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TRAVELLERS TALES

d20
system

SHIPS OF

WAR



Alejandro Melchor





Ships of War

Alejandro Melchor

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INTRODUCTION

War is a great beast that bears no respect for anything or anyone. Wherever there is ambition or a desire for power, there will be war. The sea is no exception; ever since the first sentient race used anything that floated to bring harm to enemies, the ocean became one of many battlefields, and its watery depths are the final resting place for those who fell in battle, sunken ships as their only grave and monument.

Warships are as common a sight as merchants and explorers, and captains of any type of vessel must learn to recognise the outline of a ship, for telling friend from foe is a skill that can save many lives on the open seas.

Anyone who wages war on the ocean must be prepared to fight to the bitter end; there is nowhere to run and defeat almost always means death, as very few ships have room for prisoners. Warships are built to take a lot of punishment or to avoid it altogether, while dealing damage in return. This capacity to destroy and not be destroyed sets warships apart from every other seafaring vessel. They are not meant to expand the horizons of a nation, to seek out new trade routes or support existing ones. Every hand on deck is expected to stand and defend the ship, and discipline is even more vital than on a merchant vessel. The perils of the sea are inconsequential when compared to a flaming volley from enemy catapults, and if a crew fails to act as one under the captain's orders, their chances of survival are greatly diminished.

The reasons any race takes to the sea are as varied as their tactics of naval warfare, and their approach to building ships of war follows suit. The massive sea fortresses of the dwarves are a world apart from the swift and graceful elven vessels, and humans wage war with a methodical sense of purpose that is lost to the goblinoids. War at sea is not exclusive to any race and can be as vicious as any battle on land.

TRAVELLERS' TALES

Ships of War expands and enhances the information provided in *Seas of Blood*, also available from Mongoose Publishing. This series of supplements, designed for use in any fantasy-based d20 games system, takes an exhaustive look at not only sea travel and nautical adventures, but also the specific

ships used by various races within the worlds of fantasy. This supplement has been preceded by *Ships of the Goblinoids* and *Ships of the Elves*, two supplements guaranteed to give nautical scenarios and campaigns an additional boost that will thrill players and Games Masters alike. It is also recommended that Games Masters interested in such adventures look for *The Slayer's Guide to Sahuagin*, packed with information on one of the cruellest races to lurk beneath the waves.

SHIPS OF WAR

Every book in this series focuses on the ships and crews of a single race or group of races – in this case their warships. Within these pages, you will find detailed information on how war is waged on the sea, who builds the deadliest vessels and the terrifying new weaponry designed to send enemies to the bottom of the ocean. Many new ship designs are presented, all demonstrative of the ingenuity and deadly intent of their builders. From the sneaky *Hullreaver* sabotage submersible to the great *Thunderchild* dreadnought, *Ships of War* will show you how all of the races have a claim to stake in naval warfare.

These ships are suitable for all levels of play. A group of low-level adventurers may find the ship they booked passage on besieged by orcish boarding skiffs, or join the rather reckless crew of an *Inferno* galleon and join a war to defend a kingdom, following gold or duty. Higher-level parties can join or commission a *Ghostwind* frigate to hunt for a dreaded undead pirate ship, or investigate the reports of an iron-ridged sea monster that sinks ships from below. The ultimate adventures may lie upon the decks of a *Tempest* carrier ship, where dragonriders may launch into the most epic of wars.

Seas of Blood gives all the information required to run exciting nautical adventures in any gaming group. *Ships of War* takes these adventures to new levels, presenting players with an old pastime, war, in completely new circumstances.

Captain Antar Ceridh stood proudly on the aft castle of the *Tormentor*, as great a war galleon as any built by human hands. He licked his lips in anticipation of the battle ahead. Next to his own ship, another six galleons sailed with but one purpose: sink the elven ships. He did not know how the war for dominion of the Dalmere Gulf had started, and he did not care. His enemies could be elves, dwarves, or even another human kingdom; he would take great joy in pounding his opponents with volley after volley of his catapults. So far, he had served the emperor as a pirate-hunter, but it was war his heart craved. Captain Ceridh sailed the seas with a thirst for blood.

'Sir! Two elven ships, ten degrees to starboard!' the lookout yelled from the crow's nest. Antar could barely discern the tiny spots skirting the horizon, but he trusted his lookout. He had served under his command for two years now, and most of his catches could be attributed to the lookout's sharp eyes.

'Signal Admiral Cobhar, two enemy ships, you heard the position,' he ordered to his second in command. He watched with satisfaction as part of his crew raised the signal flags and waited for the *Stormfang's* reply. It took less than a minute for the signal from the flagship to come. Antar smiled wickedly: the hunt was on.

Ten minutes later, he was screaming orders left and right. The *Grey Lancer* and the *Crimson* were already lost beneath the waves, his own ship was the only one not yet touched by the elves' attacks, thanks to his experience at fighting more agile vessels.

'Full speed ahead!' he yelled. 'We'll cut them off after they circle the *Stormfang!* All hands prepare to board! Archers! Fire at those accursed birds at will!'

The ship lurched ahead. Antar did not have to worry about his orders being carried out just as he intended. He had trained this crew well, and two years of hunting pirates together had turned them into a well-oiled fighting machine.

Arrows flew as a giant eagle approached from behind. Antar had seen what the barrels it carried had done to the burning galleons and he would not let the same fate befall his ship. The great raptor only had to turn lightly to evade the attack.

'Drop sails now! Drop the anchor! Full turn starboard!'

The barrels full of incendiary naphtha barely missed the *Tormentor*, but she had lost her speed and now ramming the elven ship was impossible. Antar cursed loudly and reviewed the situation: the small fleet's flagship was now in flames, the other two remaining galleons had masts broken and sails rent. They were doomed. Two small ships against six war galleons and they were doomed nonetheless.

'Regis,' he said quietly, his expression set. 'Gather all flaming shot and dump it in the lifeboats. And turn this tub around! Full speed!'

'Captain?' His first mate questioned one of his orders for the first time ever. 'Sir... we are retreating?'

'They outsail and overpower us - we are the only ship still fit to report back to the emperor,' Antar barked. 'Set the boats on fire and dump them behind us... and pray it works.'

'Yes, sir!' Regis nodded, no more doubts in his mind.

The smoke from the burning lifeboats covered their retreat for a few minutes, and was a minor defence against the giant eagles. A few ballista bolts inflicted incredible damage on the hull, but Antar thanked all the gods he remembered for letting him escape with his ship still in one piece, most of his crew alive. He could not see the sails from the elven ships anymore... but he swore he would see them again, and it would be very different when they met once more.



WAR AT SEA

Fighting on land is very different from fighting at sea, and no crew will respect the experience of a landlubber, even if he has killed a thousand orcs in single combat. The tactics employed by warship captains and their crews bear very little resemblance to combat between armies. Wind is not only a factor that interferes with missile fire, but also movement; the only effective charge is made with a splintering ram, and the losing side does not have the option to rout.

Every race takes a different approach to naval warfare and it is not only reflected in the ships they build, but also in weaponry and tactics. Each of these factors influences the tide of battle greatly – the most powerful new siege engine will be ineffective if it cannot hit a fast target, or if the enemy closes range and launches a boarding action.

This chapter will explore how each race handles war at sea - their construction philosophy, strategies and what can be expected in an encounter with one of their ships.

ELVES

Elven craft are superior to those which the younger races build, their prowess at magic and their close relationship with nature allowing them to put together vessels of mythic stature. The fluid nature of the sea compliments perfectly the grace and elegance found in elven craftsmanship. Ships of elven make, whatever purpose they may serve, will have an indefinable beauty admired by even the staunchest elf-hater.

These vessels are frightening in their efficiency. Elves have never been great in number, and their ships must be, as a necessity, easy to handle by minimal personnel. This can prove to be their weakness, as the unthinkable may happen sometimes and an elven ship is boarded. The small crew on an average elven ship has little hope of repelling a boarding attempt without heavy losses, so they rely on simply not getting caught.

Elven shipboard weaponry follows the same guidelines, being small to fit on the ships, and therefore it must be more potent than ordinary weapons of similar size. Magic is a great aid in this, but is also very expensive. Any ship lost in battle is a great blow to the economy of any elven kingdom.

Building a replacement will drain resources, and the lives of its crew are irreplaceable. This weakness shapes elven strategy - strike from afar and do not be touched. Fast and manoeuvrable ships are the norm in elven fleets, approaching their enemies quickly and sailing circles around them, evading siege fire and making impossible any ramming attack from the slower ships.

Again, magic comes to the elves' aid in the friendships and alliances they can forge with the creatures of air and sea. No other race can match the tactical advantage of the giant eagles, or the raw power of aquatic monsters. All other races cut the waves as intruders and strangers, while the elves are welcomed guests.

Elves are explored in greater detail on *Ships of the Elves*, with many more examples of elven ships, their weaponry and their magic.

DWARVES

A polar opposite to elves, dwarves are creatures of rocks and mountains. The constant movement and unpredictability of the sea bothers them, and they prefer to avoid it. However, the little presence they have is hard to dismiss, as they take the stability they crave with them in their floating fortresses. Dwarves do not build ships in the usual sense of the word; they



prefer to launch into the sea what looks like parts of castles and keeps, dropping them into the water to see if they float. Surprisingly to many, their vessels are extremely seaworthy, even if slow and clumsy in their movement.

Not having any practical understanding of currents and winds, dwarven propulsion is mainly oar-based, trusting in the great endurance of their people to move the ship where it needs to go. Dwarven ships are slow in the extreme, but are also the most dependable.

'Massive' is the right word to describe the ships of the dwarves: great constructions floating with unlikely buoyancy, they can fit as much weaponry as they like and still have plenty of space for other functions. Comforts among dwarves are rare, and the crews take pride in their spartan quarters. Cost is rarely a worry for dwarven shipyards and they take great liberties in providing vessels with only the best materials available. Enemy ships must be prepared to lay a protracted siege to a floating fortress and, even then, the dwarves have the advantage in a war of attrition.

As the floating keeps and citadels are built to withstand attacks, they avoid moving far. Better for their enemies to spend strength in unsuccessfully trying to find a weak spot in their defences than wasting similar energy themselves. The height some of the fortresses can reach makes it even more difficult to sneak up on them; not even the shelter of the night will cover the approach of an enemy to eyes used to living in the complete darkness of dwarven mines. Dwarves do not care for fancy and complicated tactics and their best strategy is to simply move to an area that threatens their enemy and wait for the fleet to arrive, pummelling them with heavy weaponry and then moving on. They seldom use magic to achieve their ends, preferring the divine blessings of the gods of the forge, rock and mountains than complex arcane formulae. It is rare to find magical weaponry in a floating fortress, so the surprise is greater when it is actually employed.

The main weakness of vessels built by the dwarves is that they are utterly predictable. A savvy captain will lead the dwarves into a fruitless chase or target their supplies. A ship moving that slowly must carry supplies for very long voyages, and leading such a vessel off course or away from viable targets is the best defence against it.

GNOMES AND HALFLINGS

The smaller races appear uninterested in large oceanic ventures, so they are more often found as crew on the ships of others. Gnomes living near a coast are, however, a great exception to this rule. Their natural curiosity and affinity with the creatures of nature urge them forward to explore the great mysteries that lie beyond the horizon and beneath the waves. Gnomish ingenuity is undeniable; their left-hand approach to problem-solving has led them more than once to great leaps of progress and, when they do not build ships for themselves, they do so for others.

Their greatest achievement is the submersible. Previous to gnomish intervention in naval war technology, the submersible was nothing more than the fancy of idle minds, thought to belong more to the realms of wizards than to the practical world of decent folk. Gnomes invented this type of vessel to explore the oceanic depths, but immediately saw the advantage of being able to travel under the noses of the other races. Not an aggressive people, gnomish ships treat war as a secondary function. The sturdiness typical of their ships owes more to a desire for protection against the unknown dangers of the deep than to any wish to attack anyone who does not deserve it. But when push comes to shove, gnomes are perfectly capable of defending their shores. Small fleets of submersibles will travel under their enemies' hulls while a properly arranged diversion distracts them from the danger below. So far, there is no ship that can target attacks at its own underbelly, so gnomes can damage any offender with relative impunity. Submersible vessels are slow and expensive however, and anyone who wishes to buy such a vessel must consider the huge maintenance costs as well as the delicate balance gnomish technology needs in order to run.

GOBLINOIDS

Goblinoids lack the expertise, patience and even the brains to engage in little more than straightforward attacks. On the sea, as well as over land, the goblins' favourite tactic is the overrun. Their ships are not terribly efficient or even seaworthy, serving the purpose of getting the creatures to their destination so they can swarm and hack away. Bugbears fight similarly, closing in as much as they can to make better use of their incredible strength. Hobgoblin ships are a notable exception to goblinoid naval



warfare. The crews are intelligent and totally bent on war as a way of life, so they take care to put their resources to the best use possible. Orcs are as brutal on the ocean as they are on dry land, making no attempt to learn how to sail or build sailed ships but depending on their brute strength to row their gigantic vessels forward. With the exception of hobgoblins, the goblinoids' preferred tactic is to amass as great a number of ships as possible into terrifying pirate fleets, but any concerted strategy is virtually non-existent. Most of the goblinoids' vessels once belonged to someone else and are now fitted for their use, which often means they slowly fall in to disrepair until sunk by foul weather or an enemy attack.

Goblinoids are explored in greater detail in *Ships of the Goblinoids*, with many examples of their ships, weaponry and tactics.

HUMANS

Few races excel in the art of war as humans do. As if they were meant to fill the role of the conflictive child, humans continually push their own boundaries and come up with new ship designs, new weapons and new strategies.

Human ships do not follow a single design philosophy, for every kingdom will have its own ways of building and adorning its vessels but, when put next to each other, they tend to mix the best characteristics of other races' efforts while coming up with their own innovations. The greatest advantages the humans have over other races are their ability and willingness to learn and their limitless capacity to evolve. In the time it takes a single dwarven craftsman to perfect his skills, three generations of humans have built upon their predecessors' efforts, contributing their own ideas and improving the original. As such, human warships are not as agile as the elves', but they are durable and inexpensive in comparison. They lack the quality and resistance of dwarven floating fortresses, but have far superior mobility. Human captains would do well to capitalize on their adaptability instead of trying to match the other races at their own game. Sadly, it is a lesson very few live long enough to learn, for another very human racial trait is pride and overconfidence.

Weaponry leans on the practical and straightforward, preferring to balance price and firepower to provide maximum benefits with minimum cost. However, humans are the masters of the countermeasure, and

very often improvise during a battle, adapting normal tools into weapons. It only takes one human to survive an encounter with another race's weapons for him to spread the tale and, if taken seriously, someone, somewhere, will come up with a way to counter it.

Human tactics resemble the goblinoids' but in a finer, more astute way. The preferred way for a human ship or fleet to attack is to use raw strength to pummel an enemy. The more astute commanders will devise a more complex strategy, trying to maximize the power of each ship under their command. Some tactics can be very predictable, but humans have the strange capacity to shine under pressure. Magic is no stranger to humans and, though they are certainly less proficient with it than elves, human wizards are as dedicated to their art as their colleagues from other races. Magical weaponry is not unheard of on human ships, but it is frequently of the more destructive kind. The insatiable thirst to explore gives humans a predominant role at sea, and their ability to change and adapt makes them a power in naval warfare more than any other quality.

OTHERS

Stranger races have taken to sail or oar and braved the seas, but their ships are mostly rumours and legends. So far, there are no reliable accounts of giants in outriggers the size of a great galley, but there are plenty of other enemies lurking in the waters of the world. The seafaring races would be hard pressed should war erupt among them and the oceans' true inhabitants. Elves would never dream of warring against the merfolk or locathah, but sahuagin and kuo-toa are very likely to initiate hostilities, and present unique challenges for air-breathers.

Sailors also tell stories of forgotten wizard kingdoms, whose golem ships still cruise the ocean, performing mindlessly the last command from their masters, and the threat of an undead fleet hangs wherever a necromancer is said to have been lost to the sea, his last words a curse on the living as he drowned.

In theory, any humanoid race with sufficient drive and ambition can build a seagoing vessel and, with the possibility of travel comes the possibility of war. Tales abound of the serpent ships of the yuan-ti or the bizarre swarm fleets of formian invaders. Should any of these rumours prove true, the seafaring nations will face a challenge their wars against each other will not have prepared them for.

CREWS

Warship crews need to be the best available, for no sane captain will leave port before making absolutely sure that his crew will answer readily in battle as well as in foul weather. Warships rarely use pressganged crewmembers, since they are not only unreliable in skill, but also in courage. Only a seriously depleted crew will seek to fill its ranks with such inexperienced hands.

The comradeship found in a warship develops as a crew faces death together time and again. A seaman sailing into war must learn to trust his shipmates and be ready to risk his own life for them. After all, they would do the same for him. The bond that grows among a warship's crew allows them to work well together, and once any new sailor proves himself in his first battle, he becomes part of the family.

Not many seamen voluntarily join a crew bound for war, every vessel having a mix of sailors ready for battle and others who just want to concern themselves with running the ship. Some who sign up for service on board a merchantman face pirates and take a liking to battle on the high seas, looking for a suitable warship as their next home. Others are desperate enough to accept the risks of working on a warship actually looking for a fight, whether they need the gold or a ticket out of town to evade authorities. The most common, however, are the men who already know how to handle a sword or a pike and join a crew as sailors instead of as mercenaries.

Whatever the proportion between fighting seamen and non-combatants, there is always some kind of informal training on the deck of a warship, as sailors with combat experience instruct their fellows in the handling of weapons in case they have to stand firm and be the last line of defence. This training is not always voluntary as tempers flare aboard the ship, but it is called 'exercise' when the first officer asks.

As mercenaries on a warship are not hired as a simple precaution, but as an integral part of the vessel's purpose, seamen do not eye these crewmembers as layabouts, but as the men who will be first in line to assault the enemy or repel a boarding action. The ship's mission is very clear and any seaman complaining about the presence of fighting men is likely to be ordered to throw the first grappling hook in the next battle.

AVAILABILITY

The availability of potential recruits is the same as for any other crewmember. Large cities and towns have more chance of including men willing to work in a warship. If the ship is sponsored by the kingdom, finding mercenaries is usually no problem, since most often they will be part of the crown's own soldiers. For larger realms or nations with a long tradition of naval supremacy, there will be a Royal Navy to provide ready crews, so a captain does not need to worry about the quality of his sailors and marines.

Survivors from sunken ships will be sent to serve in other vessels to ensure that warships are crewed by combat veterans whose experience can help untested comrades. The wealthiest kingdoms may even have an academy to train officers as well as normal sailors, and their ships will rarely have green recruits. There is simply too much at stake in naval warfare to trust the fate of a warship to inexperienced crews. The intense lives of crews in war guarantees they learn quickly, and their experience rises faster than other seamen's.

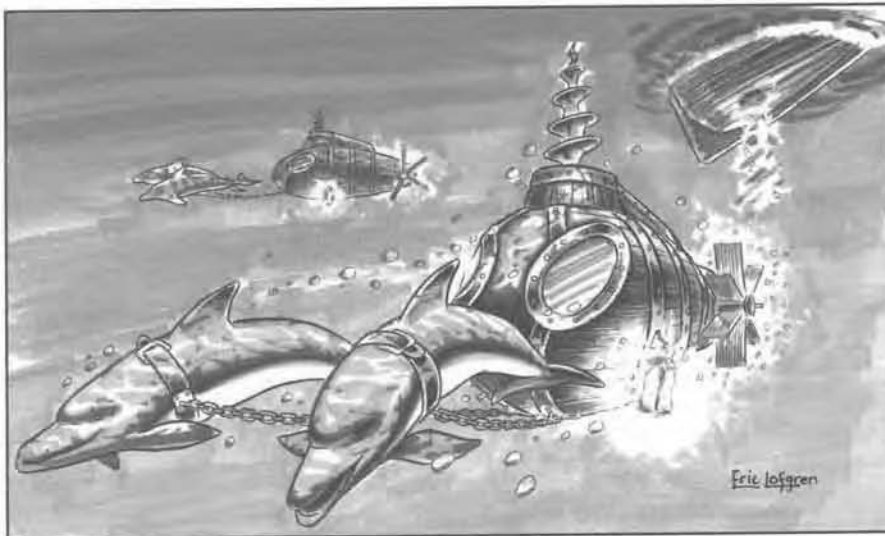
Warship Sailors

The crewmen of a warship have learned that discipline can save lives, and know full well what they are getting into by working on a ship of war. The veterans among them have seen enough blood in their lifetimes to teach them to treat the wounded in battle. As a result of these circumstances, warship crews gain a +1 competence bonus to all Morale checks and recover an extra 10% of lost Crew Hit Points after each combat.

CREWMEN

Listed below is a set of sample warship crewmen along with a guide to how much a captain might expect to pay for their services, if they are available at all. Note that crews sailing under a kingdom's flag receive their pay from the royal treasury, the captain only distributes gold he receives from his superiors, although some unscrupulous officers may bag some of the money for themselves and hire less experienced crews on their own. They pay the price for their corruption when the first catapult shot hits and their crew panics.





(Shipmaking) +2, Craft (Weaponsmithing) +4, Jump +2, Knowledge (Architecture and engineering) +5, Knowledge (Seamanship) +4, Listen +3, Profession (Siege Engineer) +6, Profession (Woodcutter) +4, Spot +5, Use Rope +3; Feats: Alertness, Eagle Eyes.

Seamanship +0

Boarding Trooper (8 gp/month)

These marines specialize in boarding actions and initiating

combat upon enemy decks as soon as possible.

2nd level Warrior

Str: 12, Dex: 14, Con: 10, Int: 12, Wis: 13, Cha 10; HP 9; Initiative +2; AC 14 (+2 Dex, +2 leather armour); Attacks: short sword +3 melee or quarterstaff +3 melee; Damage: short sword 1d6+1 or quarterstaff 1d6+1; Fort +3; Ref +2; Will +1; Skills: Climb +6, Jump +4, Knowledge (Seamanship) +2, Spot +3, Tumble +3, Use Rope +4; Feats: Quick Draw, Sea Legs.

Seamanship +2

Seasoned Veteran (12 gp/month)

These sailors have lived through more than one battle at sea, facing combat readily and fearlessly.

2nd level Sailor/1st level Warrior

Str: 12, Dex: 15, Con: 12, Int: 14, Wis: 13, Cha: 10; HP 14; Initiative +2; AC 12 (+2 Dex); Attacks: short sword +4 melee or light crossbow +5 ranged; Damage: short sword 1d6+1; crossbow 1d8; Fort +8, Ref +2, Will +1; Skills: Balance +7, Climb +7, Heal +3, Intimidate +2, Jump +4, Knowledge (Seamanship) +8, Use Rope +6; Feats: Duck & Weave, Great Fortitude, Sea Legs.

Seamanship +8

The rules for preparing Crew Rosters and engaging in crew combat are detailed on Page 41 of *Seas of Blood*. Players should keep in mind that only the majority of the crew are taken into account in Crew Rosters and so should plan their recruitment carefully. A single sailor will have little impact upon the performance of a crew and larger groups of war veterans are more costly and harder to gather.

Seas of Blood already contains examples of crews found on any ship. For warships sailing under a kingdom's banner, do not include any Pressganged or Green Crewmen, so work from Seaman up. The following examples include specialist seamen that are more likely to be found in a warship and rarely in any other kind of vessel. They need to be recruited in sufficient numbers to affect the modifiers in a Crew Roster, but the Games Master may decide to consider some of these specialists as important Non-Player Characters and have them acting independently from the rest of the crew, maximizing the benefits they grant.

Artillerist (8 gp/month)

This specialist is an expert in operating, maintaining and repairing shipboard weapons. Their high skill ranks can be used out of combat to provide better maintenance for a ship's arsenal. In battle, however, they grant a +1 bonus to the attack rolls of any shipboard weaponry they form part of the crew for.

2nd level Expert

Str: 10, Dex: 13, Con: 10, Int: 13, Wis: 12, Cha: 10; HP 8; Initiative +1; AC 11 (+1 Dex); Attacks: Unarmed +0 melee; Damage: unarmed 1d2; Fort +0; Ref +1; Will +4; Skills: Balance +3, Concentration +1, Craft (Carpentry) +6, Craft

WARSHIP CAPTAINS

Whilst no two ship captains will ever truly be alike, the following examples can be used as representative of the commanders on board various ships of war. The experience of a commander is independent of the size of his ships, as is his rank. However a truly

great admiral will be a high-level character leading the crew of a great galley, and the captain of a legendary dreadnought can be a legend in his own right.

Expert Strategist

2nd Level Aristocrat/10th Level Rogue

Str: 11, Dex: 10, Con: 14, Int: 17, Wis: 14, Cha: 14; HP 2d8 plus 10d6 + 24 (68); Initiative +4 (+4 improved initiative); AC 16 (+3 padded armour +2, +3 *ring of protection*); Attacks: Rapier +9/+4 melee; Damage: rapier 1d6; Fort +5, Ref +7, Will +8; Skills: Appraise +7, Balance +8, Bluff +9, Climb +7, Craft (Calligraphy) +5, Decipher Script +9, Diplomacy +13, Disable Device +6, Forgery +6, Gather Information +6, Innuendo +5, Intimidate +8, Intuit Direction +9, Knowledge (Geography) +8, Knowledge (History) +9, Knowledge (Nature) +6, Knowledge (Seamanship) +16, Listen +6, Open Lock +3, Profession (Navigator) +10, Search +10, Sense Motive +15, Speak Language +1, Spellcraft +7, Spot +12, Swim +5, Use Magic Device +6; Feats: Eagle Eyes, Expertise, Improved Disarm, Improved Initiative, Leadership, Weapon Focus (Rapier); Special Abilities: Sneak Attack +5d6, Evasion, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (cannot be flanked), Skill Mastery.

Seamanship +16

Legendary Admiral

13th Level Wizard (Diviner)/5th Level Navigator-Wizard

Str: 9, Dex: 14, Con: 16, Int: 18, Wis: 12, Cha: 12; HP 18d4 + 54 (99); Initiative +2; AC 16 (+2 Dex, +4 *bracers of armour*); Attacks: Staff +8/+3 melee or light crossbow +10/+5 ranged; Damage: staff 1d6-1; crossbow 1d8; Fort +5, Ref +5; Will +12; Skills: Alchemy +10, Concentration +22, Craft (Bookbinding) +8, Decipher Script +12, Diplomacy +11, Knowledge (Geography) +14, Knowledge (Nature) +13, Knowledge (Nobility and royalty) +9, Knowledge (Seamanship) +22, Knowledge (The Planes) +7, Listen +3, Profession (Navigator) +20, Scry +15, Spellcraft +15, Spot +8; Feats: Alertness, Brew Potion, Combat Casting, Craft Rod, Extend Spell, Inspire Loyalty, Leadership, Maximize Spell, Spell Mastery, Still Spell; Eagle Familiar; Special Abilities: Scribe Scroll, Summon Familiar, Infallible Direction, Fast Pursuit, Catch the Wind, True Voyage, Intuitive Seamanship 2.

Spells per day: 0 level - 4, 1st level - 5, 2nd level - 5, 3rd level - 5, 4th level - 5, 5th level - 4, 6th level - 4, 7th

level - 3, 8th level - 3, 9th level - 2.

Spells: 0 level: *Arcane Mark, Dancing Lights, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance*; 1st level: *Animate Rope, Endure Elements, Mage Armour, Magic Missile, Message, Nystul's Undetectable Aura, Predict Weather, Repel Water, Spider Climb*; 2nd level: *Cat's Grace, Fog Cloud, Locate Object, Misdirection, Murk & Gloom, Protection from Arrows, Protection from Water, Seavision, See Invisibility, Whispering Wind*; 3rd level: *Clairaudience/Clairvoyance, Dispel Magic, Gentle Repose, Lightning Bolt, Magic Circle against Evil, Nondetection, Repair Ship, Water Breathing, Water Crush, Wind Wall*; 4th level: *Arcane Eye, Dimension Door, Dimensional Anchor, Evard's Black Tentacles, Ice Storm, Minor Creation, Scrying*; 5th level: *Cone of Cold, Contact Other Plane, Control Currents, Pacify Storm, Permanency, Teleport, Wall of Force*; 6th level: *Anti-magic Field, Control Water, Control Weather, Legend Lore, Mass Haste, True Seeing*; 7th level: *Delay Sinking, Forcecage, Greater Scrying, Skyship*; 8th level: *Discern Location, Incendiary Cloud, Symbol, Tsunami*; 9th level: *Foresight, Gate, Meteor Swarm.*

Seamanship +22



WEAPONRY

War has always been an incentive for innovation, especially when it comes to naval combat. Humans in particular are always striving to devise the perfect weapon and work hard to match elven magic, dwarven craftsmanship and goblinoid numbers with ingenuity and constant improvement.

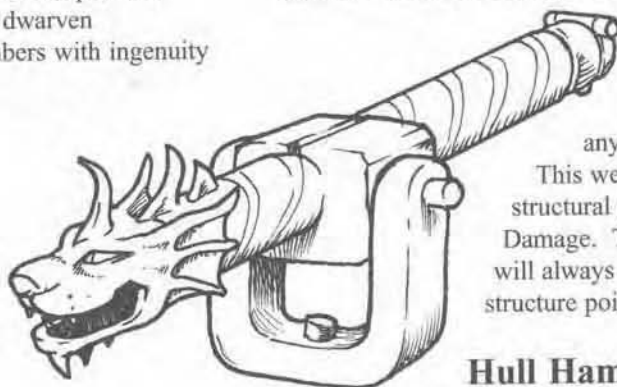
There are two kinds of naval weaponry; those which targets ships and those which aims at their crews. Many weapons are not lethal or destructive per se, instead intended to cripple the ship's performance or its crew's ability to function or defend itself. Available space is everything aboard a seagoing ship, for it can seldom depend on a supply route to keep running in good order and feeding the crew. The people must share space with their own stores and food, weapons and their ammunition take up a lot of that space. A ship's builder and its captain must judge carefully on fitting the ship with sufficient weaponry without jeopardising the well being of the crew.

General strategy is another factor that enters into weapon placement. Elves prefer to attack from afar, so they devise weapons with range and accuracy, whilst goblinoids prefer to close in and cause a lot of damage, emphasizing firepower and strength. Dwarves build fortresses that float, with weapons worthy of a siege, and the gnomes' most successful design is the submersible, their weaponry as bizarre and ingenious as their tactics. Humans are adaptable and flexible, and their weapons reflect this. They tend to be the masters of the countermeasure, seeking by all means to deny the other races their advantages to level the battlefield or tip it in their favour. After all, if humans are experts on anything, it is war.

Firebreath Spitter

This weapon is the human response to elven fire towers (see *Ships of the Elves*). Instead of relying on expensive magic, the firebreath spitter relies on alchemy and simple mechanics to launch devastating fire attacks against close ships. The spitter is a two feet long metal tube, ten inches in diameter, set atop a four feet long pole. Too unwieldy to be personal weapons, firebreath spitters are mounted on the deck during close ship-to-ship combat. The tube is loaded

with a cylindrical ceramic canister filled with concentrated alchemist's fire (see *Core Rulebook I*). A single crewmember can reload a canister as a move-equivalent action, firing the spitter in the same round by pulling hard on a lever at one side of the tube. The lever smashes the canister inside and contact with the air ignites the alchemical substance.



Fire will stream out of the tube in a short cone and deal the damage listed to anyone trapped within.

This weapon deals 1d4-1 structural points of Fire Damage. The firebreath spitter will always do a minimum of 1 structure point of damage.

Hull Hammer

The main function of a hull hammer is, as its name aptly describes, to smash an enemy's hull to splinters. Many veteran sailors regard it as a close-combat ram that keeps working after the first strike. The original gnomish design uses a complicated spring mechanism to retract the giant hammer and release it in an attack, but other races use ropes and pulleys, chains or adapt a hammerhead to a catapult. There are several models of hull hammers that can attack in horizontal or vertical arcs, or are topped by iron, wood or stone hammerheads. Whatever the design, this weapon can only be used when two ships are locked after a ram action or in the middle of a boarding attempt. They do not have the necessary reach to target crew, but are quite effective in battering at a ship's frame and opening gaping holes. As such, it is mainly used to deter boarding attempts, threatening the attacker's ship with the very real possibility that it will not escape unscathed.

Snaring Anchor

Nobody remembers who came up with the snaring anchor, but it must have been a captain fed up with faster vessels circling around his ship. This unusual weapon consists of a long chain of barbed links, with small airtight wooden barrels spaced evenly across its length. The barrels allow the chain to float when thrown into the sea, and a ship drags it behind to attempt to snare any ship that tries to manoeuvre behind it.

The snaring anchor is hard to recognize for what it is; mounted always to the aft, it looks like a bunch of barrels near a winch when not deployed, and enemy

crews must succeed at a Spot check at DC 18 to see it trailing behind a vessel.

The chain trails 80 feet behind the ship, and any enemy vessel that moves over it must succeed in a Seamanship check



at DC 15, modified as indicated below, or become ensnared.

Condition	Seamanship Check Modifier
Target ship is larger	+1 per size category
Target ship is smaller	-1 per size category
Target ship current speed is 30ft.-40ft. per round	+1
Target ship current speed is 50ft. per round or higher	+2
Rough seas	-1
Light subtype	-1
Ironclad subtype	+1

If the target ship is snared, it suffers a -2 penalty to its Manoeuvrability and Armour Class, cannot increase the distance between itself and the attacking ship and, if smaller, is dragged by the ensnaring ship. Both ships are considered to be locked. The crew of the ensnaring ship can also begin to pull back the chain. It takes 10 crewmembers to retract the chain once another ship is snared, closing the distance between them at a rate of five feet every 1d6 rounds. The target ship may make additional Seamanship checks to break free of the snaring anchor every round.

Sun Mirror

The sun mirror is the work of a human alchemist skilled in metallurgy. This exotic weapon is an oval-shaped brass frame, with the concave side coated in a highly reflective silver alloy. The mirror concentrates sunlight into a tight beam that can target enemies at an incredible range and burn them with the heat of the sun itself. The mirror is mounted on a horizontal swivel that rotates left and right, and its position can be set with the help of nooks along the swivel. This weapon requires only one person to operate, and captains man it with the most sharp-eyed members of their crew.

The sun mirror can be devastating; it operates at incredibly long ranges, needs no ammunition to function and is relatively cheap and safe to maintain. However, it has its own disadvantages - the mirror only works on clear days and aim must be maintained before any damage is dealt.

Crew operating a sun mirror must succeed in three consecutive attack rolls against a target before any damage is dealt. If any attack roll fails, the attack must start anew. On any successful consecutive attack roll after this, the sun mirror deals 1d4 points of Fire Damage. More than one mirror can be brought to bear on the same target for even more devastating results. Each additional sun mirror from the same ship as the first may target the same spot as the original, though it will suffer a -2 penalty to hit. If successful, each sun mirror will cause 1d6 points of Fire Damage with each successful attack. At least one sun mirror must successfully strike the target every round or the whole process must begin again. The sun mirror is totally useless in overcast weather and any rainy or foggy conditions.



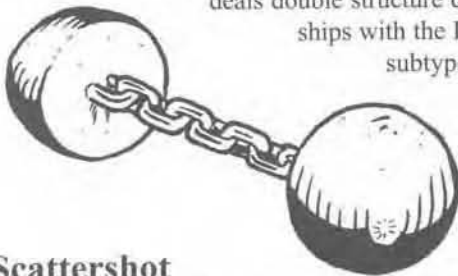
MISSILE AMMUNITION

The following ammunition rounds can be shot from any catapult, but not trebuchets.

Mast Reavers

Mast reavers are normal catapult rounds split in half and held together by an iron bar or a chain. When thrown, the halves separate and the shot spins violently. This shot deals normal structure damage, but a critical hit means that the mast reaver earns its name and hits a sail or a mast, breaking or entangling it. A ship with a broken mast or entangled sail suffers -1 to Manoeuvrability and has its speed reduced by 10 feet until repaired. This ammunition is ineffective against oared vessels and

deals double structure damage to ships with the Light subtype.



Scattershot

Some crews found that throwing shrapnel directly worked better than hoping that splinters from solid ammunition finished off an enemy crew. Scattershot is a canvas bag usually made from a discarded sail filled with iron filings and splinters, either specially made or gathered from normal ship maintenance. The bag is closed with a loose cord so it will untie in the middle of its trajectory and come down as deadly rain on the deck of an enemy. Like the arrow catapult, scattershot deals crew damage, but can be fired from any normal catapult.

BALLISTA AMMUNITION

The following bolts can be shot from any kind of ballista.

Corrosive Bolt

This piece of ammunition is expensive and dangerous to handle. The bolt, instead of having a pointed iron tip, fits a large flask full of corrosive acid. Whether it hits a ship or is aimed at its crew, the flask splashes the liquid in an area and affects the ship nevertheless. After a successful attack, the acid deals 1d6 points of structural *and* crew damage. In the next round, it will automatically inflict a further 1d4 points of structural damage and 1d4-2 during the third.

Deafening Bolt

This bolt has holes along its shaft that allow air to pass through and whistle strongly enough to deafen anyone around the area of impact. On a successful ranged attack with a deafening bolt, the target crew must succeed in a Will save (DC 13) or be stunned for one round. In addition to the normal effects for being stunned, the crew of the target ship will also suffer a -4 penalty to Manoeuvrability for this round.

Screw Bolt

The head of this bolt is made from three blades that twirl around the point like a screw. The head design as well as the grooves carved along the shaft spin it as it flies, allowing it to act as a drill and cause structural damage.



Shipboard Weapon	Cost	Damage	Structural Damage	Critical	Range Increment	Rate of Fire	Crew
Firebreath Spitter	300 gp	See	See	-	30 ft. max.	1	1
			ammunition				ammunition
Hull Hammer	500 gp	-	1d8	X2	-	2	3
Snaring Anchor	1,600 gp	4d6	1d6	-	80 ft. max	-	6
Sun Mirror	1,700 gp	2d6	Special	-	600 ft.	Special	1

Ammunition	Cost	Damage	Structural Damage	Critical	Special
Mast Reavers	5 gp	As catapult	As catapult	X2	Breaks masts
Scattershot	10 gp	Special	-	-	Crew damage
Alchemist's Fire	300 gp	1d6	1d4-1	-	Fire Damage
Canisters	(box of 10)				
Corrosive Bolt	25 gp	Special 1	d6/1d4/1d4-2	-	Crew damage, automatic acid damage
Deafening Bolt	8 gp	3d6	-	X3	Stuns target crew
Screw Bolt	15 gp	3d6	1d3	X3	+1 to boarding actions

MAGICAL WEAPONRY

When magic is applied to warfare, the results are not only spectacular, but also highly destructive. However, few wizards will accept the hardships of life on the high seas and prefer to charge a heavy sum for enchanting items than accept an exorbitant salary for life on a rocking hunk of wood amongst ignorant rabble.

Ballista of True Strike +1

A beautifully crafted ballista that looks more at home in a museum than on the deck of a warship, the centre of the bow is adorned with the carved head of an eagle opening its beak. Three times per day, the crewmember operating the ballista can designate a target, and the bolt will fly unerringly. No attack roll needs to be made, but the ballista cannot exceed its normal range.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armour, *true strike*; *Market Price:* 2,400 gp.

Plank of Boarding

This is a wooden plank carved with magical characters and tipped with high-quality iron spikes. By extending the plank from a ship's broadside, a crew can launch a boarding action against a vessel that can be as far as 900 feet away. The boarding force walks the plank and, when they reach the end, they magically appear on the deck of their target ship. The plank has 50 charges, and each charge is capable of transporting five crewmembers and their equipment.

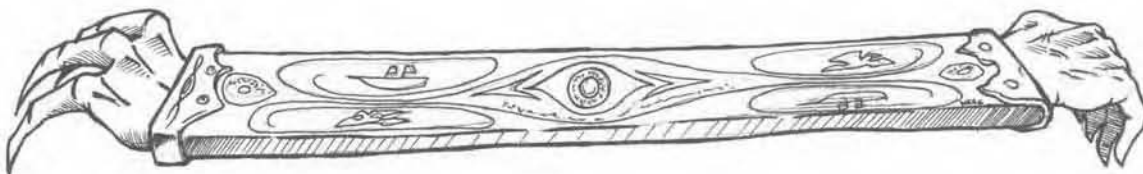
Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *dimension door*; *Market Price:* 48,000 gp.



Sunstone Lens

This magical item resembles a gold disc inscribed with arcane runes, into the middle of which is set a fine gem of the highest quality. A vertical arm extends from the lens base, which is attached to the front of a sun mirror, greatly enhancing its power and allowing its use even in the worst of weather. The beam of light fired through the sunstone lens is supernaturally hot - it only takes two rounds of sustained aiming for the target to catch fire, and it deals 3d6 points of Fire Damage. If the target vessel is a ghost ship or a death hulk, it immediately suffers 6d6 points of structural damage. Dense fog or an *obscuring mist* can affect the sunstone lens but, even then, the damage is only reduced to 1d6. Only a *darkness* spell centred upon the lens can shut it off. In all other respects, the sunstone lens operates as an ordinary sun mirror.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *sunburst*; *Market Price:* 131,000 gp.



SHIPS OF WAR

This chapter introduces just a few of the many types of warships encountered on the high seas. Every race and nation that comes into contact with the sea brings its quarrels too.

Ships dedicated to warfare come in all sizes and serve many functions, each race imprinting its own idiosyncrasies upon their warships. Elven ships are works of art, graceful and powerful; dwarven ships are solid, ponderous but extremely functional; goblinoid ships are crude, yet effective; gnomish vessels are studies in ingenuity and innovation. Human ships are, however, the most common in naval battle. Unpredictable and varied, the rest of the humanoid races have learned to respect human ship designs, for they will change and evolve in what, to the longer-lived races, is the blink of an eye.

War is one of the strongest driving forces behind technical progress, and ships of war have their own subtypes to represent some of the unique characteristics found in them.

SUBTYPE — IRONCLAD

Ironclad ships are a purely human invention that have iron plating over part, or all, of their wooden frames, foiling many attacks by merely having them bounce off harmlessly. Ironclad ships add +2 to their hardness, +1 structure point per SD and gain a hardness score against structural damage as detailed below (see *Seas of Blood*, page 33). The plating also allows the ship to ignore 1d3 points of Fire Damage per turn. The amount of plating can offer increasing protection at the cost of decreased handling, compared to a similar ship without the plating.

SUBTYPE — ENCHANTED

Some races, particularly the elves, build their ships of war with powerful enchantments that add a magical property to the vessel. The enchantment grants these ships Spell Resistance 15.

FIRESHIP

Tiny Auxiliary (Cumbersome)

Structure Dice: 1d4 (2 sp)

Hardness: 5

Manoeuvrability: +0 (+2 size, -2 cumbersome)

Speed: Special (see text)

Turn Rate: 0 ft.

AC: 12 (+2 size)

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: None

Damage: 1d3 Fire Damage (see text)

Special Qualities: Fire Resistant

Crew: None

Passengers: None

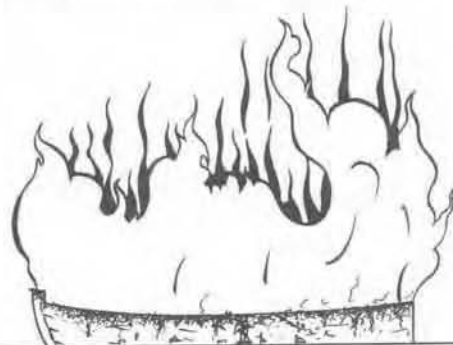
Cargo: ¼ tonne

Building Time: 2 weeks

Cost: 70 gp

Fire Resistant: The fireship is coated with an alchemical compound to keep it from burning down within seconds. From the moment it is first ignited, the compound will absorb all Fire Damage for 1d6 rounds as the substance burns away. After this time passes, the tiny vessel will be destroyed.

A fireship is a modified version of a rowing boat, but specially designed to be set on fire and adrift in the middle of enemy ships. The boat is filled with flammable material and dropped into the sea. Dropping a fireship takes 1d6 rounds and a Seamanship check (DC 10); it is then ignited by



Ironclad Ships

AC Bonus	Structural Hardness	Manoeuvrability	Turn Rate	Speed (round / day)	Extra cost (gp)
+1	1	-1	+10 ft.	-10 ft. / -10%	+1400 gp per SD
+2	1	-2	+20 ft.	-10 ft. / -10%	+2800 gp per SD
+3	2	-3	+30 ft.	-20 ft. / -15%	+5600 gp per SD
+4	2	-4	+40 ft.	-20 ft. / -15%	+11200 gp per SD
+5	3	-5	+50 ft.	-30 ft. / -20%	+22400 gp per SD

dropping a torch or shooting an incendiary arrow at it and then pushed away from the ship.

The boat travels in the direction it was pushed towards for 1d4 x 10 feet, and then begins to drift randomly. Every round, roll 1d8 to determine deviation; the fireship then travels another 1d4 x 10 feet in that direction.

1d8	Deviation
1	Forward
2	45° to the right
3	90° to the right
4	45° to the right and backward
5	180° (backward)
6	45° to the left and backward
7	90° to the left
8	45° to the left

The high flames are a danger to any nearby ship. The fireship threatens an area of 15 feet around it and any ship coming inside that area has a 40% chance of catching fire, increasing to a 60% chance if it actually makes contact. A ship that catches fire from a fireship suffers 1d3 structure points of damage and applies the rules of Fire Damage. An unforeseen side effect of the fireship is that it provides illumination at night. This extra feature was discovered during an orcish assault, providing light in a 120 feet radius and lessening the humanoids' darkvision advantage.

GNOMISH HULLREAYER SABOTAGE VESSEL

Small Warship (Submersible, Oared, Magical Propulsion)

Structure Dice: 2d10 (11 sp)

Hardness: 6

Manoeuvrability: +4 (+1 size, +3 magical propulsion)

Speed: 20 ft./16 miles; 15 ft./ 12 miles submerged

Turn Rate: 10 ft.; 15 ft. submerged

AC: 11 (+1 size)

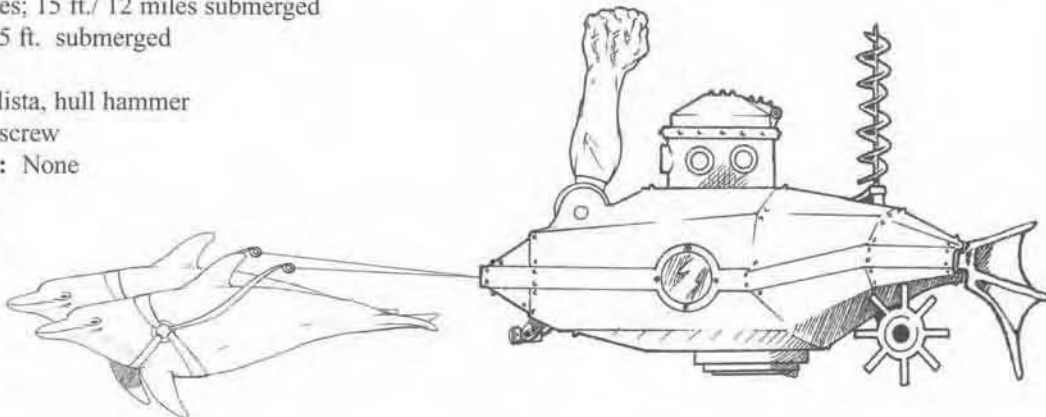
Weapons Fore: Ballista, hull hammer

Weapons Aft: Ship screw

Weapons Broadside: None

Damage: Ballista
3d6/-; hull hammer
-1d8; ship screw -/
1d6

Special Qualities:
Hull Breach, *Speak With Animals*



Crew: 3

Passengers: 3

Cargo: 3 tonnes

Building Time: 4 months

Cost: 19,000 gp

Hull Breach: After dealing two times the enemy vessel's hardness rating on its hull with the ship screw, the submersible's helmsman rolls a Seamanship check at DC 15 to insert the hull hammer in the hole made by the ship screw. Another Seamanship (DC 12 + target ship's hardness rating) check is required for the *Hullreaver* to yank down and deal 1d8 initial structural damage, as it takes part of the ship's hull with it. On every following round, the target ship takes 1 point of automatic structural damage until the crew repairs the breach. However, the submersible is now free to drill a hole somewhere else.

Speak With Animals (Sp): Through a magical voice-pipe system, anyone on board may speak freely with aquatic animals within a 20 feet radius. The helmsman uses this system primarily to give instructions to the dolphins that help propel the ship. Users do not gain the ability to understand animals; the pipes only translate their words into the animals' language. The pipes system is a magical wondrous item that can continue to function even if taken from the ship. Some vessels may have additional enchantments on the pipe to communicate with intelligent, sea-dwelling creatures.

Based on the *Diver* submersible, the *Hullreaver* is a multipurpose vessel that gnomes use for deep exploration, scouting and defence. While still possessing a paddle system operated by two of the crewmembers, the main propulsion system consists of a pair of dolphins under the influence of the *animal friendship* spell, which requires their trainer to be part of the crew and also be the spell's caster.

SHIPS OF WAR

The dolphins wear a harness that is tied to the submersible by two thick chains each, which can be released by the crew to free the animals in case of danger. Without the dolphins, the ship's turn rate becomes 20 feet and 60 feet submerged, while manoeuvrability is reduced to +1. Without the dolphins, the submersible cannot use its hull breach attack.

The *Hullreaver* is a more capable vessel than the *Diver*; it can stay submerged for 12 hours (halve this time if carrying passengers) before it must return to the surface to replenish its air supply. The longer submersion capacity, as well as its hardier hull, allows the *Hullreaver* to be used as a weapon of war, thanks also to the addition of the hull hammer to its arsenal. Like the *Diver*, this vessel mounts two gold coins with *continual flame* cast on them in a pair of lanterns, to provide outside illumination.

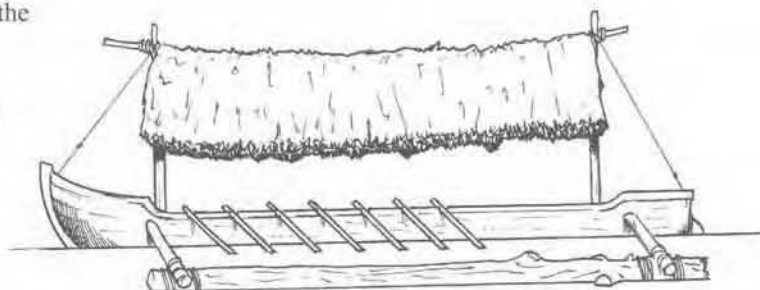
Dolphin: CR 1/2; Medium-size Animal (Aquatic); HD 2d8+2; hp 11; Init +3 (+3 Dex); Spd swim 80 ft; AC 18 (+3 Dex, +5 Natural Armor); Atk 1 Slam +7 (Slam 2d4+2); SA none; SQ Blindsight; AL N; SV Fort +4, Ref +6, Will +1; Str 14, Dex 17, Con 13, Int 12, Wis 12, Cha 11.
Skills: Intuit Direction +3, Listen +8, Spot +9, Swim +11, Wilderness Lore +3; Endurance, Weapon Finesse (slam).

ORC RUSHER BOARDING SKIFF

Small Auxiliary (Oared, Light, Covered)

Structure Dice: 3d4-3 (5 sp)
Hardness: 5
Manoeuvrability: +0 (+1 size, +1 light, -2 covered)
Speed: 20 ft./ 16 miles
Turn Rate: 0 ft.
AC: 13 (+1 size, +2 covered)
Weapons Fore: None
Weapons Aft: None
Weapons Broadside: 6 boarding stakes, one side only.
Damage: Boarding stake 1d4 / 1
Special Qualities: None

Crew: 12
Passengers: 8
Cargo: None
Building Time: 2 weeks
Cost: 350 gp



The boarding skiff is an attempt by the orcs to translate their usual tactics on land to battle on the sea. Sleeker and narrower than a normal lifeboat, it is built for speed, balanced by an outrigger on one side and with vicious iron stakes chained to the other, designed to penetrate ships' wooden hulls and secure the skiff to them. The *Rusher* accommodates a team of rowers who paddle strongly to approach enemy vessels and board them from below. The eight passengers hammer the boarding stakes into the enemy's hull and the rowers start throwing ropes and ladders at the same time.

Despite the awkwardness of this rushing manoeuvre, the sheer number of these skiffs that launch from a larger ship is often effective, and when the first orcs come aboard their target, their victim's doom is usually sealed.

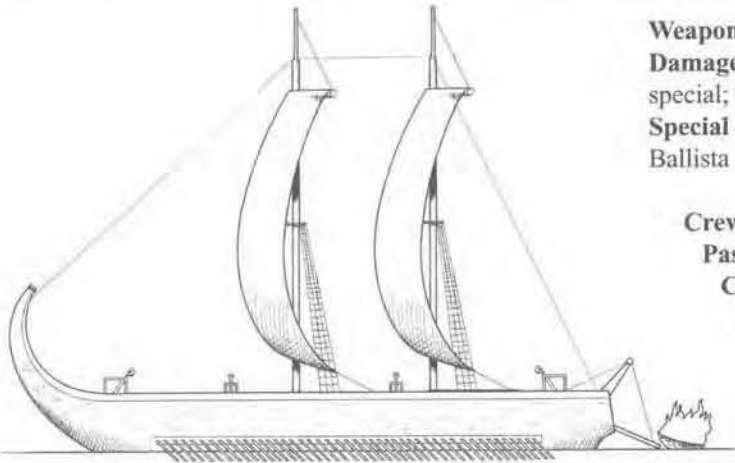
INFERNO MINE GALLEON

Medium Warship (Sailed, Oared)

Structure Dice: 4d10 (22 sp)
Hardness: 5
Manoeuvrability: +0
Speed: 40 ft./72 miles
Turn Rate: 100 ft.
AC: 10
Weapons Fore: Light catapult
Weapons Aft: None
Weapons Broadside: 2 light catapults; 2 ballistae
Damage: Light catapults 3d6/1d6; ballista 3d6/-
Special Qualities: Launch Ramp

Crew: 80
Passengers: 10
Cargo: 4 tonnes
Building Time: 9 months
Cost: 46,000 gp

Launch Ramp: Every four rounds, a crew can drop one fireship (see pXX) into the sea, leaving behind a



Weapons Broadside: Arrow catapult; 2 ballistae
Damage: Medium catapult 4d6/2d6; arrow catapult special; ballista 3d6/-
Special Qualities: Turntable Aft Catapult, Tilt Ballista

Crew: 70

Passengers: 10

Cargo: 80 tonnes

Building Time: 8 months

Cost: 49,600 gp

Turntable Aft Catapult: The medium catapult mounted to the aft of the *Skyhunter* galleon is mounted on a crew-operated turntable, allowing it to target enemies in its aft arc and both broadsides. Only one target may be attacked per round.

Tilt Ballista: The ballistae on the *Skyhunter* are mounted on swivelling pins, so that the operating crew can aim higher or lower in a wider arc, allowing them to shoot at aerial targets. A tilt ballista requires one crewmember more than a normal ballista to set the tilt angle. A crew can make a Seamanship or Knowledge (Siege Engineer) check, whichever is better, against a DC 18 to add a +1 competence bonus to an attack roll against a moving target.

The *Skyhunter* was built with a specific purpose in mind: defence against elven ships. It is seldom encountered alone except on patrol in waters bordering hostile elven territories, and is more usually seen as an escort in fleets which intend to war against the elves. A wise captain of a *Skyhunter* knows that no human ship can outsail an elven vessel and will use the *Skyhunter*'s advantages in terms of armour, staying power and adaptable firing arcs. The fore and aft catapults have a full supply of net

trail of burning boats. It takes five crewmembers to load a fireship into the launcher, light it safely and launch it away, ignoring the normal rules for dropping a smaller ship from a ship. The ramp is only big enough to launch tiny vessels.

The *Inferno* is one of the smallest galleons built; its purpose is to sail through an enemy fleet's formation and drop a dangerous load of incendiary fireships. It looks like a normal war galleon except for the oars, which are only used during battle or on days of dead calm. The cargo area stores 30 fireships, each wrapped in thick tarpaulin to protect them from any accidental fire. The cargo hold connects to the aft castle, where a ramp lowers down to the sea, like a drawbridge.

The *Inferno* will align with an enemy formation and start an attack run by shooting a couple of volleys from its fore catapult as it approaches flank speed. The crew will shoot a couple of times with the broadside catapults when passing next to enemy ships but this is only for show, as the real attack comes from the fireship launcher below. *Inferno* crews are known for their bravery, as their ship handles a very dangerous cargo and delivers it in a seemingly reckless attack.

SKYHUNTER GALLEON

Medium Warship (Sailed, Ironclad +1)

Structure Dice: 4d10+4 (26 sp)

Hardness: 7 (structural hardness 1)

Manoeuvrability: -1 (-1 ironclad)

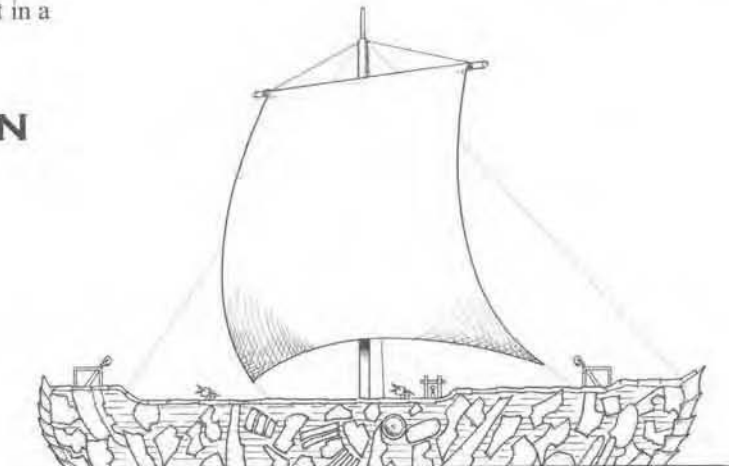
Speed: 25 ft./65 miles

Turn Rate: 130 ft.

AC: 11 (+1 ironclad)

Weapons Fore: Medium catapult

Weapons Aft: Medium catapult



ammunition to bring down giant eagles, which can also be shot at with the tilt ballistae at the broadsides. The arrow catapults aim at the elven crewmembers to reduce the already low number of sailors on an elven ship.

IRON OX TOW SHIP

Medium Merchantman (Sailed, Oared, Ironclad +1)

Structure Dice: 4d10+4 (26 sp)

Hardness: 7 (structural hardness 1)

Manoeuvrability: -3 (-2 merchantman, -1 ironclad)

Speed: 15 ft./29 miles

Turn Rate: 40 ft.

AC: 10 (-1 merchantman, +1 ironclad)

Weapons Fore: Ballista

Weapons Aft: None

Weapons Broadside: None

Damage: Ballista 3d6/-

Special Qualities: Colossal Steering

Crew: 60

Passengers: 20

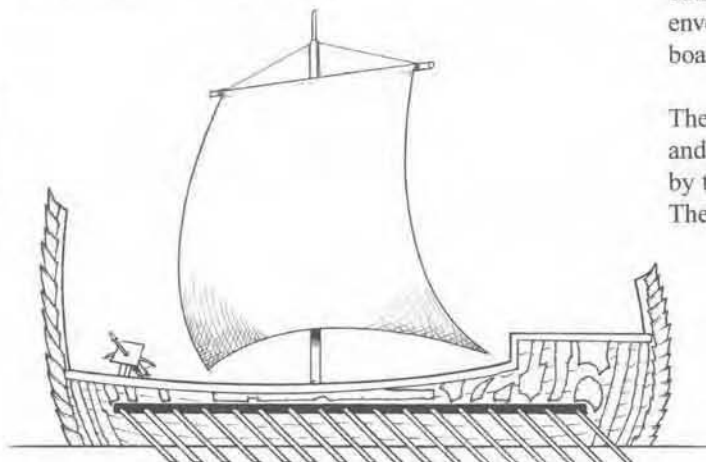
Cargo: 10 tonnes

Building Time: 5 months

Cost: 17,200 gp

Colossal Steering: A tow ship can help steer much larger ships. For each tow ship attached to a huge or larger ship, the towed ship decreases its turn rate by 10 feet.

The *Iron Ox* is a serviceable and surprisingly seaworthy craft; it was originally built for towing large and huge warships out of shipyards and into ports, but they worked so amazingly well that some kingdoms later adapted them to steer the colossal dreadnoughts during a battle.



The ship is squat and resembles a sturdy galley. Its sail allows it to move autonomously on the high seas, but the rows of oarsmen provide the main propulsion when a larger vessel attaches a towing chain to its aft. The *Iron Ox* has an armoured hull that protects it from enemy fire as it manoeuvres the ship it is attached to.

ELVEN SEA FRIEND (ĒAR'MELLON)

WHALESHIP

Medium Warship (Submersible, Magical Propulsion, Elven Ship, Enchanted)

Structure Dice: 4d10 (33 sp)

Hardness: 5

Manoeuvrability: +5 (+2 elven ship, +3 magic propulsion)

Speed: 40 ft./120 miles; 40 ft./60 miles submerged

Turn Rate: 30 ft.

AC: 11 (+1 natural)

Weapons Fore: Ballista, metal shod ram

Weapons Aft: Ballista

Weapons Broadside: 2 light catapults

Damage: Ballista 3d6/-; metal shod ram 4d10/3d6; light catapult 3d6/1d6

Special Qualities: Whaleback, Spell Resistance 15

Crew: 30, including mage

Passengers: 20

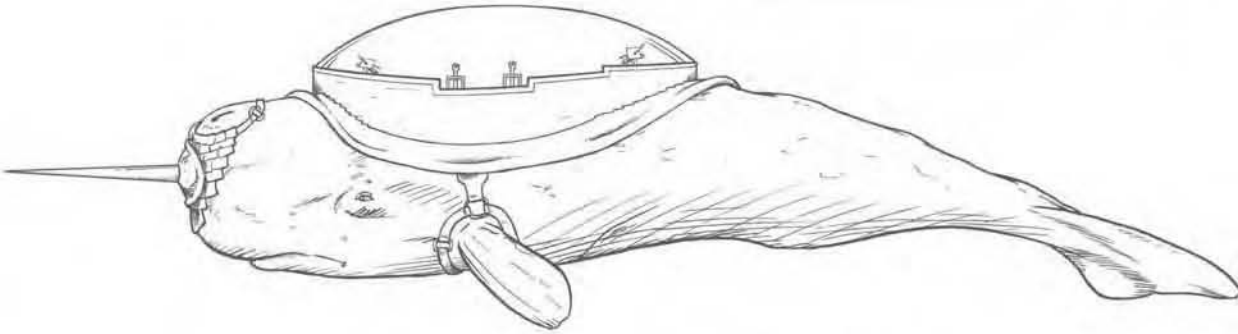
Cargo: 10 tonnes

Building Time: 1 year and a day

Cost: 160,000 gp

Whaleback: Powerful enchantments surround the hull of this ship; every crewmember attuned to the ship does not roll any kind of check to keep their balance. When the ship dives underwater, it is enveloped by an air bubble that allows everyone on board to breathe and act normally.

The *Ēar'mellon* is a legend even among elven sailors, and the secret of its construction is closely guarded by the highest of elven royalty and magical circles. The ship is built on the back of a cachalot whale, whose permission is previously obtained by the druids and wizards overseeing the ship's construction. Weaving powerful rituals, the wooden frame is attached painlessly to the whale's back, the magic making it possible for the animal to move freely, as the ship's frame shifts and bends to adapt to its body.



The whaleship's main attack is its ram, which can be performed above as well as below water. A ship attacked by underwater ramming suffers a +2 increase to the DC of any Seamanship check, including repairs. The whale's strength and agility give the *Ēar'mellon's* crew a +5 bonus to their Seamanship check to break free from a lock after a successful ram. The whale can use its bite and tail slap attacks if its position and heading allow it.

It is possible to attack the whale instead of the ship, but all attack rolls suffer a -2 penalty for their aiming attempts. The animal is released from service after 50 years, during which it does not age. Use the statistics for the cachalot whale from the *Core Rulebook III*.

WINDRIDER SCOUT SCHOONER

Medium Warship (Sailed, Light)

Structure Dice: 4d10-4 (18 sp)

Hardness: 5

Manoeuvrability: +0 (-1 size, +1 light)

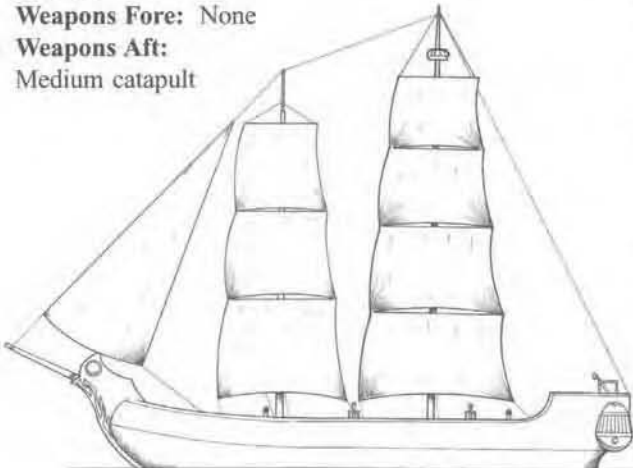
Speed: 50 ft./120 miles

Turn Rate: 120 ft.

AC: 10

Weapons Fore: None

Weapons Aft:
Medium catapult



Weapons Broadside: 2 light catapults; 2 fire projectors

Damage: Light catapult 3d6/1d6; fire projectors 4d6/1d6

Special Qualities: Lookout Post, Hardy Vessel

Crew: 60

Passengers: 10

Cargo: 80 tonnes

Building Time: 7 months

Cost: 32,000 gp

Lookout Post: The *Windrider's* crow's nest is large enough to fit two sentries with relative comfort, and also has a small table with holders of all kinds to fit charting and navigation equipment. Two spyglasses are mounted facing fore and aft, allowing the lookouts to make out any detail from spotted vessels at maximum distance. The spyglasses can be dismounted for safekeeping.

Hardy Vessel: The *Windrider* is an extremely hardy and durable vessel, able to take the very worst the sea can throw at it, so long as it has a capable crew. The schooner receives a +4 bonus to all Seaworthiness checks.

The *Windrider* is a fast and reliable vessel that sails to and from a fleet, scouting the seas in front of the rest of the ships with great speed, or exploring unknown reaches with sufficient weaponry to defend against attackers and win a chance to escape.

HOBGOBLIN PLAGUE BOARDING SHIP

Medium Warship (Oared)

Structure Dice: 4d10 (22 sp)

Hardness: 5

Manoeuvrability: -1 (-1 special)

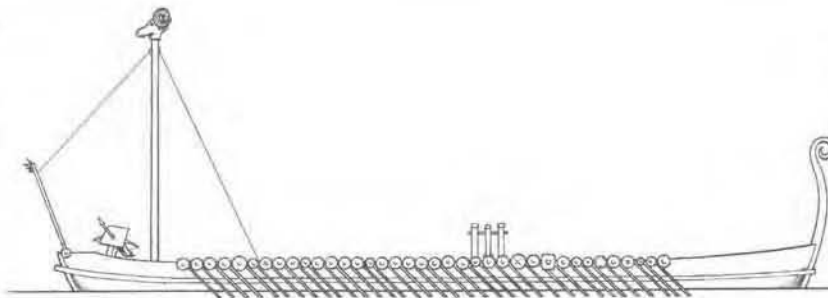
Speed: 40 ft./72 miles

Turn Rate: 120 ft.

AC: 10

Weapons Fore: Ballista

Weapons Aft: Arrow catapult



DEVIL HORNET GALLEY

Large Warship (Sailed, Oared)

Structure Dice: 6d10 (33 sp)

Hardness: 5

Manoeuvrability: -1 (-1 size)

Speed: 30 ft./48 miles

Turn Rate: 100 ft.

Weapons Broadside: None

Damage: Ballista 3d6/-; arrow catapult special

Special Qualities: Boarding Ramp, Shielded Crew

Crew: 90

Passengers: 80

Cargo: 2 tonnes

Building Time: 5 months

Cost: 29,000 gp

Boarding Ramp: The *Plague's* fore is actually a ramp that can be lowered with additional strength thanks to a pulley system. The ramp's ends are a series of iron hooks that secure the vessel during a boarding action and the side facing inward is layered with small horizontal beams to facilitate climbing. The ramp gives the boarding vessel a +2 circumstance bonus on its Seamanship checks to board another ship, and permits the *Plague* to attempt boarding ships within four size categories instead of three. On a successful ram action, the crew can start boarding as an extra action in the same round.

Shielded Crew: It is common practice among hobgoblin boarding vessels for the crew to hang their shields on the railings along either side of the hull. A crew doing so benefits from half cover against ranged attacks (+4 AC bonus).

The hobgoblins adapted their *Raider* warship to make boarding and slaughtering their enemies an easier task. The boarding ramp built on the fore encumbers the ship's manoeuvrability, but it is a small price to pay for the increased chances of boarding it allows. Hobgoblins will ram a target ship and begin their boarding attempt immediately. Unlike the *Raider*, this ship does not have a double deck; hobgoblins man the oars, as they want every available crewmember able to aid in combat.

AC: -2 (-2 size)

Weapons Fore: Wooden ram, medium catapult

Weapons Aft: Trebuchet

Weapons Broadside: 3 ballistae; 2 heavy catapult

Damage: Wooden ram 6d10/4d6; heavy catapult

5d6/3d6; medium catapult 4d6/2d6; ballistae 3d6/-

Special Qualities: Detachable Ram

Crew: 240

Passengers: 30

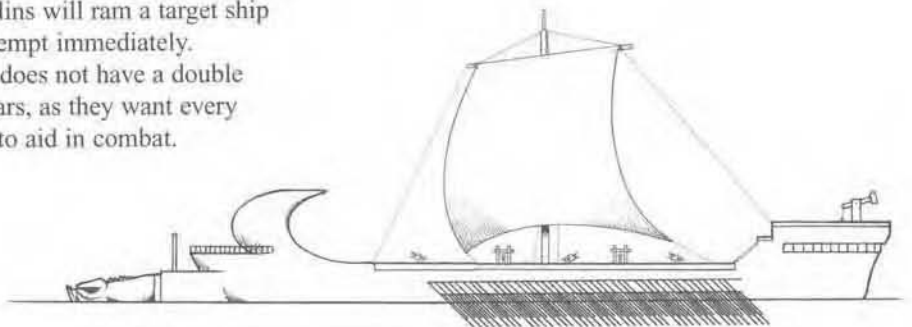
Cargo: 50 tonnes

Building Time: 10 months

Cost: 60,000 gp

Detachable Ram: The *Devil Hornet's* ram is mounted on a pin and chain mechanism that allows a 2-man crew to detach it from its mounting. When so detached, the ship has a +5 circumstance bonus to the Seamanship check to break free from a lock, as if the ship had no ram. Once freed from the lock, the *Devil Hornet* can move freely and makes a Seamanship check at DC 10 to free the ram from the attacked vessel, thanks to its own momentum. The crew then pulls back the ram with a chain winch, reattaching it in eight rounds.

This vessel was named the *Devil Hornet* because of its attack method of pounding its target from afar, then closing in for a ram attack and, thanks to the detachable ram mechanism, easily sailing away to resume its attack without too much of a threat of boarding. A typical war galley, the *Devil Hornet* moves primarily by oarsmen, but its single sail



permits it to take advantage of the wind for long voyages or for extra speed during combat.

DWARVEN- GNOMISH RAZORBACK

Large Warship (Submersible, Oared)

Structure Dice: 6d10 (33 sp)

Hardness: 6

Manoeuvrability: -1 (-1 size)

Speed: 30 ft./64 miles

Turn Rate: 100 ft.

AC: 9 (-1 size)

Weapons Fore: Ballista

Weapons Aft: Iron spikes

Weapons Broadside: None

Damage: Ballista 3d6/-

Special Qualities: Iron Ridge, Air Filter

Crew: 160

Passengers: 30

Cargo: 30 tonnes

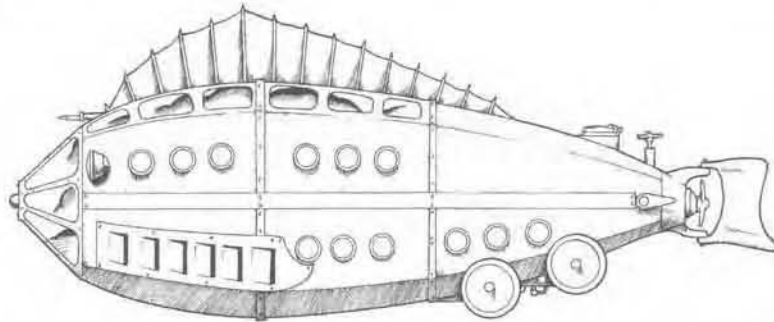
Building Time: 14 months

Cost: 80,000 gp

Iron Ridge: The *Razorback's* topside is ridged with heavy iron spikes along a reinforced rail. This submersible inflicts a hideous amount of damage when ramming a ship at flank speed. It suffers a -2 penalty to manoeuvrability and to its attack roll in the turn that the submersible rams, as it positions itself just right for the ridge to shred a ship's bottom. After the initial damage is dealt, the target ship suffers further damage at a rate of 1d4 sp per turn until the initial damage is repaired.

Air Filter: Six grilled vents on the ship's underside are enchanted with a *water breathing* spell effect at 6th caster level, allowing the crew to remain underwater for indefinite periods of time. The air filters are magical wondrous items that can continue to function even if taken from the ship.

The *Razorback* is a rare and deadly example of what two races can accomplish by working together. Combining gnomish expertise with dwarven craftsmanship, this submersible is the terror of all sea-faring people and gives rise to legends about sea monsters attacking ships from beneath the waves. It looks like a sleeker version of the gnomish *Diver*, but



the paddles are set in two treads along half the ship's length on its broadsides. Two platinum coins enchanted with a *light* spell effect illuminate the area in front, mounted with a simple shutter-and-mirror system that allows the crew to point the lights in a semi-spherical arc, while two rows of six gold coins each with *continual flame* provide an eerie illumination around the rest of the ship's hull. The crew is composed of a minority of gnomish operators who follow their head technician and a majority of dwarven sailors and warriors, under the command of a dwarf captain.

GHOSTWIND FRIGATE

Large Warship (Sailed, Enchanted)

Structure Dice: 6d10 (33 sp)

Hardness: 5

Manoeuvrability: -1 (-1 size)

Speed: 30 ft./64 miles

Turn Rate: 120 ft.

AC: 9 (-1 size)

Weapons Fore: Heavy catapult

Weapons Aft: Medium catapult

Weapons Broadside: Medium catapult; 3 ballistae

Damage: Metal shod ram 4d10/3d6; heavy catapult 5d6/3d6; medium catapult 4d6/2d6; ballista 3d6/-

Special Qualities: Castled, Turntable Aft Catapult, *Ethereal Dive*, Ghost Touch Catapults, Spell Resistance 15

Crew: 140

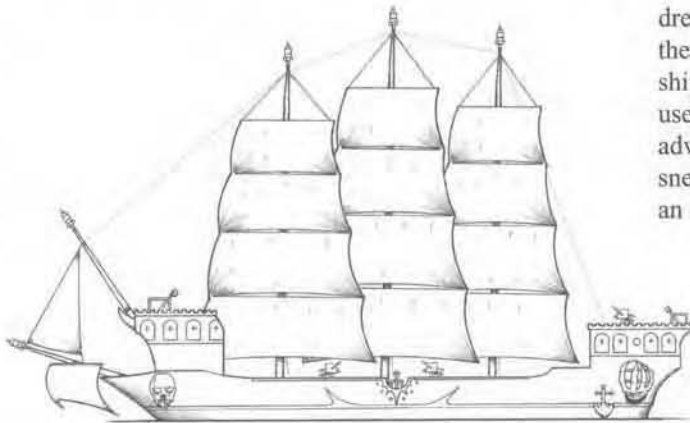
Passengers: 40

Cargo: 60 tonnes

Building Time: 18 months

Cost: 240,000 gp

Castled: The *Ghostwind* mounts two large wooden castle-type structures, fore and aft. These provide the majority of crewmen with a greater amount of protection during battle and are thus a common fitting to many of the larger warships. Crew on castled ships receive a one-half cover bonus (+4 AC, +2 Reflex).



Turntable Aft Catapult: The medium catapult mounted to the aft of the *Ghostwind* frigate is mounted on a crew-operated turntable, allowing it to target enemies in its aft arc and both broadsides. Only one target may be attacked per round.

Ethereal Dive (Sp): Twice per week, the ship can 'dive' into the ethereal plane for 1d8 hours as per the spell *ethereality*. The ship cannot attack any vessel in the material plane and cannot be attacked or even seen and moves at the speed at which it entered the ethereal plane without the capacity to change this speed. The ship can 'ghostdive' without a spellcaster on board the ship, but if an arcane caster of at least 12th level is at the helm, he can change the speed and direction of the ship and even will it to move up and down as a normal ethereal creature. Additionally, the spellcaster can will the ship to become incorporeal for 1d8 rounds, enabling it to attack material targets with magic and its ghost touch catapults. The *ethereal dive* effects end after the ship becomes incorporeal, and cannot be used again until after a week has passed. Returning to the material world does not count against the number of times the ship can travel to the ethereal plane.

Ghost Touch Catapults: The fore and aft catapults in the *Ghostwind* are magical, enabling any ammunition shot from them to target incorporeal ships and creatures while in the material world, and material targets while incorporeal. The catapults are magical shipboard weapons that continue to function even if taken from the ship.

An emperor doubted the sanity of building a frigate that cost almost as much as a

dreadnaught, until reports of an undead fleet reached the throne. The *Ghostwind* was built to fight ghost ships and death hulks, but it immediately saw other uses as its captain applied a superior tactical advantage against other fleets: the ship's ability to sneak up on a fleet and start pounding on them from an untouchable state.

As a dreadnought, only the richest kingdoms can commission the construction of a *Ghostwind* frigate, and any sane captain will crew this ship with only the best personnel, for losing it to pirates or enemy vessels is unthinkable. The ram is mounted for emergencies only, or for ramming attacks prior to immediately diving into the ethereal plane to avoid boarding or damage.

THUNDERCLAP BATTLESHIP

Large Warship (Sailed, Oared, Ironclad +3)

Structure Dice: 6d10+6 (39 sp)

Hardness: 7 (structural hardness 2)

Manoeuvrability: -3 (-1 size, -2 ironclad)

Speed: 20 ft./48 miles

Turn Rate: 150 ft.

AC: 12 (-1 size, +3 ironclad)

Weapons Fore: Light catapult

Weapons Aft: Heavy catapult

Weapons Broadside: 2 light catapult; 2 ballistae; 3 fire projectors

Damage: Heavy catapult 5d6/3d6; light catapult 3d6/1d6; ballista 3d6/-; fire projector 4d6/1d6

Special Qualities: Turntable Aft Catapult, Castled

Crew: 180

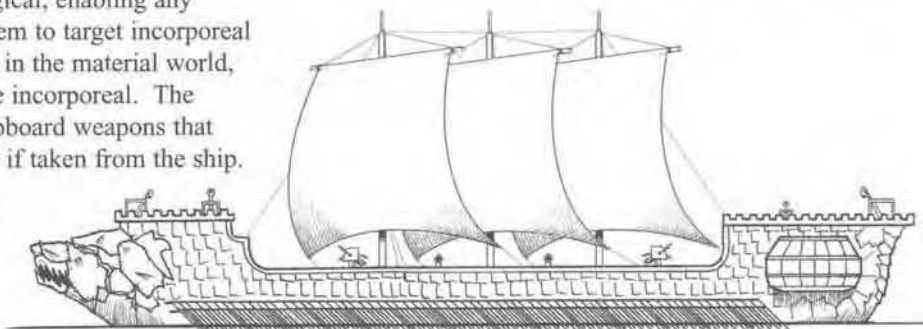
Passengers: 50

Cargo: 30 tonnes

Building Time: 18 months

Cost: 90,000 gp

Turntable Aft Catapult: The medium catapult



mounted to the aft of the *Thunderclap* battleship is mounted on a crew-operated turntable, allowing it to target enemies in its aft arc and both broadsides. Only one target may be attacked per round.

Castled: The *Thunderclap* mounts two large wooden castle-type structures, fore and aft. These provide the majority of crewmen with a greater amount of protection during battle and are thus a common fitting to many of the larger warships. Crew on castled ships receive a one-half cover bonus (+4 AC, +2 Reflex).

This ponderous beast is the pride of any naval force. Armoured with iron plating along hull and castles, it presents an impregnable defence against enemy attack while packing enough firepower itself to pound any enemy into splinters. The three reinforced masts provide the force to propel the ship during long journeys, but it is the ranks of rowers who provide combat speed and manoeuvrability. The fore castle is set below the high rising prow, and mounts the fore catapult. Besides the crew, the *Thunderclap* also sails with a full squad of mercenary fighters to repel any boarding attempt (should any enemy dare to come too close) and to compliment the ship's firepower in boarding operations of its own.

DWARVEN SEATOWER FLOATING KEEP

Huge Warship (Oared, Cumbersome)

Structure Dice: 8d10 (44 sp)

Hardness: 6

Manoeuvrability: -4 (-2 size, -2 cumbersome)

Speed: 15 ft./36 miles

Turn Rate: 260 ft.

AC: 8 (-2 size)

Weapons Fore: None

Weapons Aft: None

Weapons Broadside: 4 trebuchets; 4 heavy catapults; 4 medium catapults; 8 ballistae; 8 fire projectors

Damage: Trebuchet 6d6/4d6; heavy catapult 5d6/3d6; medium catapult 4d6/2d6; ballista 3d6/-; fire projector 4d6/1d6

Special Qualities: Multiple Broadside, Castled, Hardy Vessel, Docking

Crew: 800

Passengers: 100

Cargo: 90 tonnes

Building Time: 4 years

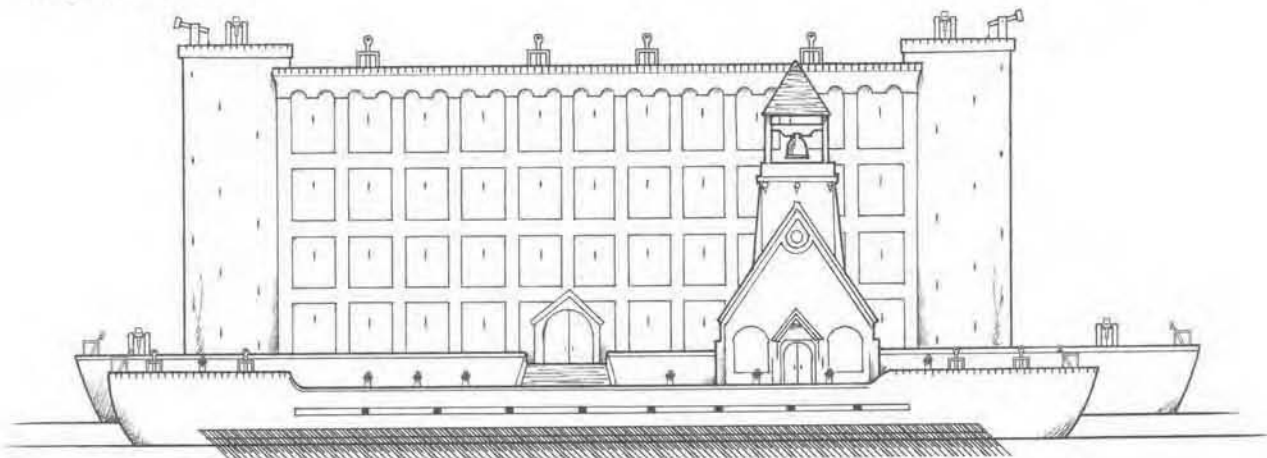
Cost: 225,000 gp

Multiple Broadside: Dwarfven floating fortresses are built with no single facing in mind as far as their weaponry is concerned. The floating fortress is considered to have no specific fore and aft facing, just four broadsides.

Castled: The *Seatower* mounts four large wood and stone towers on top of floating castled barges, all built with battlements. These provide the majority of crewmen with a greater amount of protection during battle and are thus a common fitting to many of the larger warships. Crew on castled ships receive a one-half cover bonus (+4 AC, +2 Reflex).

Hardy Vessel: The floating keep is an extremely hardy and durable vessel, able to take the very worst the sea can throw at it, so long as it has a capable crew. The *Seatower* receives a +4 bonus to all Seaworthiness checks.

Docking: The *Seatower* has structures that allow smaller vessels to dock safely enough to conduct repairs. Two medium-size vessels can dock around each of the four towers of the floating keep.



Dwarves have a long-standing tradition of launching structures that should not be able to float, much less be seaworthy. The *Seatower* is a floating outpost; literally a keep to defend the territory around it. It also serves as a port of call and, for enterprising captains, a floating trading post where other ships can replenish their supplies and merchants can move their merchandise, sure that the dwarven defences will keep any pirate away.

The floating keep consists of four towers 20 feet tall each, floating on sturdy platforms with castled rowing ranks. The trebuchets and catapults threaten enemies from the top of the tower, while the ballistae and fire projectors wait on the platforms to deal with any ship that survived the initial attack. Four thick and wide walkways join the towers in a square formation. The secret to the *Seatower's* seaworthiness is the underwater counterweight, a huge iron ball suspended by chains from the bottom of each of the towers. Even the worst storm barely jolts the floating keep.

SUNFURY DESTROYER

Huge Warship (Sailed)

Structure Dice: 8d10 (44 sp)

Hardness: 6

Manoeuvrability: -2 (-2 size)

Speed: 30 ft./48 miles

Turn Rate: 120 ft.

AC: 8 (-2 size)

Weapons Fore: Wooden ram; medium catapult, sun mirror

Weapons Aft: Trebuchet

Weapons Broadside: 3 light catapults; 3 sun mirrors; 4 ballistae; 2 fire projectors

Damage: Wooden ram 8d10/5d6; medium catapult 4d6/2d6; sun mirror 1d4/2d6; ballista 3d6/-; fire projector 4d6/1d6

Special Qualities: None

Crew: 470

Passengers: 45

Cargo: 40 tonnes

Building Time: 2 years

Cost: 90,000 gp

When an opponent recognizes the *Sunfury's* characteristics, it is usually too late, for the heat from its sun mirrors can already begin to bear down on a ship's wooden frame. The destroyer is a long vessel with multiple masts to propel it, and it is among the rare human creations that elves respect and even admire, for it depends almost wholly on the forces of nature to both navigate and to deal its most serious attacks.

Most of the catapult ammunition in the *Sunfury's* cargo holds consists of flaming shot, making it obvious that its sole intent is to burn its enemies to cinders.

CRUSADER GREAT GALLEY

Huge Warship (Magical Propulsion, Ironclad +2)

Structure Dice: 8d10+8 (52 sp)

Hardness: 8 (structural hardness 1)

Manoeuvrability: -1 (-2 size, -2 ironclad, +3 magical propulsion)

Speed: 25 ft./58 miles

Turn Rate: 120 ft.

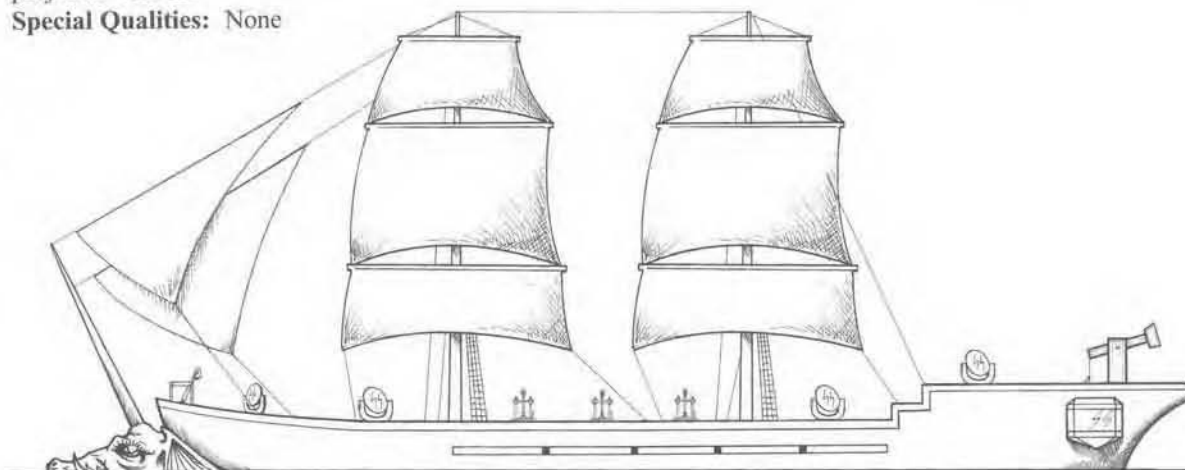
AC: 10 (-2 size, +2 ironclad)

Weapons Fore: Metal shod ram; light catapult

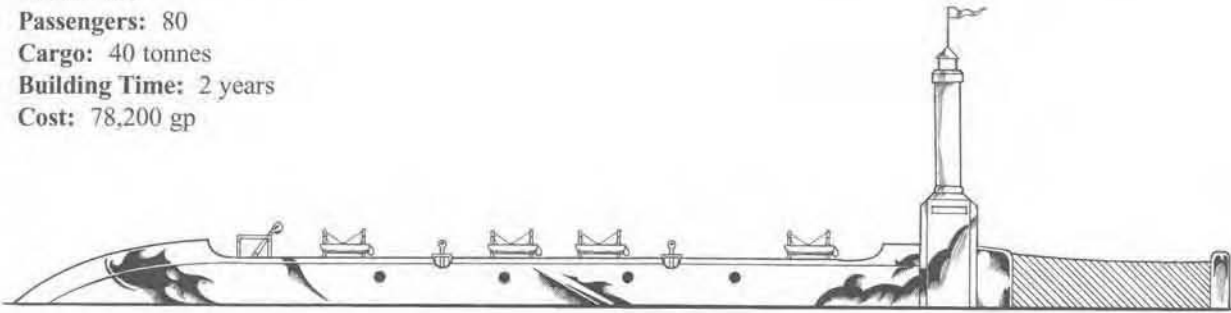
Weapons Aft: Medium catapult

Weapons Broadside: 2 light catapults, 4 ballistae

Damage: Metal shod ram 4d10/3d6; medium catapult 4d6/2d6; light catapult 3d6/1d6; ballista 3d6/-



Special Qualities: None
Crew: 420
Passengers: 80
Cargo: 40 tonnes
Building Time: 2 years
Cost: 78,200 gp



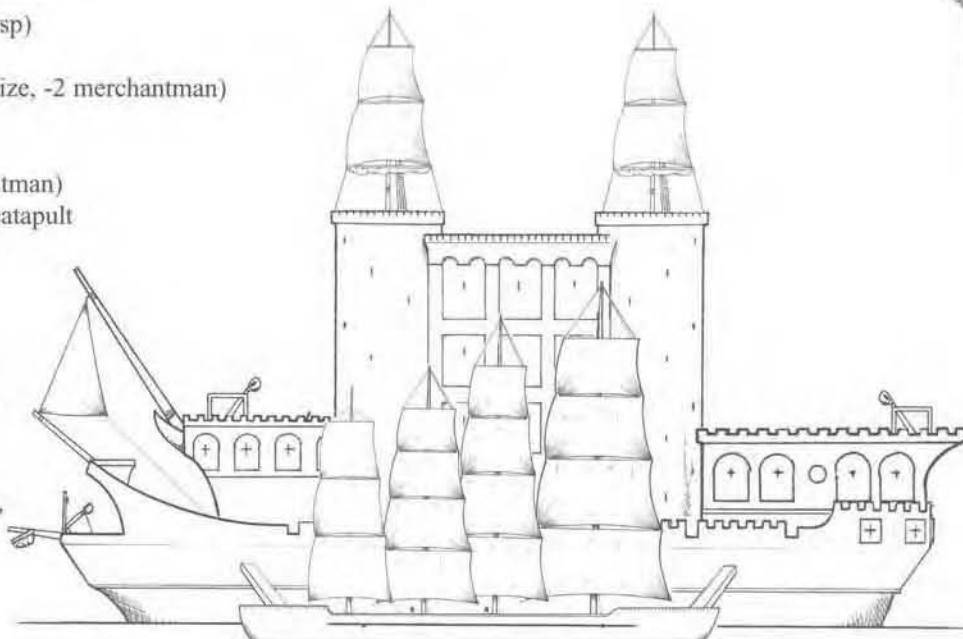
The *Crusader* only sets to the seas for a worthy and just cause, as it moves by the favour of a deity. The captain of a crusader is always a cleric, and most often for a war god, while the captain of the detachment of marines is always a paladin. The strong and powerful *Crusader* cuts through the waves like the holy sword it strives so much to resemble in form as well as in spirit.

The captain must direct a prayer to his deity every day, in which at least half of the crew must participate, else the ship will not move. The exact method of propulsion is a mystery and none of the crew or soldiers dare question its miracle for fear of dispelling it: it is a question of faith. The galley has four lifeboats on each broadside, used mainly to move troops to the shore.

STRONGHOLD SUPPORT SHIP

Gargantuan Merchantman (Sailed)

Structure Dice: 10d8 (45 sp)
Hardness: 6
Manoeuvrability: -6 (-4 size, -2 merchantman)
Speed: 20 ft./64 miles
Turn Rate: 200 ft.
AC: 5 (-4 size, -1 merchantman)
Weapons Fore: Medium catapult
Weapons Aft: Trebuchet
Weapons Broadside: 2 medium catapults; 2 ballistae; 2 fire projectors
Damage: Trebuchet 6d6/4d6; medium catapult 4d6/2d6; ballista 3d6/-; fire projectors 4d6/1d6
Special Qualities: Castled, Docking



Crew: 600
Passengers: 220
Cargo: 100 tonnes
Building Time: 40 months
Cost: 120,000 gp
Castled: The *Stronghold* mounts three large wooden castle-type structures, fore, centre and aft. These provide the majority of crewmen with a greater amount of protection during battle and are thus a common fitting to many of the larger warships, even if the support ship only fights in self-defence. Crew on castled ships receive a one-half cover bonus (+4 AC, +2 Reflex).

Docking: The *Stronghold* has structures that allow smaller vessels to dock safely enough to conduct repairs and restock supplies. The support ship has docks along its broadsides to accommodate two huge ships, four large ships, eight medium-sized ships and 16 small ships. It even has one dry dock for a large submersible.

SHIPS OF WAR

The *Stronghold* support ship is the centre of a major naval campaign. Its purpose is to serve as headquarters, supply depot, hospital and repair yard. Able to keep up with smaller warships thanks to its massive sails, the *Stronghold* depends on its escorts for a truly effective defence, though few would dare attack it, with all the crew from docked ships as well as its own, ready to defend it.

The castles house the hospital where ships can take their battered crews to recover, as well as rooms for its own crew, storage spaces and warehouses to store the supplies other vessels might need to continue a war. The rearmost docking spaces are close to the cargo holds, where all the spare timber and the carefully built foundries are located, and serve as repair docks.

Smaller merchant ships travel to and from the *Stronghold* to keep its stores full, transporting all the goods and material needed from the mainland, so that the warships do not have to make the long voyage home in order to recover their strength.

THUNDERCHILD DREADNOUGHT

Colossal Warship (Sailed, Ironclad +3)

Structure Dice: 16d10+16 (104 sp)

Hardness: 8 (structural hardness 2)

Manoeuvrability: -11 (-8 size, -3 ironclad)

Speed: 15 ft./28 miles

Turn Rate: 210 ft.

AC: 5 (-8 size, +3 ironclad)

Weapons Fore: 2 trebuchets; 4 ballistae;
2 sun mirrors

Weapons Aft: 2 trebuchets; 6 ballistae; 2
sun mirrors

Weapons Broadside: 2 heavy catapults;
10 medium catapults; 3 Iron ballistae; 3
ballistae; 3 sun mirrors; 6 fire projectors

Damage: Trebuchet 6d6/4d6;

heavy catapult

5d6/3d6; medium

catapult 4d6/2d6;

ballista 3d6/-; fire

projector 4d6/1d6;

sun mirror 1d4/2d6

Special Qualities:

High Crow's Nest,

Castled, Low

Castles

Crew: 985

Passengers: 100

Cargo: 110 tonnes

Building Time: 6 years

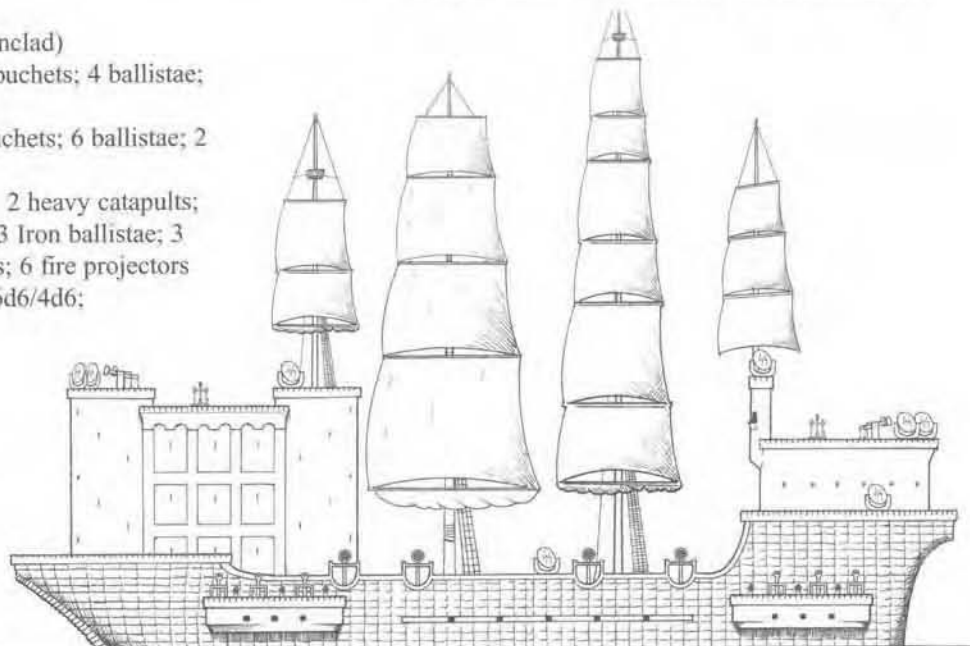
Cost: 383,000 gp

High Crow's Nest: The crow's nest of the *Thunderchild* dreadnought is perched on a mast so high, the lookout may see clear over rolling fog banks. Fog does not affect the visibility of the *Thunderchild* dreadnought (though weapons will be affected as normal), though other weather conditions apply as normal.

Castled: The *Thunderchild* mounts two large wooden castle-type structures, fore and aft. These provide the majority of crewmen with a greater amount of protection during battle and are thus a common fitting to many of the larger warships. Crew on castled ships receive a one-half cover bonus (+4 AC, +2 Reflex).

Low Castles: In addition to the fore and aft castles, the *Thunderchild* has two castles built close to the water line on each side, permitting it to attack ships that get too close for the weapons on the main deck and the other castles. Crew manning the three medium catapults, three fire projectors and three ballistae on each low castle receive the same one-half cover bonus (+4 AC, +2 Reflex) as the rest of the crew on the main decks.

Another legend of the seas, the dreadnought known as *Thunderchild* can demolish a fleet by itself; its



armoured hull adding a note of desperation to any would-be attacker, as if its sheer size was not enough. The varied weapons mounted on every horizontal space can launch a veritable rain of death upon its opponents. It is wider and more curved than the *Sovereign*, and its low castles near the fore and aft provide additional weapon placements as well as a greater stability during rough weather. Sailors who claim to have seen the *Thunderchild* swear that it looks as if a castle had been made to float by sorcerous might. Such a ship could become a nation by itself, if the crew so decided, and this possibility would steal the sleep from the ruler of any nation the *Thunderchild* sailed for.

TEMPEST CARRIER

Colossal Warship (Sailed)

Structure Dice: 16d10 (88 sp)

Hardness: 6

Manoeuvrability: -8 (-8 size)

Speed: 20 ft./40 miles

Turn Rate: 180 ft.

AC: 2 (-8 size)

Weapons Fore: 2 trebuchets

Weapons Aft: 4 heavy catapults

Weapons Broadside: 4 medium catapults; 6 ballistae

Damage: Trebuchet 6d6/4d6; heavy catapult 5d6/3d6; medium catapult 4d6/2d6; ballista 3d6/-

Special Qualities: High Crow's Nest, Castled, Docking

Crew: 780

Passengers: 210

Cargo: 90 tonnes

Building Time: 5 years

Cost: 260,000 gp

High Crow's Nest: The crow's nest of the *Tempest* carrier is perched on a mast so high, the lookout may see clear over rolling fog banks. Fog does not affect the visibility of the *Tempest* carrier (though weapons will be affected as normal), though other weather conditions apply as normal.

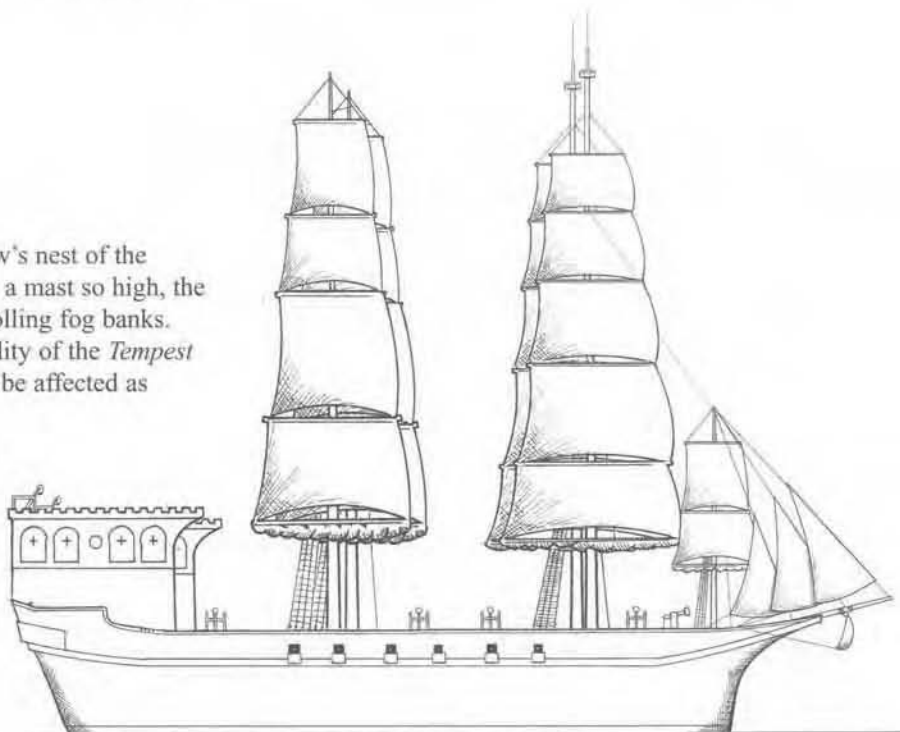
Castled: The *Tempest* mounts two large wooden castle-type structures on its aft. These provide the majority of crewmen with a

greater amount of protection during battle and are thus a common fitting to many of the larger warships. Crew on castled ships receive a one-half cover bonus (+4 AC, +2 Reflex).

Docking: The *Tempest* has structures in its interior hull that allow smaller vessels to dock safely enough to conduct repairs and restock supplies. It can contain and launch 4 huge vessels, 4 large vessels and 4 medium vessels. A huge vessel takes two hours to exit the docking bays, large vessels take one hour and medium vessels take 30 minutes to clear the ship. Docked and secured ships enjoy the carrier's +8 bonus to Seaworthiness checks.

A perfect companion for the *Stronghold*, the *Tempest* is an odd-shaped vessel, built like a huge 'U', it has two aft castles on the end of each arm, where the ship joins into one. Inside the enclosing arms, the *Tempest* can carry as many as 12 warships of different sizes. The smaller ships can conduct repairs as well as travel in the safety of the *Tempest's* docking bays. Travel time can be much longer, but a knowing admiral could launch an entire campaign using this colossal ship as base of operations, much closer to enemy shores.

Tales abound that the *Tempest's* decks have been used as landing pads for the mythical skyships, as well as dragonriders and other outlandish visitors.

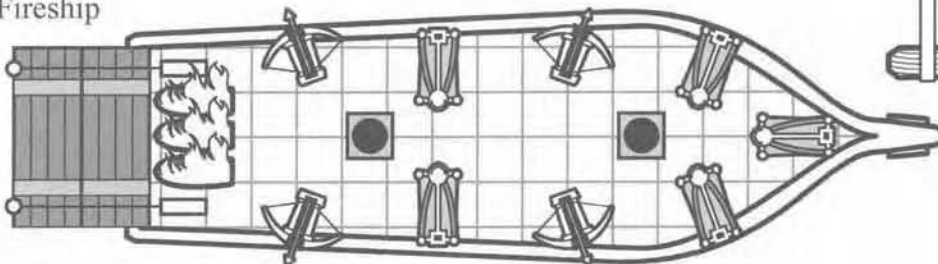


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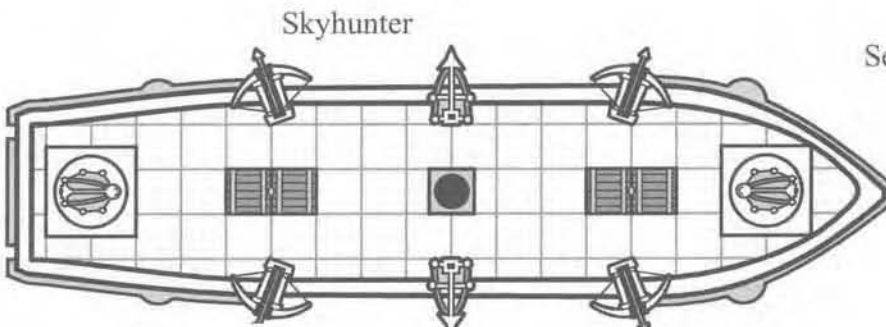
Deck Plans



Fireship

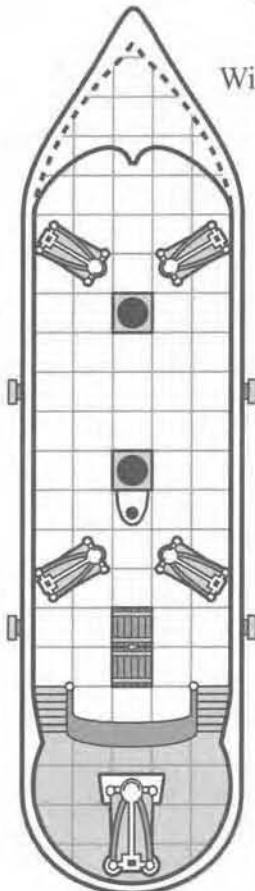
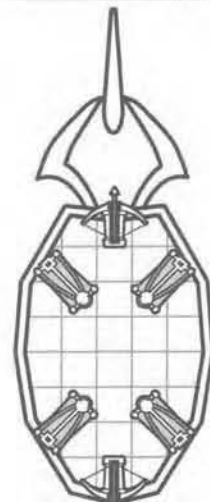


Inferno

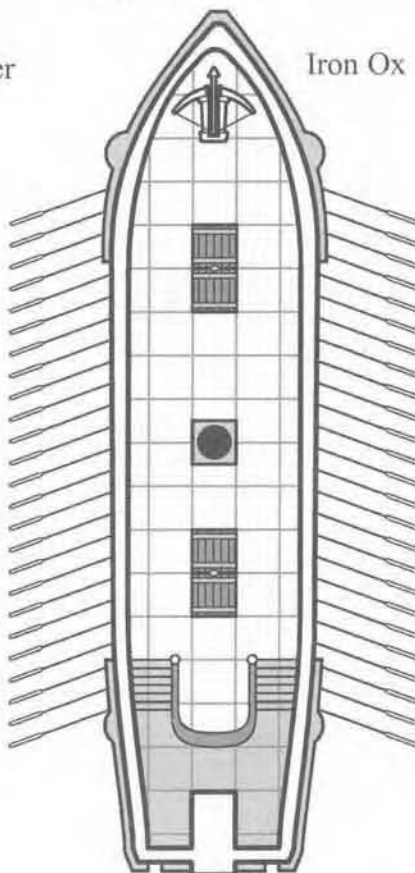


Skyhunter

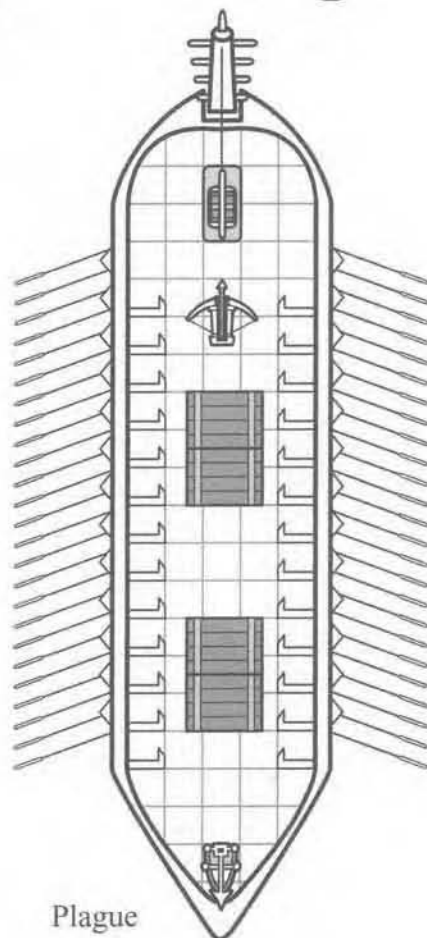
Sea Friend



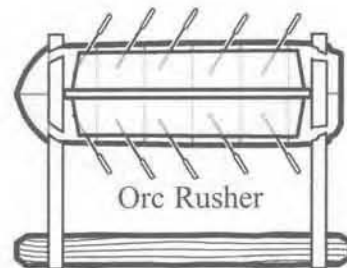
Windrider



Iron Ox



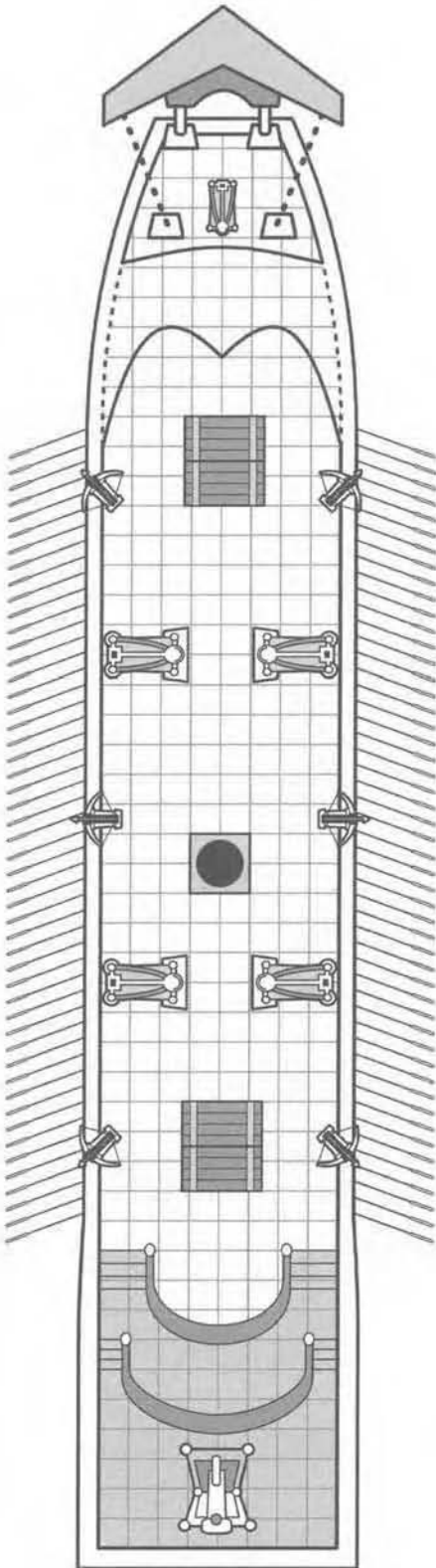
Plague



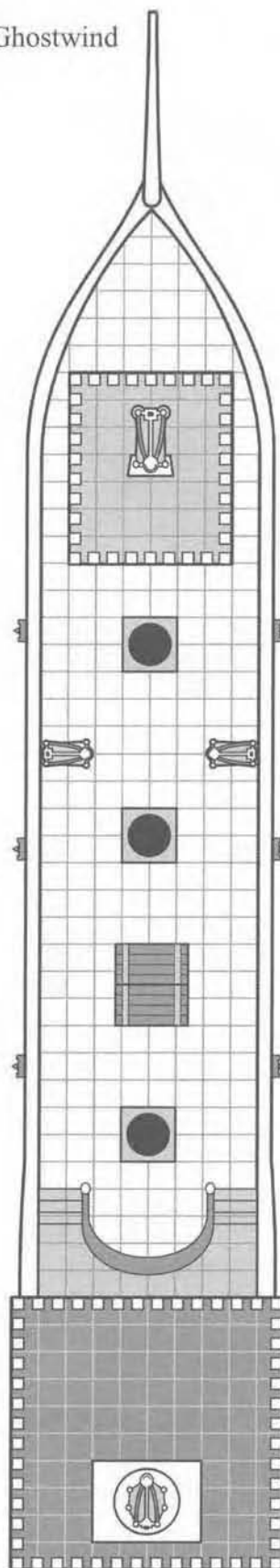
Orc Rusher

1 Square = 5 ft.

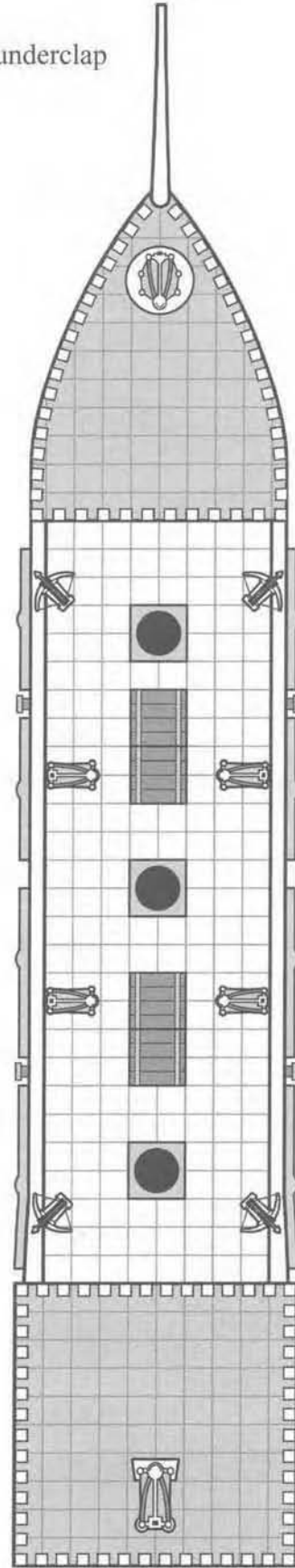
Devil Hornet



Ghostwind



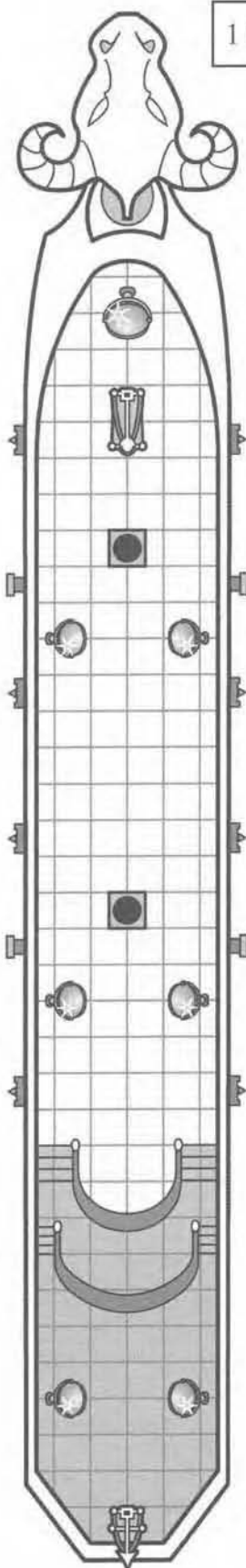
Thunderclap



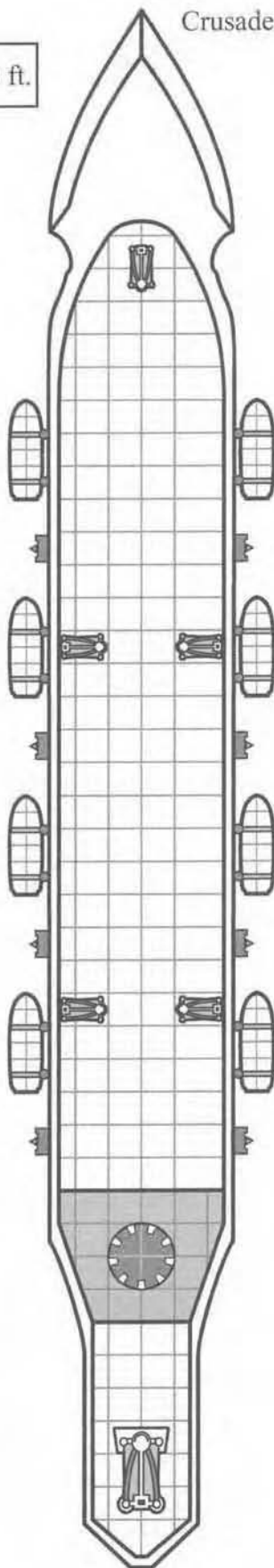
DECK PLANS

Sunfury

1 Square = 10 ft.

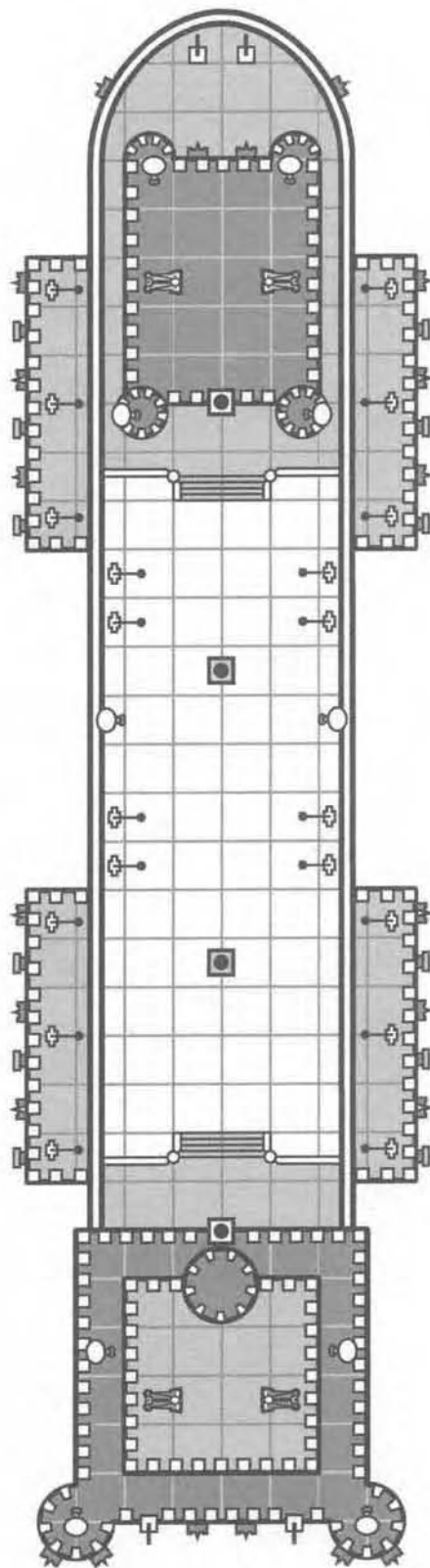


Crusader



1 Square = 20 ft.

Thunderchild



'Admiral Ceridh.'

The old sailor took his time to answer. Antar was still not used to hearing the high rank of Admiral spoken before his name. Nearly forty years of service were behind him and he had earned the command of the new *Sunfury* destroyer. He had been offered the command of a great war galleon, but those same four decades of experience let him press his own desires. He patted the railing, looking at his old friend, the sea.

'Admiral Ceridh?' The voice insisted, and Antar finally turned around. His battle-scarred face was the object of many tales among the men below, toiling away under the unforgiving sun. He was happy to provide them with something to vent their frustrations at, but apparently the tales of the roadmap he had for a face had spread among the newest recruits from the academy.

'What is it, Cearan?' He waved at the young officer. A pity that they had to be so young. The empire's war against the elves was already raging when Antar first set foot on a ship. Now he may have the chance to end it.

'Sir., permission to speak freely?'

'Go ahead,' Antar chuckled. He knew he'd face some protests from at least one of the academy officers, not so from the ones who had risen from crewman. But the veteran sailor was amused by the youth and signalled him to continue.

'Sir, with all due respect, but what good will wrapped shrapnel do in a catapult? The modifications you ordered do not make sense, not to mention the new weapons mounted in the fore castle...'

'Have you ever fought elven ships, Cearan?' the admiral asked affably. 'Trust me. These weapons may save our lives. Leave them to the ones in charge of them; you, nor anyone else on board, need to know yet. Dismissed.'

The young officer saluted and went back to his post. Antar looked at the sky and then pointed accusingly at the clouds with certain glee. This and other behaviour had won him the nickname of 'Loose Bolt', but there was reason behind the madness. As one of the few human captains ever to escape an elven raid more than once, he was spied upon constantly. And this was no mere paranoia; one of the royal wizards had given him an amulet that grew warm against his chest every time he was the subject of a scrying. So he acted crazy, to give the spies a show.

And he was not the least surprised when the lookout announced elven sails over the horizon. His mind went back to the past, to his first encounter with the ships of the elves. But now the fleet's flagship was under his command, and he was a man who could learn from his mistakes.

'Signal all ships to deploy the snaring anchors,' he said aloud to the youth that the Imperial Navy had assigned him as first officer. He could not resist the temptation to walk to the edge of the castle and give orders with his own voice.

'Lower the sails! Load the scattershot! All hands to battle stations!' He felt vigour return to his battered body and could not repress a smile as he saw tiny spots fly from the incoming vessels.

'Here, birdie, birdie, birdie...' He cackled as he made out the giant eagles. 'Signal the fleet to scatter and take claw formation! All catapults: fire at will!'

The first magnificent bird fell as hundreds of iron shards shot through it from the catapults. It could not dodge such a wide-area attack. The second eagle dove into an attack run, but the *Skyhunter* frigates escorting the *Sunfury* aimed their tilted ballistae and shot it from the sky.

'Sir, the gnome reports that the enemy is in range of the mirrors... whatever that means.' The young officer passed the latest report from the crew below.

'Excellent!' Altan Ceridh laughed. 'Tell him to concentrate fire on the outmost ships first.' He did not look at the officer's confused expression. His role was to follow orders, and Antar's had been final. The Admiral squinted to see his lifetime enemies begin to burn under the sun mirrors' rays, laughed when they tried to manoeuvre behind his ships and instead became ensnared by the hooked chains now trailing from every vessel; the claw formation reforming into a delta to better surround the elves and start pummelling them with siege fire. Boarding would begin soon.



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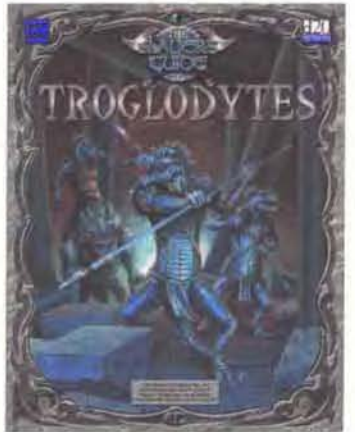
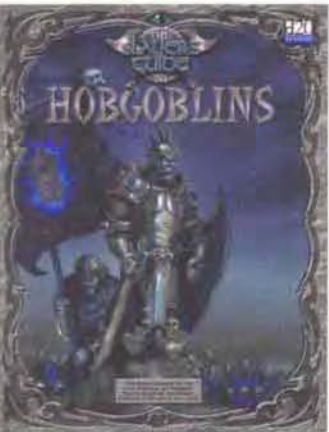
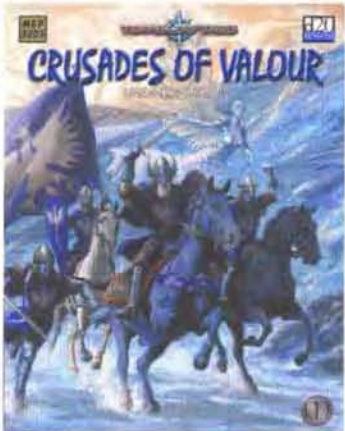
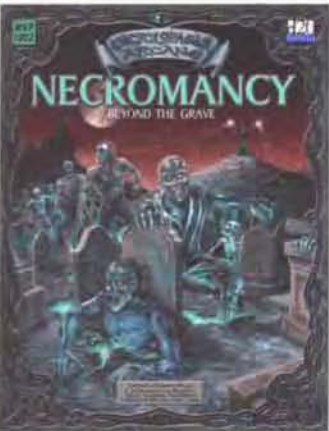
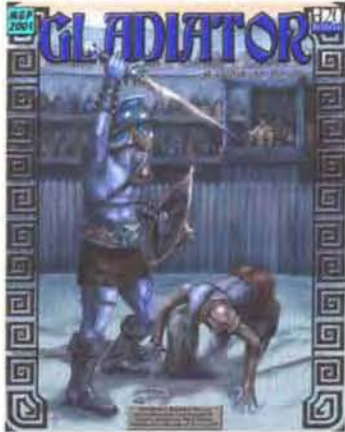
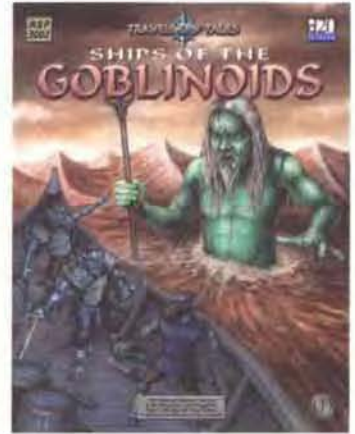
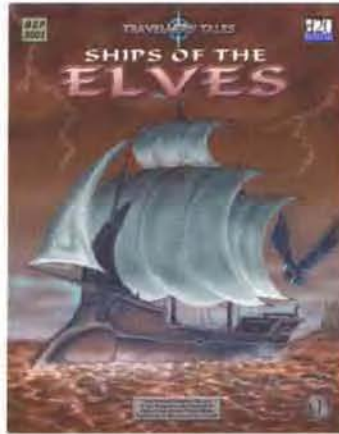
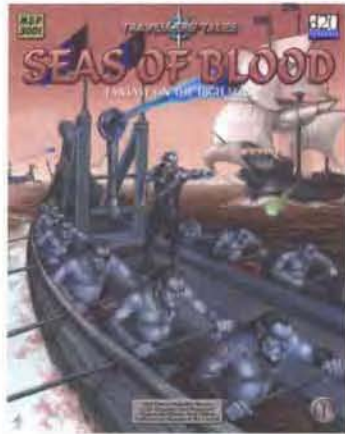
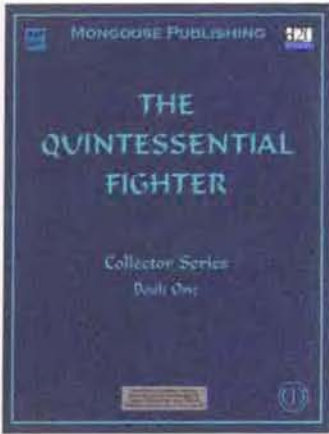
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