (Str)(Metal) or Carpenter's Tools (Str)(Wood)
11-13	Blinding Smoke. The helm station fills with smoke and is heavily obscured until this mishap ends. Any creature in the helm station is blinded by the smoke.	15 Dex
14-16	Weakened Hull. The ships damage threshold is reduced by 10 until this mishap ends.	15 Carpenter's Tools (Str)
17-19	Shaken. The ships rocks violently to the side. Until the mishap ends, the ship has disadvantage on all Dexterity checks, and all ability checks and attack rolls made by creatures on or inside the vehicle have disadvantage.	20 Vehicles (Dex or Str)
20	Taking on Water. The ship begins to take on water and begin to sink. 1st Round: The ship begins to tilt, causing all creatures on or in it to make a DC 15 Dexterity Saving Throw or be knocked prone and to the edge of the ship.	20 Carpenter's Tools (Str)

	2nd Round: The ship continues to tilt, causing all creatures on or in it to make a DC 17 Dexterity Saving Throw or be thrown off the ship. 3rd Round: The ship begins to submerge and sink. All creatures inside the ship are submerged in water. 4th Round: The ship continues to submerge and sink. All creatures on or inside the ship are taken with it.	
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Repairs

When a ship suffers a mishap a creature can attempt to make repairs to the ship. The creature making the repairs must meet the following criteria:

- The creature can't operate any action stations while making repairs.
- The creature must be within reach of the damaged area in need of repair.
- The creature must have access to the right tools for the job (smith's tools or tinker's tools, for example).

End a Mishap

A creature can use its action to make an ability check based on the nature of the mishap (see the Mishaps table), with disadvantage if the vehicle is moving. The creature adds its proficiency bonus to the check if it's proficient with the tools used to make the repairs. A successful check ends the mishap. A mishap with no repair DC can't be repaired.

Boarding

This is an optional rule, you may wish to handwave it to make things flow easier, but it can add an extra tricky element that holds the combat in the ship battle phase for just a bit longer. It details bringing a ship alongside another and attempting to bring them close enough together to move fighters from one to the other.

The easiest way to think about boarding is to treat it like a grapple attack with advantage. To board an enemy vessel the helmsman must first approach the enemy ship. Have them make a DC 10 Water Vehicles (Dex) check. If the boat is disabled, lower the DC to 5. If the other ship is under full control and evading the attacking ship, increase the DC to 15.

If three other players are (as an action) aiding the crew in throwing grappling hooks and tying ropes, the helmsman can have advantage on this check.

Once successful, the ships are considered bound and move together.

A ship can attempt to free itself with an opposed strength rolled with disadvantage.

Ramming

Ramming is simply one ship purposely running into another. To ram another ship, the Helmsman must use the ship's movement to move it directly into another. Making an attack

(1d20+dex+water vehicles prof) against the defending ship's AC. The ship has advantage if the defending ship is restrained or slowed somehow.

On a hit the ship deals its current speed x 1d4 bludgeoning damage to the target, and takes 1/2 of the damage to itself. If the ramming ship has a ram attached to the front, change the d4 to d6, and it only takes a quarter of the damage to itself.

If either crew is not given the Captain's Order 'Brace!' before ramming or being rammed they are all knocked prone.

If a ramming ship is two sizes smaller than the target (e.g. small vs large, huge vs gargantuan. The target has resistance to the damage).

Complications

If you want something to spice up a boring combat, or fill out a chase, here are some complications you may wish to implement. They could be a natural phenomenon, direct act of higher powers, or the act of enemy spell casters. Have them happen at Initiative 0. (These won't always translate well into gridded combat)

D10	Complication
1	Whirlpool: Your ship finds itself in the path of a small whirlpool. The helmsman makes a DC 15 Water Vehicles (Wis) check to navigate the hazard. On a failed check you momentarily lose control of the ship. The ship's speed is reduced to 0 ft. and the ship rotates 90° (odd = clockwise, even = counter-clockwise). This continues until the helmsman passes the check on Initiative 0.
2	Odd Currents: Your ship is hit hard by currents in all directions as the sea suddenly swells around you. The helmsman makes a DC 12 Water Vehicles (Dex) check to navigate through the swollen sea. On a failed save, your ship's speed slows by half. This continues until the helmsman passes the check on initiative 0.
3	Seaweed: Your ship finds itself traveling through thick seaweed. The Navigator makes a DC 12 Nature (Wis) check. On a failed check, you are unable to find a clear path through the seaweed and your ship's speed slows by 30 ft until the next initiative 0.
4	Reef: A coral reef blocks your path. The navigator makes a DC 12 Nature (Wis) check to find a quick alternate route. On a failed check, your ship's speed slows by 30 ft., and your ship takes 4d10 slashing damage.
5	Rocks: Jagged rocks block the path of the ship. The lookout makes a DC 12 Perception (Wis) check to notice them. On failed check, your ship's speed slows by 30 ft., and your ship takes 4d10 piercing damage.
6	Wave: A large swell or wave is headed your way. The helmsman makes a DC 12 Water Vehicles (Int) check to successfully navigate the wave. On failed check, your ship is moved 60ft in the wave's direction and takes 4d10 bludgeoning damage.
7	Gale: A sudden, massive gust of wind blows against the ship, regardless of the current wind direction. The Captain makes a DC 15 Wisdom (Vehicles – Water) check to maintain control of the ship. On a failed check, you momentarily lose control

	of the ship. The ship's speed is reduced to 0 ft., and the ship rotates 90° (odd = clockwise, even = counter-clockwise). The wind direction quickly returns to normal.
8	Fog: Patches of fog rise up out of the sea all around you. The navigator makes a DC 15 Survival (Wisdom) check to find the direction to move in to clear. On a failed check, your weapon shots beyond 30ft have disadvantage until the fog clears.
9-10	No complication.

Crashing

If a ship moves at full speed into the space occupied by a creature or an object, the ship might crash. A ship avoids crashing if the creature or object is at least two sizes smaller than it. When a ship crashes, it must immediately make a DC 10 Constitution saving throw. On a failed save, it takes damage to its hull based on the size of the creature or object it crashed into, as shown on the Crash Damage table. On a success, it takes half. It also stops moving if the object or creature is one size smaller than it or larger. Otherwise the ship continues moving and the creature or object collides with moves to the nearest unoccupied space that isn't in the ship's path. At the DM's discretion, an object that is forced to move but is fixed in place is instead destroyed. A creature struck by a ship must make a Dexterity saving throw with a DC equal to 10 +the ship's Strength modifier, taking damage based on the ship's size (as shown on the Crash Damage table) on a failed save, or half as much damage on a successful one.

Size	Damage
Small	1d6
Medium	1d10
Large	4d10
Huge	8d10
Gargantuan	16d10

Defeat

If the PCs lose, their ship sinks, or all their crew die, here are some options for what you could do without calling a TPK.

- They are adrift at sea holding onto flotsam and jetsam. It's now a survival game until rescue arrives. Maybe they have a dingy and they're now adrift having odd encounters (ala Life of Pi).
- Capture by the enemy crew! Will the party escape and commandeer their ship? Will they be taken to the enemy's base of operations?!
- "No ship, but their one sure seems nice".The PC's have been sunk, but the enemies are fine. Maybe a short swim over to their recent foes leads to a battle on their decks for control of their ship.

- Mythical encounters - A god or powerful creature hears the PC's cries for help. In return for a favour or piety, maybe they take them to a deserted island, or carry them to land.
- Scrappy Engineers - The PC's are sunk, but have enough tools and magic at their disposal to dive and gather up bits of their ship to make a rudimentary raft that can sail or be rowed. From there, flight or revenge is up to them.

Travel

Long distance travel is a big portion of naval exploration normally in D&D 5e. Unfortunately, it can be hard to make travel *interesting* in Dungeons and Dragons. The system simply isn't designed with it in mind, and a lot of the solutions can result in boring gameplay (i.e. the standard solution of several combat encounters over several days or abstracted to the point of feeling pointless). In this section we discuss an approach to make travel about the seas feel more engaging and narrative, without getting too bogged down in the minutia of a travel minigame. These are not hard and fast rules for running naval quests, but suggestions you may wish to try in your quest design.

Rests

Perhaps one of the biggest changes you can make to the travel system, is changing D&D 5e's standard short and long rest rules. As sea faring can have many days go without major 'adventuring' encounters, a party will always be fully rested for whatever you throw at them. Unless you want to force them to have 6 encounters a day for 14 days of travel, or have only uber deadly encounters, there will be no 'mechanical' interest to encounters at sea. This can be fine, but if one is playing a sea based campaign it can become dull. One may as well play a less combat heavy RPG system at that point.

The solution is simply to use the 'gritty realism' rest variant rules while PCs are travelling and allow them to use the standard rules at other points of the adventure to maintain the fast pace that the standard rules provide. This means that each night slept on the ship counts as a short rest mechanically, whereas a long rest is 7 days of relaxing/no activity. (e.g. stopping at Port for a few days, spending 7 days travelling with no encounters and clear skies, stopping at an island and camping for 7 days).

The narrative excuse is that sailing is hard. A PC is constantly working in shifts to keep the ship going. Even if they're just a passenger, they're not getting the same quality of rest on a ship as they would on land in a comfortable inn. Try not to let players 'cheese' this too much, and impress upon them that it's not making the game any harder than normal, it's just ensuring boat quests aren't far easier than normal.

Once you've implemented this system, you can have an 'adventuring week' rather than an 'adventuring day', still with the same number of encounters that all make sense in a narrative context.

Alternatively, you could rule that a long rest is still 8 hours of restful activity, however it can only be undertaken in a 'safe haven' such as a port. A DM can decide when a safe haven has been reached and thus ensure that the PC's have experienced enough encounters to pose an interesting 'adventuring day' while at sea.

Travel Blocks

Blocks of travel are intended to give chances for PC's skills and roles aboard the ship to affect a particular group of encounters. These don't necessarily reflect any unit of time. They might be a day, a week, or a month, depending on your needs. I recommend dividing them based on biome/setting, or act of the quest. If the quest is entirely travel, you may want 2-3. If the quest is a larger quest with travel to a location, one suffices.

Each block contains a check for each defined roll on the ship. This happens before any encounters or distance progressed. There is no penalty for failure here. It's assumed that aside from narrative circumstances changing the situation, a player/crew can operate their vehicle. The roles serve to reinforce the fantasy of the players working on the ship while travelling, and reward those who've invested in appropriate skills.

A block also contains encounters you've prepared. I recommend having 4-5, with a mix of a couple dangerous/combat encounters, environmental and boon/RP encounters. You may wish to roll randomly for these beforehand or roll randomly during the session. This comes down to preference, but I find to make the travel more narrative it is often easier to prepare these before the quest. You can then figure out how it all makes sense in context.

Encounters are the bread and butter of D&D, and there's not too much difference in how one would plan encounters for a boat quest against a standard overland travel quest. However, as travel may be a large portion of any boat quest, one wants a way to ensure it feels meaningful, and isn't simply being handwaved. On the other side of the coin, one should avoid simply having a string of simple combat encounters that devolve into fights on the deck of a ship. In such a case adventuring on a ship becomes not functionally different to any other adventure.

For *when* an encounter happens during travel, you have a couple of options. Firstly, each day of travel you may have a player roll a d12 (or similar dice) to see if the encounter happens on that day. At first one needs to roll an 11-12 for an encounter. Each day there isn't one, you should need one less (e.g. 10-12, 9-12). Alternatively, you may just choose when these encounters happen, but the d12 system gives a sense of time passing, which can be hard to simulate during travel. I believe it strikes a good balance between hand waving time and making it seem like you've not gone any distance and having overly detailed days that take too long.

Encounters

Good tables for sea based random encounters can be found online or in Saltmarsh. Saltmarsh, for all its faults, does also have useful tools for generating islands or underwater areas to be explored. You may want to have one of those be a big chunk of a travel block, or entire quest. Here, we'll break up the sorts of encounters you should consider when making up a 'boat quest'.

Combat Encounters

This is any encounter that poses a direct combat threat of some sort to the characters. These don't have to be 'combats', but they should have the potential to become combats. If the party do poorly on the lookout check and it makes sense for one of the dangers to ambush them, maybe it's the classic 'you run into X, roll initiative', but most of the time you should aim to add multiple ways to save and solve these encounters to avoid bogging down the travel with too much combat. If the lookout passes their check, they should see these

problems before they appear, and the party should have time to decide how to avoid or approach the encounter. Perhaps you could modify how much time they have to react, based on how well the lookout rolled above the DC.

Boon Encounters

These are intended to be small stops for RP breaks, points to feed exposition about the quest, or drop foreshadowing about what's to come. They don't *have* to give a mechanical reward, but they can. You can use your DM discretion as to whether you use one (for pacing's sake).

Examples:

- The lookout sees a small island with a single tree. It grows blue apples that turn someone's tongue blue for 48 hours.
- A pod of dolphins begins to swim along the ship. If they can be befriended, they will guide the ship through favourable currents, to reduce the travel time by 1 day.
- The party meets a friendly creature/NPC who's willing to trade or help them in some way.
- They come across an interesting ruin peeking out of the sea that gives them lore on the area or has hidden treasure.
- The lookout spots a man floating in the water thrashing about, trying to wave the ship down.

Environmental Encounters

These encounters should pose an environmental challenge that reinforces the biome. You may want to make these skill challenges, open ended problem solving, or some other sub mechanic that you prefer. Scale the difficulty to the general difficulty of the travel, just remember that even a failure of such an encounter should not 'stop' a session's progress. A narrative of some sorts needs to progress.

Examples:

- Sailing through a dense rocky reef while dealing with harpies.
- Navigating a whirlpool summoned by a band of shaughan who're chasing the party's ship.
- Chase skill challenge to outsail a large and hungry sea monster. Moves to a super dangerous combat if the party fails.
- A stealth sequence to have a ship attempt to move at night past a naval blockade.
- A massive storm hits. The PCs must deal with successive small issues that arise in a fast paced skill challenge.

If the party is failing, as a consequence, throw them into one of the dangerous encounters unprepared to ratchet up the tension, rather than say 'You can't get past, keep trying'.

Travel Roles

Here are the standard 'officer roles' assumed in this system that the party may wish to fill. You can choose to let players take up these rolls during the travel, and have them interact with the 'Travel block' system. If this is the case, the following assumes each officer is making a roll at the start of a block. Alternatively, you may decide to handwave them. If no one is available to fill a role, it's assumed that an NPC officer is doing the job 'fine'. The ship is operating, but there's no heroic push or moment of inspiration that hits to give these benefits.

Captain/First Mate

Represents the work of the Captain and/or First Mate to lead and direct the crew in the operation of the ship. It should be rolled before any other travel roles.

DC15 Water Vehicles (Cha) check. All other travel rolls get +2 for this 'block'.

Cook

Represents a character's attempts to create wholesome and tasty food for the party's journey. Good meals leave them enthused and ready for anything.

DC15 cooking tools (con) check, gives the party 1d8+con temp HP that expires after their next long rest.

Lookout

This roll represents the work of whichever character is keeping lookout from the Crow's Nest for the majority of their journey.

DC15 Perception (wis) check to see if they get pre-warning of dangerous encounters. DC can raise or fall up to DM, and how the lookout interacts with the encounters.

Navigator

This role is the hardest to translate into a reward system. It represents the work of the character navigating the ship through the seas. The rewards are vague, so you shoulder the burden of determining how this role affects the quest positively if successful.

DC15 Navigator's tools (Int) check to ensure ships are on the right path. Arrive early on success (if important to a quest). Has narrative uses for quests (maybe outrunning baddies) or gain a small boon encounter, or avoid a danger (e.g. storm)

Bosun

Even outside of battle, work can still be done to fix up small issues aboard the ship. The role determines if those issues are wholly fixed, or merely patched to keep the ship going.

DC15 Carpenter's tools (Str) or Vehicles (Str) to repair the hull boat by 1d6+Str mod. If successful rolled per day sailing, until the next set of rolls. At the DM discretion. It may be that the ship doesn't have the supplies to repair damage at any given time.

Weather

At sea weather is naturally a huge part of simulating travel. Outside of how you flavour the journey, we've included a table below that outlines how to modify the 'travel role' DCs to best match the current weather. Their assumed baseline is 15.

Weather	DC Change
Mist/Fog	+3

Rain	+2
Heavy Rain	+3
Storm	+5
Heavy Storm	+7
Snowing	+2
Sleeting	+2

Ship Upgrades

The following are upgrades that can be purchased for any ship. Applying these upgrades requires spending 2 weeks in a port where they are sold, the listed cost, and any particular requirements outlined by the upgrade. A ship can only ever have one type of ship upgrade for each general section below. Some upgrades may only apply to Spelljammers or Mundane ships, this is noted.

Hull Upgrades

Churning Hull [Mundane]

Cost: 5000gp

By draping the chains over a ship's hull, or by holding a continuous storm around the ship, the storm's fury thrashes into the water around it. The water within 210 feet of the ship is difficult terrain for everything other than this ship. If the call lightning spell is used within this radius, it is considered to be used in 'Stormy Conditions'.

Death Vessel

Cost: 10,000gp

The ship is enchanted with an aura of dread. The ship gains an extra action station. It creatures a pulse of horrific energy. Every creature that is an enemy of the ship who is on board or within 210 feet of it must make DC 14 Wisdom saving throw. On a failed save, a creature is frightened of the ship for 1 minute. On a successful save, the creature is immune to this ability for 24 hours. Once this ability is used. it can't be used again until 1d4 hours have passed.

Dragon Scale Hull

Cost: 5000gp

Requirements: Two adult dragons worth of scales, or one Ancient Dragon.

Dragon scales plated along the hull of the ship make it resistant to damage. The ship gains a +2 bonus to AC, and gains resistance to the damage type associated with the Dragon Scales. If you also have 'Dragon Sails' granting resistance to the same damage type, it instead gains immunity to it.

Frost-Locked Hull

Cost: 5000gp

This upgrade replaces a ship's hull with supernatural ice drawn from the elemental planes. The hull and the other components of the ship are immune to cold damage but vulnerable to fire damage. The ship can also move at its normal speed over ice of any thickness, floating on the ice at the same depth as it would in water.

Living Vessel

Cost: 10,000gp

Requirement: Access to a Druid with 7th level spells.

This vessel's hull was crafted under the direction of master druid shipwrights. It is a living plant, drawing sustenance from water and sunlight. Vines covered in thick leaves hang over its side, and the wood runs with fresh sap when damaged. The ship gains a +2 bonus to all Constitution checks or saving throws. As long as the ship has at least 1 hit point, it regains 10 hit points every minute.

Reinforced Hull

Cost: 15,000gp

Requirement: Can only be applied to a 'Large' or 'Huge' ship.

A master shipwright refurbishes your ship. Your ship increases its size category, gaining the stats of the next size up. After this upgrade is applied, you can reapply other hull upgrades by purchasing them again.

Vigilant Watch

Cost: 5000gp

A row of crystal orbs, each filled with viscous liquid and a beholder's eyeball, is mounted along this ship's hull. Invisible creatures are visible while on the ship or within 120 feet of it.

Sealed Hull

Cost: 15000gp

The entire upper deck is sealed in such a way that the ship can be exposed to a vacuum or submerged in liquid, but maintain its internal atmosphere. Ships with this Hull type can move at their minimum speed underwater if they have a Movement Upgrade that does not rely on sails.

Movement Upgrades

Clockwork Oars [Mundane]

Cost: 5000gp

Using a combination of magic and clockwork, the oars on this ship require only one crew member to use them, pushing the button or lever that activates them. Your ship crew requirement is reduced by half, and it always moves at its standard pace no matter the condition of the crew.

Ever-Full Sails [Mundane]

Cost: 5000gp

These billowing sails are woven from cloud-stuff drawn from the Elemental Plane of Air. Wind whips and whistles around them, allowing a ship to move with a speed of 60 feet regardless of direction relative to the wind.

Defiant Sails [Mundane]

Cost: 10,000gp

Requirement: Access to a wizard with 7th level spells.

These sails glitter with a fine coat of mithral treated with abjuration magic. While the sails are unfurled, ranged weapon attacks made against the ship and anyone aboard it are made with disadvantage, as a result of the sails' protective magic. This drawback doesn't apply if the attacker is aboard the ship.

Dragon Sails [Mundane]

Cost: 5000gp

Requirements: One adult dragon worth of scales.

Dragon scales woven into these sails make them more resistant to damage. The ship gains a +1 bonus to AC, and gains resistance to the damage type associated with the Dragon Scales. If you also have a 'Dragon Scale Hull' granting resistance to the same damage type, it instead gains immunity to it.

Screaming Sails [Mundane]

Cost: 10000gp

Woven from the energy of captured wraiths and bound with the spirit of a banshee, these sails groan mournfully when they catch the wind. The ship gains a new action station. While within 5 feet of the sails, the ship's captain can cause the sails to unleash a howl. Every creature hostile to the ship who is on board or within 300 feet of it must succeed on a DC 14 Wisdom saving throw, or the creature takes 4d6 psychic damage and is then frightened for 1 minute. Once this ability has been used, it can't be used again until 2d6 hours have passed.

Scything Oars [Mundane]

Cost: 5000gp

Sharpened, magically reinforced oars make a vessel dangerous to approach. When the ship takes an action that moves it with these oars, any creature or object in the water within 10 feet of it at any point of the move must make a DC 14 Dexterity saving throw, taking 4d6 slashing damage on a failed save or half as much damage on a successful one.

Elemental Engine [Mundane]

Cost: 15000gp

The ship has a propulsive engine that releases jets of water sourced from the elemental plane of water. They are powered by four trapped water elementals. With these engines attached the ship moves at its maximum speed while on the surface, and can operate underwater.

Weapons

A ship can possess a number of weapons equal to its weapon slots. Any one weapon can have only one magical upgrade applied to it at any given time.

Ballista

Mounted at front and back of a ship

Cost: 500gp

A heavy crossbow like siege weapon affixed to the bow or stern of a ship. A Ballista can fire either port, starboard and bow, or port starboard and stern. Not in all four directions. It may fire once per round as an 'action station' if a ship is fully crewed. If it is not, it takes one action to load, one action to aim, and one action to fire.

Ranged Weapon Attack: +4+ Vehicles Proficiency to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage

Mangonel

Mounted in centre of a ship

Cost: 850gp

A small catapult affixed to a ship's deck. It typically hurls a heavy stone, but could be loaded with other ordinance. A mangonel can fire in all directions. It may fire once per round as an 'action station' if a ship is fully crewed. If it is not, it takes one action to load, one action to aim, and one action to fire.

Ranged Weapon Attack: +4+ Vehicles Proficiency to hit, range 200/800 ft., one target. Hit: 27 (5d10) piercing damage

Cannonade

Mounted on sides of a ship

Cost: 1000gp

A large and heavy metal weapon that needs a crew to operate effectively. When fitted to a ship it is one 'weapon', but in flavour represented as four individual cannons. A cannonade can only fire either port and starboard, or bow and stern. Not in all four directions. It may fire once per round as an 'action station' if a ship is fully crewed. If it is not, it takes one action to load, one action to aim, and one action to fire.

Ranged weapon attack: +4+ Vehicles Proficiency to hit, range 600/2400ft., Hit: 40 (6d10) bludgeoning damage.

Mortar

Mounted in centre of a ship

Cost: 750p

A solid metal cannon-like device bolted to the deck of a ship. A mortar can fire in any direction. It may fire once per round as an 'action station' if a ship is fully crewed. If it is not, it takes one action to load, one action to aim, and one action to fire.

Range 4000ft., each creature in a 10ft radius must make a DC 12+ Vehicles Proficiency Dexterity saving throw. A target takes 4d10 piercing damage on a failed save, or half as much on a successful save.

Grasping Ballista

Mounted at front and back of a ship

Cost: 3500gp

A heavy crossbow like siege weapon affixed to the bow or stern of a ship. A Ballista can fire either port, starboard and bow, or port starboard and stern. Not in all four directions. It may fire once per round as an 'action station' if a ship is fully crewed. If it is not, it takes one action to load, one action to aim, and one action to fire.

This weapon creates spectral chains that trail after its shots, restraining enemy vessels. When it hits a ship, that ship must succeed on a DC15 strength saving throw, or it can't move away from the attacker. The character using this weapon can use an action to end the effect. The target can attempt a DC15 strength check to escape by sacrificing its attacks that round.

Ranged Weapon Attack: +4+ Vehicles Proficiency to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage

Psychic Cannon

Mounted at front or back of a ship

Cost: 5000gp

This action station must be manned by a creature with some form of psionics. The cannon is a long and relatively thin tube on a ballista mount. It is encrusted with purple gems, and has a helmet attached to it by a silver thread. This weapon deals force damage to ships, and can target an area to deal psychic damage. It cannot be enchanted further.

Ranged weapon attack: +4+ intelligence modifier to hit, range 1000/3000ft., Hit: 46 (7d10) force damage.

Area of effect attack: 15ft radius within 300ft. Creatures must make a DC 12+Intelligence modifier saving throw or take 30 (5d10) psychic damage.

Arcane Artillery 1

Cost: 2500gp per weapon

Using the same methods as enchanting weapons, you can enchant a siege weapon aboard your ship, granting it +2 to attack and damage rolls, and its attacks count as magical. .

Arcane Artillery 2

Cost: 2500gp per weapon

Using the same methods as enchanting weapons, you can enchant a siege weapon aboard your ship with powerful evocation magic. The weapons attacks are imbued with unstable energy that explodes into a fiery blast. When this weapon hits, it deals an extra 2d6 fire damage.

Figurehead Upgrades

Ram

Cost: 5000gp

The ship's figurehead and keel are reinforced to take the strains of ramming into another ship at speed.

To ram another ship, the Helmsman must use the ships movement to move it directly into another. Making an attack (1d20+dex+water vehicles prof) against the defending ship's AC. The ship has advantage if the defending ship is restrained or slowed somehow. On a hit the ship deals its current speed x 1d6 bludgeoning damage to the target, and takes ¼ of the damage to itself.

If the crew are not given the Captain's Order 'Brace!' before ramming or being rammed they are all knocked prone.

Guardian Figurehead

Cost: 5000gp

This figurehead depicts an armoured knight. As an action, the ship can activate this item, causing it to animate as an iron golem. The golem acts on the ship's turn when the captain uses one of the ship's actions.

The golem remains animated for 1 minute. At the end of that time, it teleports back to its position as a figurehead. Once a ship uses this action, it can't use it again for 24 hours.

Dragon Figurehead

Cost: 5000gp

This figurehead depicts a dragon rearing to strike, its mouth open. As an action, the ship can activate this item to create a 60-foot cone or 120-foot line (selected at time of upgrade) of dragon breath that originates from the figurehead. The damage type depends on the colour of dragon chosen when selecting this upgrade. Each creature and object in the cone must make a DC 15 Dexterity saving throw, taking 29 (8d6) damage on a failed save, or half as much damage on a successful one. Once a ship uses this action, it can't use it again for 1 minute.

Storm Giant Figurehead

Cost: 5000gp

This figurehead depicts a storm giant clutching a thunderbolt. As an action, the ship can activate this item to create a 120-foot cone that originates from the figurehead. Each creature and ship in the cone must make DC 15 Constitution saving throws, taking 20 (4d8) thunder damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw is also pushed 20 feet away from the figurehead. Once a ship uses this action, it can't use it again for 1 minute.

Miscellaneous Upgrades

Bones of Endless Toil

Cost: 15,000gp

The bones of ancient, mysterious creatures festoon the ship. Potent runes crawl across these remains, emitting a sickly green radiance. When a humanoid dies aboard the ship, that creature must make a DC 12 Wisdom saving throw. On a successful save, it dies as normal. If it fails, it immediately rises as a zombie obedient to the ship's captain. The zombie gains a working knowledge of the ship, allowing it to serve as a member of the crew. A number of creatures equal to the ship's creature capacity can be animated in this manner at any given time.

Smuggler's Banner

Cost: 15,000gp

This flag is meant to be flown from a ship's mast. Its powerful magic causes it to appear as a flag or banner displaying the symbol of a group, captain, or realm friendly to the viewer. Multiple viewers might see different flags or crests. The banner's true power is its ability to aid a ship in making rapid escapes. As an action, the ship and all friendly creatures aboard it teleport up to 3 miles to a known destination of the captain's choice. Hostile creatures aboard the ship don't move with the ship and fall into the water it once occupied. Once this item is used to teleport, it can't teleport in this way again for 2d6 days.

Taskmaster's Drums

Cost: 10,000gp

This 4-foot-tall bronze drum comes with a pair of iron mallets. A creature can activate the drums as an action, causing the hammers to float above the drum and strike it to produce a thundering rhythm. For the next minute, as a free action on their turn the captain can select one crew member and give them an extra action on their next turn. This action may only be used to activate an action station on the ship, or deal with a mishap. Once this item is used, it can't be activated again for 2d10 hours.

Conjured Sprinklers

Cost: 5,000gp

Around the ship are enchanted devices that will cause water to rain down consistently if exposed to fire. If there is an uncontrolled fire on the ship, such as the fire complication, these sprinklers will activate and immediately put out the fire. The ship cannot catch fire for 1d6+3 rounds after this effect. Once activated, the Sprinklers will not reactivate until the next dawn.