

GREEK NAVAL SHIPS

This compilation of Greek/Ancient world inspired ships is a special modification for the ships found in [Tribality's Naval Combat guide](#). A Dungeon Master or Player looking to participate in combat or explore their world using these ships should read the Tribality Guide.

Greek Shipboard Roles

The roles listed below are the roles available to a crew piloting a Greek Ship, and replace the ones within the combat guide.

Captain

As a captain you gain the following naval combat abilities:

- **Captain's Orders.** As a bonus action, you can choose a friendly creature who can see or hear you to attack the enemy. The creature can immediately use its reaction to make one weapon attack. Once you use this feature, you must finish a short or long rest before you can use it again.
- **Weak Spot.** As an action you can look for a weakness in the defenses of the enemy's vessel. Make a DC 15 Intelligence (Vehicles - Water) check to spot a weakness and give advantage on the next attack roll by your allies that targets that weakness until the start of your next turn. Once you use this feature, you must finish a short or long rest before you can use it again.

Recommended prerequisite: Proficiency with navigator's tools or vehicles (water)

Drummer

The Drummer of a ship helps keep the rowing masses of the ships underbelly in a steady rhythm. A very important job to help inspire their peers and keep them in sync.

As a Drummer you gain the following naval combat abilities:

- **Terrify.** As a bonus action, you can choose an enemy creature within 60 feet of you who can see and hear you. The creature gains disadvantage on their next attack roll, skill check, or saving throw. Once you use this feature, you must finish a short or long rest before you can use it again.
- **Rally.** As a reaction, you can boost the courage and resolve of a friendly creature who can see or hear you that fails a saving throw. The creature immediately rerolls the saving throw, taking the higher roll. In addition, until the end of its next turn, the creature has advantage on saving throws against being frightened. Once you use this feature, you must finish a short or long rest before you can use it again.

Recommended prerequisite: Proficiency with musical instruments or vehicles (water)

Pilot

As a pilot you gain the following naval combat abilities:

- **Evasive Maneuvers.** As an action, you can take evasive maneuvers. Make a DC 15 Dexterity (Vehicles - Water) check. A success imposes disadvantage on attack rolls enemies make against your ship until the start of your next turn. Once you use this feature, you must finish a short or long rest before you can use it again.
- **Full Sail.** As an action, you can order all the sails to be set. Make a DC 15 Charisma (Vehicles - Water) check. On a success, your ship's velocity doubles until the start of your next turn. At the start of your next turn, if your ship's velocity is greater than the maximum speed of your ship, the velocity slows down to equal to the ship's maximum speed. Once you use this feature, you must finish a short or long rest before you can use it again.

Prerequisite: Proficiency with navigator's tools or vehicles (water)

Boatswain

As a boatswain you gain the following naval combat abilities:

- **Order Repairs.** As a bonus action, you can order repairs to the deck, hull, sails or rigging of the ship. The ship recovers hit points equal to 1d4 + your Charisma modifier. The die rolled for repairs changes when you reach certain levels: to 1d6 at 5th level, 1d8 at 10th level, and 1d10 at 15th level. Once you use this feature, you must finish a long rest before you can use it again.
- **Emergency Repairs.** When your ship's current hit points are equal to or less than half its maximum, you can make emergency repairs. As an action, you lead the repair of the deck, hull, sails, or rigging. The ship recovers hit points equal to a 1d6 + your Dexterity modifier. The die rolled for repairs changes when you reach certain levels: to 2d6 at 5th level, 3d6 at 10th level, and 4d6 at 15th level. Once you use this feature, you must finish a long rest before you can use it again.

Recommended prerequisite: Proficiency with carpenter's tools, weaver's tools, or vehicles (water)

Ships

The following ships are the default ships that one can commission or buy. In the ancient world of Greece, there was only one major kind of naval ship, with only variations being in size and purpose. To increase the speciality of your ship, each size of ship has "Expansion slots" which you can use to customize your ship. You can use expansions from the Stronghold Downtime Expansion units with approval from a Game Master (obviously walls and a moat wouldn't be allowed.) or you can pick from a pre-approved special naval expansion unit further down below.

<u>SHIP</u>	<u>COST</u>	<u>EXPANSIONS</u>	<u>Time: (Comm)</u>	<u>Time: (Self)</u>
Large Trireme	3000 GP	3	40	80
Medium Trireme	1500 GP	2	30	60
Small Trireme	700 GP	1	20	40

Large Trireme

Gargantuan vehicle (120 ft. by 25 ft.)

Creature Capacity 40 crew, 50 passengers

Cargo Capacity 150 tons

Travel Pace 6 miles per hour (144 miles per day)

Expansion Slots 3

STR: 20 (+5)

DEX: 7 (-2)

CON: 18 (+4)

INT: 0

WIS: 0

CHA: 0

Damage Immunities: poison, psychic

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

HULL

Armor Class 15

Hit Points 400 (damage threshold 15)

CONTROL: HELM

Armor Class 18

Hit Points 50

Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

MOVEMENT: SAILS

Armor Class 12

Hit Points 100; -10 ft. speed per 25 damage taken

Locomotion (water): sails, speed 55 ft.; 15 ft. while sailing into the wind; 70 ft. while sailing with the wind.

ACTIONS

On its turn, the Large Trireme can move using its helm. It can also fire its Weapons if it has any. If it has half its crew or fewer, it moves at half speed and cannot fire any weapons.

Medium Trireme

Gargantuan vehicle (70 ft. by 20 ft.)

Creature Capacity 30 crew, 20 passengers

Cargo Capacity 50 tons

Travel Pace 6 miles per hour (144 miles per day)

Expansion Slots 2

STR: 18 (+4)

DEX: 8 (-1)

CON: 16 (+4)

INT: 0

WIS: 0

CHA: 0

Damage Immunities: poison, psychic

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

HULL

Armor Class 15

Hit Points 250 (damage threshold 15)

CONTROL: HELM

Armor Class 18

Hit Points 50

Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

MOVEMENT: SAILS

Armor Class 12

Hit Points 100; –10 ft. speed per 25 damage taken

Locomotion (water): sails, speed 55 ft.; 15 ft. while sailing into the wind; 70 ft. while sailing with the wind.

ACTIONS

On its turn, the Large Trireme can move using its helm. It can also fire its

Weapons if it has any. If it has half its crew or fewer, it moves at half speed and cannot fire any weapons.

Small Trireme

Gargantuan vehicle (50 ft. by 15 ft.)

Creature Capacity 20 crew, 10 passengers

Cargo Capacity 25 tons

Travel Pace 7 miles per hour (168 miles per day)

Expansion Slots 1

STR: 16 (+3)

DEX: 10 (0)

CON: 14 (+2)

INT: 0

WIS: 0

CHA: 0

Damage Immunities: poison, psychic

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

HULL

Armor Class 15

Hit Points 250 (damage threshold 15)

CONTROL: HELM

Armor Class 18

Hit Points 50

Move up to the speed of its sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

MOVEMENT: SAILS

Armor Class 12

Hit Points 100; –10 ft. speed per 25 damage taken

Locomotion (water): sails, speed 55 ft.; 15 ft. while sailing into the wind; 70 ft. while sailing with the wind.

ACTIONS

On its turn, the Large Trireme can move using its helm. It can also fire its Weapons if it has any. If it has half its crew or fewer, it moves at half speed and cannot fire any weapons.

Expansions

Ram: 600 GP

An extension, attached to the bow of the ship, covered in bronze or iron. A ship equipped with a ramming prow gains the following benefits:

- The ram inflicts additional damage to its target. When rolling damage for ramming, roll a d6 instead of a d4.
- The ram reduces the damage taken by the attacking ship to a quarter of the damage taken by the defending ship.
- Damage: Velocity of Ship (in feet per round) x 1d6 bludgeoning damage and the ramming ship takes a quarter of the damage to itself. For example: 30 ft. x 1d6 (rolled 5) = 30 x 5 = 150 bludgeoning damage to enemy ship, 37 bludgeoning damage to the attacking ship.

Alchemist Fire Spew: 1200 GP

An expansion to a ship that allows it to spew Alchemist fire. Before it can be fired, It takes one action to pump the weapon, one action to aim it, and one action to fire it. The metallic drums used to fuel the spew cost 300 GP, and can be triggered 6 times before needing refueling.

WEAPON: Alchemist Fire Spew

Armor Class: 15

Hit Points: 45

The spew sprays Alchemist fire in a 50-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Ballista: 600 GP

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

WEAPON: Ballista

Armor Class 15

Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target.

Hit: (4d10) piercing damage.

Armored Ship: 300 GP

There are ways to make a ship more durable. You can choose this expansion more than once, choosing a different effect from below each time. For each time after the first that you choose this expansion, decrease the ship's speed by 10%.

- **Armour Plating:** You increase the AC of the ship by 4
- **Tough Wood:** The ship's HP increases by 100 points.
- **Unyielding construction:** The damage threshold increases by 2
- **Thick Sails:** The AC of the sails increases by 2.
- **Sturdy Sails:** The HP of the sails increases by 20 points.

Efficient Oars: 300 GP

The Oars of the ship are stronger and lighter. The speed of the ship increases by 2 MPH.

Effigy of a Deity: 600 GP

A large statue is carved into the bow or stern of the ship, resembling the desired Deity. The owner of the ship gains 3 Piety, but if a ship or a member of the ship is not in the good graces of the personified deity, then they will not gain these benefits. This expansion requires 2 expansion slots.

Additionally, depending on the Deity chosen, the ship and crew gains one of the correlating benefits.

Athreos: Dead Creatures brought onto the ship, or killed on the ship, are under the effects of gentle repose for the duration they are on the ship provided they are not already undead.

Ephara: Ephara whispers advice into the ears of its worshippers. The owner and a number of other creatures chosen by the owner equal to their wisdom modifier gains advantage on perception and insight checks while on the Ship

Erebos: The ship gains immunity to necrotic damage.

Heliod: The captain of the ship has advantage on any rolls involving the Captain Actions. Additionally, the Crew of the ship has advantage on saving throws against being frightened while on the ship.

Iroas: A ship with the effigy of Iroas will have advantage on initiative rolls and while on the ship the crew will have advantage on their first attack roll made during the first round of combat.

Karametra: The bounty of the Harvest appears within the hold of the ship, Food, drink, and water will appear every 1d3 days in quantities enough to satiate the current crew of the ship for a week.

Keranos: A ship with the effigy of Keranos will not be faced with destructive winds while in Keranos' good graces, and while in a storm will instead always be sailing as if it had high winds blowing into its sails.

Klothys: Whenever the owner while on the ship rolls a 20 or 1 on the die for an attack roll or saving throw, roll 2 1d100 dice on the unforgiving Fates table. With the Owner being able to choose between the two resulting dice. (the table can be found in the homebrew for the Fate Domain Cleric)

Kruphix: The owner gains the whispering warnings of Kruphix, When the owner finishes a long rest made on the ship, roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of this warning roll. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each warning roll can be used only once. When you finish a long rest or exit the ship, you lose any unused warning rolls.

Mogis: The ship gains a bonus to its damage Threshold equal to the Owner's level.

Nylea: The range of all weapons on the ship doubles.

Pharika: While on the ship, the crew is immune to disease and has advantage on saving throws made to resist being poisoned.

Phenax: Anyone tracking the ship through normal or magical means will have disadvantage on any rolls to do so.

Purphoros: The Armor Class of the Ship increases by 2.

Thassa: As an action taken by the pilot, the ship can become amphibious for 10 minutes, allowing it and its crew to go underwater. Once this action is taken, it cannot be taken again for 1d3 days.