Appendix A: Of Ships and the Sea

The ocean is a vast and dangerous place, ripe with adventure both above and below the waves. This appendix expands the material available in the *Player's Handbook* and *Dungeon Master's Guide*, providing further resources for waterborne adventures.

Ship Stat Blocks

To aid in running adventures where ships engage in combat, undertake precise navigation, or face situations where their various capabilities become relevant, the following section presents new rules and stat blocks for a spectrum of vessels.

Basic Statistics

A ship stat block has three main parts: basic statistics, components, and action options. Ships can't take any actions on their own. Without effort from its crew, a ship might drift on the water, come to a stop, or careen out of control.

Size

Most ships are Large, Huge, or Gargantuan. A ship's size category is determined by its length or width, whichever is longer. For instance, a ship that is 10 feet long and 20 feet wide would use the size category that has a 20-foot width, which means the ship is Gargantuan.

Space

A ship doesn't have a square space unless its stat block specifies otherwise. For example, a ship that is 20 feet long and 10 feet wide occupies a 20-by-10-foot space.

A ship can't move into a space that is too small to accommodate it. If it tries to do so, it crashes, as described in the "Crashing a Ship" section (page 199).

Capacity

A ship's stat block indicates how many creatures and how much cargo it can carry. Creatures include both the crew of the vessel and any passengers who might ride along. Passengers don't generally engage in running a ship, but they also don't need to be mere bystanders. Seasick merchants and marines thoroughly capable of facing menaces from the deep both count as passengers.

Cargo capacity notes the maximum amount of cargo a ship can carry. A vessel can't move—or might even start taking on water—if its cargo exceeds this capacity.

Travel Pace

A ship's travel pace determines how far the vessel can move per hour and per day. A ship's movement-related components (described later in the stat block) determine how far the vessel can move each round.

Ability Scores

A ship has the six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and the corresponding modifiers.

The Strength of a ship expresses its size and weight. Dexterity represents a ship's ease of handling. A ship's Constitution covers its durability and the quality of its construction. Ships usually have a score of 0 in Intelligence, Wisdom, and Charisma.

If a ship has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

Vulnerabilities, Resistances, and Immunities

A ship's vulnerabilities, resistances, and immunities apply to all its components, unless otherwise noted in the stat block.

Ships are typically immune to poison and psychic damage. Ships are also usually immune to the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious.

Actions

This part of the stat block specifies what the ship can do on its turn, using its special actions rather than the actions used by creatures. It even relies on its actions to move; it doesn't have a move otherwise. The ship's captain decides which actions to use. A given action can be chosen only once during a turn.

Components

A ship is composed of different components, each of which comprises multiple objects:

Hull. A ship's hull is its basic frame, on which the other components are mounted.

Control. A control component is used to steer a ship.

Movement. A movement component is the element of the ship that enables it to move, such as a set of sails or oars, and has a specific speed.

Weapon. A ship capable of being used in combat has one or more weapon components, each of which is operated separately.

A ship's component might have special rules, as described in the stat block.

Armor Class

A component has an Armor Class. Its AC reflects the materials used to construct it and any defensive plating used to augment its toughness.

Hit Points

A ship component is destroyed and becomes unusable when it drops to 0 hit points. A ship is wrecked if its hull is destroyed.

A ship doesn't have Hit Dice.

Damage Threshold

If a ship component has a damage threshold, that threshold appears after its hit points. A component has immunity to all damage unless it takes an amount of damage that equals or exceeds its threshold, in which

case it takes damage as normal. Damage that fails to bypass the threshold is considered superficial and doesn't reduce the component's hit points.

Sample Ships

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

Galley

Galleys are long vessels that rely on sails and sizable rowing crews to move. These ships can carry siege weapons and soldiers to war or transport large amounts of cargo for merchants. No matter the ship's purpose, the crew almost always hires extra protection, since galleys make large, cargo-rich targets for pirates.

A galley has the following features:

Ceilings. The ceiling of the galley's lower deck is 8 feet high.

Light. Hanging lanterns cast bright light throughout the ship.

Rigging. Rigging on the ship can be climbed without an ability check.

Sails and Oars. The galley has one 120-foot-tall mast with sails to catch the wind and oars on the lower deck for rowing the vessel.

Example Galley Crew

A galley requires a crew of eighty to properly sail or row the vessel and might carry extra passengers or soldiers. If the characters are guests on a galley, the crew consists of the following creatures, all of which have proficiency with water vehicles in addition to their normal statistics:

- One captain (**bandit captain**)
- Five other officers: a first mate, a bosun, a quartermaster, a surgeon, and a cook (**scouts**)
- Forty-two sailors (**commoners**)
- Twelve siege engineers (**guards**)
- Twenty **guards**

> **Siege Weapons**
>
> Some ships are armed with siege weapons, the descriptions of which are in the "Siege Equipment" section of chapter 8 in the *Dungeon Master's Guide*. In this appendix, the name of a piece of siege equipment appears in bold with a parenthetical note (*DMG*, ch. 8), reminding you where to find the object's description.

Galley

Gargantuan vehicle (130 ft. by 20 ft.)

Creature Capacity 80 crew, 40 passengers
Cargo Capacity 150 tons
Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	4 (–3)	20 (+5)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the galley can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than forty crew and only 1 action if it has fewer than twenty. It can't take these actions if it has fewer than three crew.

Fire Ballistas. The galley can fire its **ballistas** (*DMG*, ch. 8).

Fire Mangonels. The galley can fire its **mangonels** (*DMG*, ch. 8).

Move. The galley can use its helm to move with its oars or sails. As part of this move, it can use its naval ram.

Hull

Armor Class 15
Hit Points 500 (damage threshold 20)

Control: Helm

Armor Class 16
Hit Points 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the galley can't turn.

Movement: Oars

Armor Class 12
Hit Points 100; –5 ft. speed per 25 damage taken
Speed (water) 30 ft. (requires at least 40 crew)

Movement: Sails

Armor Class 12
Hit Points 100; –10 ft. speed per 25 damage taken
Speed (water) 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

Weapons: Ballistas (4)

Armor Class 15
Hit Points 50 each

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Weapons: Mangonels (2)

Armor Class 15
Hit Points 100 each

Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Weapon: Naval Ram

Armor Class 20
Hit Points 100 (damage threshold 10)

The galley has advantage on all saving throws relating to crashing when it crashes into a creature or an object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don't apply if another vessel crashes into the galley.

Main Deck

The main deck of the galley has the following features:

Ballistas. Four **ballistas** (*DMG*, ch. 8) are attached to the fore of the deck. Ten ballista arrows are stacked and secured near each.

Keelboat

Gargantuan vehicle (60 ft. by 20 ft.)

Creature Capacity 3 crew, 4 passengers
Cargo Capacity 0.5 tons
Travel Pace 3 miles per hour (72 miles per day)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (–2)	13 (+1)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the keelboat can take 2 actions, choosing from the options below. It can take only 1 action if it has only one crew. It can't take these actions if it has no crew.

Fire Ballista. The keelboat can fire its **ballista** (*DMG*, ch. 8).
Move. The keelboat can use its helm to move with its oars or sails.

Hull

Armor Class 15
Hit Points 100 (damage threshold 10)

Control: Helm

Armor Class 12
Hit Points 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the keelboat can't turn.

Movement: Oars

Armor Class 12
Hit Points 100; –5 ft. speed per 25 damage taken
Speed (water) 20 ft.

Movement: Sails

Armor Class 12
Hit Points 100; –5 ft. speed per 20 damage taken
Speed (water) 25 ft.; 15 ft. while sailing into the wind; 35 ft. while sailing with the wind

Weapon: Ballista

Armor Class 15
Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Keelboats typically include a **ballista** (*DMG*, ch. 8) only when they are equipped for combat.

Mangonels. Two **mangonels** (*DMG*, ch. 8) are attached to the aft of the deck. Ten mangonel stones are stacked and secured near each catapult.
Naval Ram. The galley's stern features an iron naval ram used for attacking other ships.
Opening. A 10-foot-wide, 80-foot-long open space in the middle of the deck stretches fore to aft and leads down to the lower deck.
Railing. A 3-foot-high rail is built around the deck's perimeter, providing half cover for Medium creatures and three-quarters cover for Small creatures behind it.
Rowboats. Eight rowboats are stacked in two groups of four on this deck. Ropes and pulleys can hoist these boats in and out of the water.
Timpani. A timpani with two attached mallets sits on the aft of the main deck just before the opening to the lower deck. A crew member plays this instrument while the sailors on the lower deck row, the beat helping to synchronize the rowers' strokes.
Wheel. The ship's wheel stands at the aft of the deck.

Lower Deck

The cramped lower deck of the galley ship reeks of body odor and has the following features:

Cargo Holds. Cargo holds at the fore and aft of the lower deck hold crates, barrels, and ammunition secured with rope.
Oars. Thirty-two benches are built into the deck, each with a 20-foot-long oar. When the ship is rowed, crew members sit on these benches to work the oars. Ten spare oars hang on the walls.

Keelboat

One of the smallest sailing vessels, keelboats can be sailed or rowed by a single person. These ships often transport small amounts of cargo or passengers. They're perfect for pleasure cruises, as they're easier and less expensive to operate than larger vessels.

A keelboat has the following features:

Light. A hanging lantern or two casts bright light across the ship.
Rigging. Rigging on the ship can be climbed without an ability check.
Sails. The keelboat has one 10-foot-tall mast with sails.

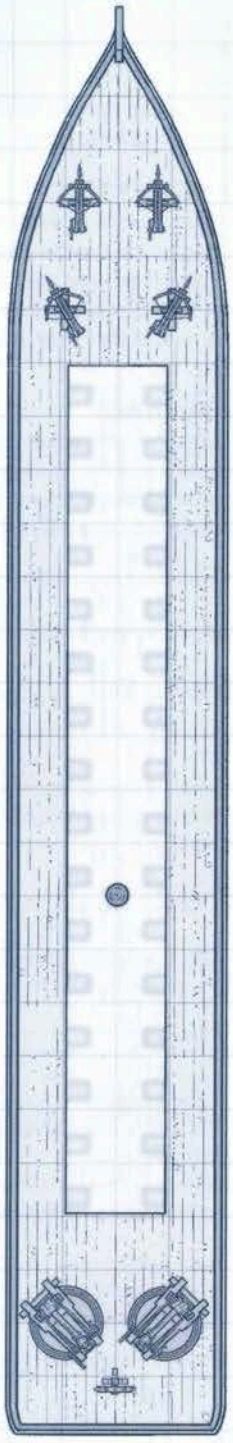
Example Keelboat Crew

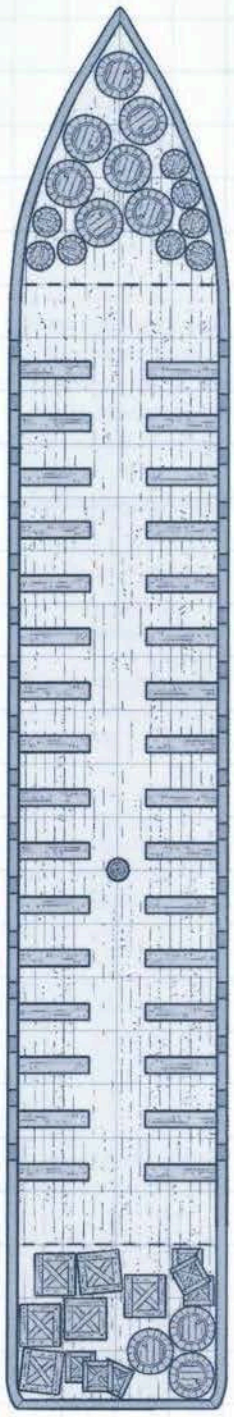
A keelboat requires a single crew member to operate smoothly. If the characters are guests on a keelboat, the crew consists of a single captain who has the statistics of a **bandit captain** with proficiency with water vehicles.

Keelboat Deck

The deck of the keelboat has the following features:

Ballista. A **ballista** (*DMG*, ch. 8) is mounted on the fore of the deck. Ten ballista arrows are stacked and secured nearby.
Oars. The deck of the ship holds twelve benches and four 15-foot-long oars. When the ship is rowed, crew members sit on these benches to work the oars.





Main Deck

Lower Deck

1 square = 5 feet

MIKE SCHLEY

A.1: Galley

Railing. The deck has a 3-foot-high rail around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

Keelboat Cabin

The keelboat cabin has the following features:

Footlockers. Beneath each bed is a footlocker. The footlockers are iron and have AC 19, 18 hit points, and immunity to poison and psychic damage.

Furnishings. Two beds and a desk with a chair stand at the aft of the cabin.

Longship

Longships are vessels that rely on a rowing crew and sails to move across the sea. These ships are typically used to carry soldiers into combat. The size of a longship makes it easy for troops to get on and off quickly, making it the perfect ship for engaging in surprise strikes.

A longship has the following features:

Light. Hanging lanterns cast bright light over the deck.

Rigging. Rigging on the ship can be climbed without an ability check.

Rudder. The ship is steered by a rudder control on the aft of the deck.

Sails. The longship has one 20-foot-tall mast with sails that can be used to sail the ship.

Example Longship Crew

A longship requires a crew of forty to properly sail or row the vessel and often carries extra passengers or soldiers. If the characters are guests on a longship, the crew consists of the following creatures, all of which have proficiency with water vehicles in addition to their normal statistics:

- One captain (**berserker**)
- Five other officers: a first mate, a bosun, a quartermaster, a surgeon, and a cook (**berserkers**)
- Thirty-four sailors (**commoners**)

Longship

Gargantuan vehicle (70 ft. by 20 ft.)

Creature Capacity 40 crew, 100 passengers
Cargo Capacity 10 tons
Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (–2)	17 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the longship can take the move action below. It can't take this action if it has no crew.

Move. The longship can use its helm to move with its oars or sails.

Hull

Armor Class 15
Hit Points 300 (damage threshold 15)

Control: Helm

Armor Class 16
Hit Points 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the longship can't turn.

Movement: Oars

Armor Class 12
Hit Points 100; –5 ft. speed per 25 damage taken
Speed (water) 20 ft. (requires at least 20 crew)

Movement: Sails

Armor Class 12
Hit Points 100; –10 ft. speed per 25 damage taken
Speed (water) 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind

Rowboat

Large vehicle (10 ft. by 5 ft.)

Creature Capacity 2 crew, 2 passengers
Cargo Capacity 0.25 tons
Travel Pace 3 miles per hour (24 miles per day)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (–1)	11 (+0)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

Actions

On its turn, the rowboat can take the move action below. It can't take this action if it has no crew.

Move. The rowboat can move using its oars.

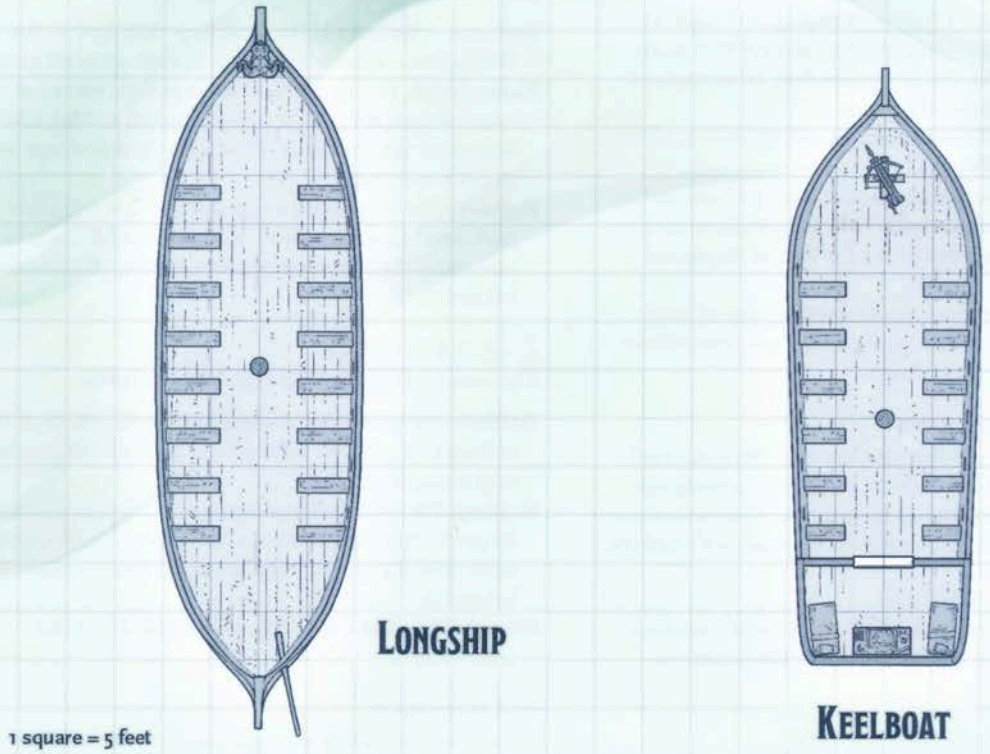
Hull

Armor Class 11
Hit Points 50

Control and Movement: Oars

Armor Class 12
Hit Points 25
Speed (water) 15 ft.

Move up to the ship's speed, with one 90-degree turn. Without oars, the rowboat's speed is 0.



A.2: Longship and Keelboat

Longship Deck

The deck of the longship has the following features:

Oars. Sixteen benches are built into the deck, each with a 15-foot-long oar. When the ship is rowed, crew members sit on these benches to work the oars. Five spare oars hang on the walls.

Railing. The deck has a 3-foot-high rail covered in wooden shields around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

Rowboat

The humble rowboat serves to ferry passengers back and forth from larger ships or to navigate lakes and rivers. Due to its simple, versatile design, a rowboat has no decks or typical crew. Weighing 100 pounds, a rowboat is easy to transport and might be carried by larger ships.

Sailing Ship and Warship

Sailing ships are fast-moving designs focused on travel. Warships are slower but more heavily armed vessels capable of taking on more cargo. They share many of the following areas, but, as their map tags reveal, they don't have the exact same facilities.

A sailing ship or warship has the following features:

Ceilings. The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways.

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Footlockers. Footlockers on the ship are iron and have AC 19, 18 hit points, and immunity to poison and psychic damage.

Light. Hanging lanterns cast bright light throughout the ship.

Rigging. Rigging on the ship can be climbed without an ability check.

Sails. The ship has three 80-foot-tall masts with sails to catch the wind and oars on the lower deck for rowing.

Example Crew

A sailing ship or warship requires a large crew to properly sail the vessel. Warships carry extra soldiers to fight battles and fire the siege weapons. If the characters are guests on a sailing ship or warship, the crew consists of the following creatures, all of which have proficiency with water vehicles in addition to their normal statistics:

- One captain (**bandit captain**)
- Four other officers: a first mate, a bosun, a quartermaster, and a cook (**nobles**)
- Twenty-five sailors (**commoners**)

A warship typically includes the following additional crew to augment its fighting ability:

- Forty soldiers (**guards**)
- Eight siege engineers (**guards**)
- One **priest** (the ship's surgeon)

MIKE SCHLEY

1. Main Deck

The main deck of the ship has the following features:

Mangonel. Sailing ships have one **mangonel** (*DMG*, ch. 8) attached to the deck. Warships have two **mangonels** (*DMG*, ch. 8). Each weapon has 10 mangonel stones stacked and secured near it.

Hatch. A covered, 10-foot-square opening leads to the lower deck (area W8).

Railing. The main deck has a 3-foot-high rail around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

Rowboats. Four rowboats are stacked on top of each other on this deck. Ropes and pulleys can hoist these boats in and out of the water.

2. Officers' Quarters

Four beds stand in the officer's quarters. Beneath each is an iron footlocker that holds the officers' belongings. The officers sleep in shifts so someone remains on duty to command the crew and carry out the captain's orders.

3. Captain's Quarters

The captain's quarters hold a bed and a desk. Beneath the bed is an iron footlocker that holds the captain's belongings.

4. Siege Weapon Ammunition

Shelves and rope on the walls of this cabin secure mangonel stones and ballista arrows.

5. Supplies

This area holds tools, barrels of tar, rope, extra material to repair sails, and other supplies needed to maintain the ship.

6. Forecastle

The forecastle has the following features:

Ballista. A **ballista** (*DMG*, ch. 8) is attached to the deck. Ten ballista arrows are stacked and secured nearby.

Figurehead. Warships have an iron figurehead at the front of their forecastle, often shaped to look like a fearsome sea predator. This figurehead serves as the ship's naval ram.

Railing. The forecastle has a 3-foot-high rail around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

7. Quarterdeck

The quarterdeck has the following features:

Ballista. On a warship, a **ballista** (*DMG*, ch. 8) is attached to the deck. Ten ballista arrows are stacked and secured nearby.

Railing. The quarterdeck has a 3-foot-high rail around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

Wheel. The ship's wheel stands at the aft of the quarterdeck.

8. Oar Deck

Twenty-two benches are built into the deck of the lower deck, each with a 20-foot-long oar. When the ship is rowed, crew members sit on these benches to work the oars. Ten spare oars hang on the walls of the ship.

9. Privy

Benches line the walls of this room. Four holes carved in them house chamber pots.

Sailing Ship

Gargantuan vehicle (100 ft. by 20 ft.)

Creature Capacity 30 crew, 20 passengers
Cargo Capacity 100 tons
Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (–2)	17 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the ship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

Fire Ballista. The ship can fire its **ballista** (*DMG*, ch. 8).
Fire Mangonel. The ship can fire its **mangonel** (*DMG*, ch. 8).
Move. The ship can use its helm to move with its sails.

Hull

Armor Class 15
Hit Points 300 (damage threshold 15)

Control: Helm

Armor Class 18
Hit Points 50

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

Movement: Sails

Armor Class 12
Hit Points 100; –5 ft. speed per 25 damage taken
Speed (water) 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind

Weapon: Ballista

Armor Class 15
Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Weapon: Mangonel

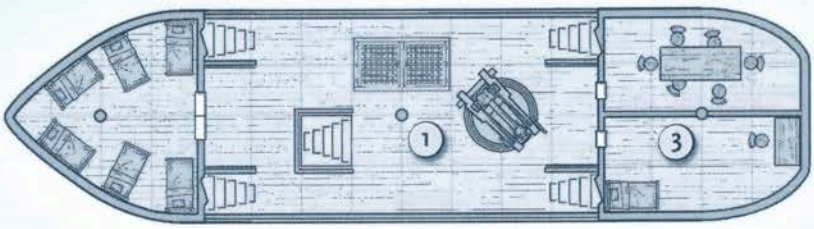
Armor Class 15
Hit Points 100

Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

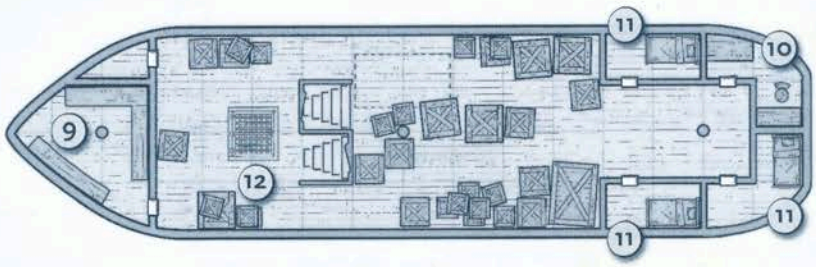
1 square = 5 feet

FORECASTLE

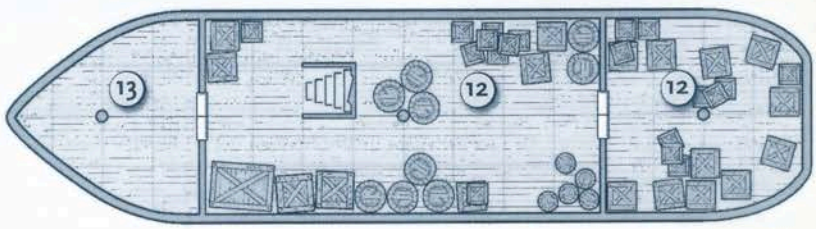
QUARTERDECK



MAIN DECK



LOWER DECK



HOLD

MIKE SCHLEY

A.3: SAILING SHIP

10. Medical Cabin

Hooks and shelves on the walls hold medical instruments, bandages, balms, tonics, jars of leeches, and more, ready to treat injuries from combat or sailing mishaps.

11. Guest Cabin and Brig

This cabin is meant for guests and visiting high-ranking officials along for the journey. Since warships often have a greater need to house prisoners rather than guests, each bed aboard such a vessel also has a set of manacles (see chapter 5 in the *Player's Handbook*) attached to its frame.

12. Hold

This area houses both passengers and cargo. The ship's off-duty crew sleep on bedrolls among the crates and barrels of food, water, and other supplies.

13. Armory

The ship's supply of weapons and armor is held in this cabin. Its walls are fitted with built-in weapon and armor racks. The door to this cabin is usually locked, the key kept by one of the ship's officers.

Officers and Crew

Each vessel requires people to run it: the officers in charge and the sailors who follow their orders.

Types of Officers

If you'd like to explore running a ship, it needs officers to oversee its operations—officers who fill six different roles. Some roles aboard a ship reflect the need for trained experts to direct a crew's efforts. Other roles focus on keeping the crew's health and morale in order. The roles are meant to provide a sense of the types of ability checks useful to managing a ship. Of these, though, captain is the only role that must be filled for the ship to function. A ship needs a single person to issue orders and respond to threats, otherwise a ship risks chaos and confusion during a crisis.

Each type of officer is described below, along with the abilities and proficiencies that help a character excel in that role:

Captain. The captain issues orders. The best captains have high Intelligence and Charisma scores, as well as proficiency with water vehicles and the Intimidation and Persuasion skills.

Warship

Gargantuan vehicle (100 ft. by 20 ft.)

Creature Capacity 40 crew, 60 passengers
Cargo Capacity 200 tons
Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	4 (–3)	20 (+5)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the warship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

Fire Ballistas. The warship can fire its **ballistas** (*DMG*, ch. 8).
Fire Mangonels. The warship can fire its **mangonels** (*DMG*, ch. 8).
Move. The warship can use its helm to move with its oars or sails. As part of this move, it can use its naval ram.

Hull

Armor Class 15
Hit Points 500 (damage threshold 20)

Control: Helm

Armor Class 18
Hit Points 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the warship can't turn.

Movement: Oars

Armor Class 12
Hit Points 100; –5 ft. speed per 25 damage taken
Speed (water) 20 ft. (requires at least 20 crew)

Movement: Sails

Armor Class 12
Hit Points 100; –10 ft. speed per 25 damage taken
Speed (water) 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind

Weapons: Ballistas (2)

Armor Class 15
Hit Points 50 each

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Weapons: Mangonels (2)

Armor Class 15
Hit Points 100 each

Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Naval Ram

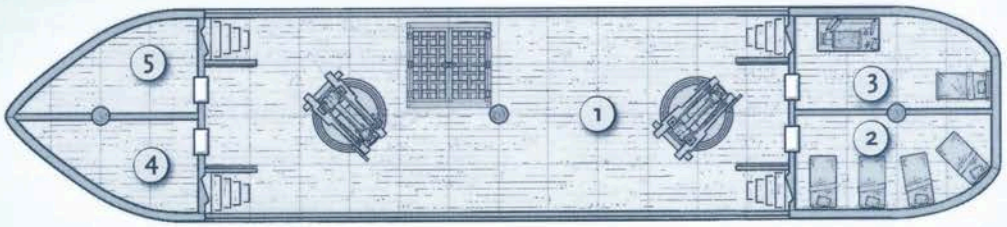
Armor Class 20
Hit Points 100 (threshold 10)

The warship has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don't apply if another vessel crashes into the warship.

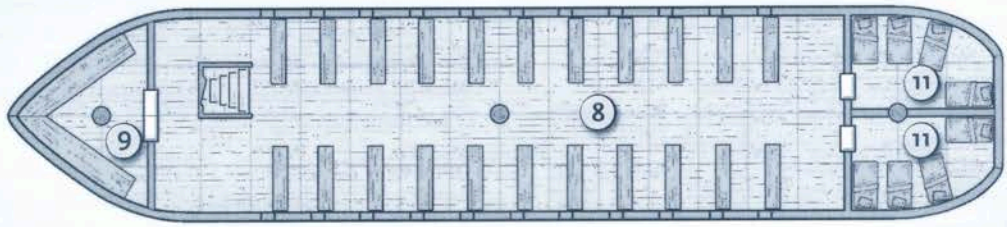
1 square = 5 feet

FORECASTLE

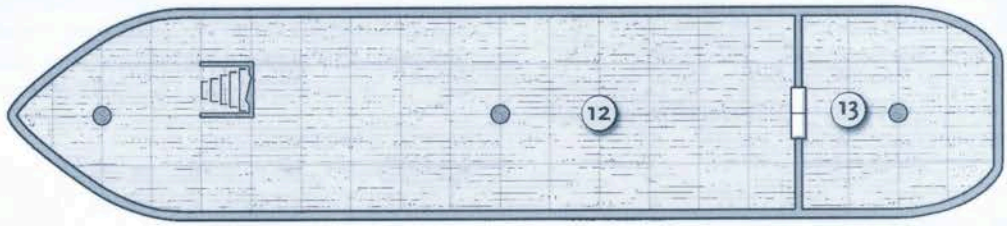
QUARTERDECK



MAIN DECK



LOWER DECK



HOLD

MIKE SCHLEY

A.4: WARSHIP

First Mate. This specialist keeps the crew's morale high by providing supervision, encouragement, and discipline. A first mate benefits from a high Charisma score, as well as proficiency with the Intimidation and Persuasion skills.

Bosun. The bosun (or boatswain) provides technical advice to the captain and crew and leads repair and maintenance efforts. A good bosun has a high Strength score, as well as proficiency with carpenter's tools and the Athletics skill.

Quartermaster. The quartermaster plots the ship's course, relying on knowledge of nautical charts and a study of weather and sea conditions. A reliable quartermaster tends to have a high Wisdom score, as well as proficiency with navigator's tools and the Nature skill.

Surgeon. The ship's surgeon tends to injuries, keeps illnesses from spreading throughout the ship, and oversees sanitation. A capable surgeon benefits from a high Intelligence score, as well as proficiency with herbalism kits and the Medicine skill.

Cook. A ship's cook works with the limited ingredients aboard a ship to make meals. A skilled cook keeps the crew's morale in top shape, while a poor one drags down the entire crew's performance. A talented cook has a high Constitution score, as well as proficiency with brewer's supplies and cook's utensils.

Crew Members

A ship requires a number of able-bodied sailors to crew it, as specified in its stat block. A crew's skill, experience, morale, and health are defined by its quality score. This score can affect a number of general ship activities, like the crew's ability to notice threats or contend with hazards. A crew starts with a quality score of +4, but that score varies over time, going as low as −10 and as high as +10. It decreases as a crew takes casualties, suffers hardship, or endures poor health. It increases if the crew enjoys high morale, has good health care, and receives fair leadership.

A typical crew member uses the **commoner** stat block in the *Monster Manual*.

Optional Rule: Loyalty and Quality

When dealing with an individual member of the crew, you might find it useful to use the optional loyalty rule from chapter 4 of the *Dungeon Master's Guide*. To convert a quality score into an individual's loyalty score, add 10 to the crew's quality score.

Mutiny

A poorly led or mistreated crew might turn against its officers. Once per day, if a crew's quality score is lower than 0, the captain must make a Charisma (Intimidation or Persuasion) check modified by the crew's quality score.

If the check total is between 1 and 9, the crew's quality score decreases by 1.

If the check total is 0 or lower, the crew mutinies. They become hostile to the officers and might attempt to kill them, imprison them, or throw them overboard. The crew can be cowed into obedience through violence, combat, or offers of treasure or other rewards.

When the DM ends the mutiny, the crew's quality score increases by 1d4.

Shore Leave

Life aboard a ship is a constant wear on the crew. Spending time in port allows the crew to relax and regain its composure.

If a crew's quality score is 3 or lower, the score increases by 1 for each day the crew spends in port or ashore.

Superior Ship Upgrades

Some vessels possess extraordinary abilities, whether due to magic or superior artisanship. The upgrades below can replace a ship's existing components or provide a new element to augment a ship's abilities.

Adding an upgrade costs 15,000 gp and requires 1d4 weeks of work. During that time, the ship must remain in port. If the ship leaves, the work must start over, but you don't need to pay the gold piece cost a second time.

Hull Upgrades

Any ship with a hull can gain one of the following upgrades. In some cases, an upgrade also provides a benefit to the ship's other components.

Churning Hull

A tempest rages within these rune-etched, iron chains. Raiders and pirates who operate under the blessings of a storm god sometimes make use of this upgrade.

By draping the chains over a ship's hull, the storm's fury thrashes into the water around it. The water within 210 feet of the ship is difficult terrain for everything other than this ship.

Death Vessel

Crafted with materials harvested from the Shadowfell, this upgrade grants a ship an aura of dread. As an action, the ship can create a pulse of horrific energy. Every creature that is an enemy of the ship who is on board or within 210 feet of it must make DC 14 Wisdom saving throw. On a failed save, a creature is frightened of the ship for 1 minute. On a successful save, the creature is immune to this ability for 24 hours. Once this ability is used, it can't be used again until 1d4 hours have passed.

Frost-Locked Hull

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

Living Vessel

This vessel's hull was crafted in the Feywild under the direction of master eladrin shipwrights. It is a living plant, drawing sustenance from water and sunlight. Vines covered in thick leaves hang over its side, and

the wood runs with fresh sap when damaged. The ship gains a +2 bonus to all Constitution checks or saving throws. As long as the ship has at least 1 hit point, it regains 10 hit points every minute.

Reinforced Hull

A master shipwright can use superior materials and clever design to make a ship's hull more resilient. Such reinforcement doubles the hull's hit point maximum.

Vigilant Watch

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

Movement Upgrades

Each movement upgrade applies to a specific movement type. A component can gain the benefits of one upgrade.

Clockwork Oars

Using a combination of magic and clockwork, the oars on this ship require only one crew member to use them, pushing the button or lever that activates them.

Ever-Full Sails

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

Defiant Sails

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

Dragon Sails

Dragon scales woven into these sails make them more resistant to damage. The sails gain a +3 bonus to AC, and they have resistance to a damage type based on the type of scales used to craft them, as shown on the Dragon Sails table.

Dragon Sails

Dragon Type	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Acid
Red	Fire
Silver	Cold
White	Cold

Screaming Sails

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

Scything Oars

Sharpened, magically reinforced oars make a vessel dangerous to approach. When the ship takes an action that moves it with these oars, any creature or object in the water within 10 feet of it at any point of the move must make a DC 10 Dexterity saving throw, taking 2d6 slashing damage on a failed save or half as much damage on a successful one.

Weapon Upgrades

The following upgrades can apply to any weapon mounted aboard a ship. A component can gain the benefits of one upgrade, or two upgrades if one of the upgrades is Arcane Artillery.

Arcane Artillery

Using methods similar to those used to produce magic weapons, a skilled spellcaster imbues a ship's weapon with destructive energy. This weapon gains a +2 bonus to its attack and damage rolls, and its attacks count as magical.

Concussive Rounds

Enhanced by abjuration magic, this weapon's attacks burst with raucous noise capable of momentarily distracting and disorienting enemy crews. If this weapon hits a vehicle's hull, that vehicle's speed decreases by 2d10 feet until the start of the attacker's next turn.

Explosive Rounds

Drawing on powerful evocation magic, this weapon's attacks are imbued with unstable energy that explodes in a fiery blast. When this weapon hits, it deals an extra 2d6 fire damage.

Grasping Rounds

This weapon creates spectral chains that trail after its shots, restraining enemy vessels in their grasp. When this weapon hits a ship, that vehicle must succeed on a DC 14 Strength saving throw or it can't move away from the attacker. As an action, the attacking ship can end this effect, and the target can end it by taking an action and succeeding on a DC 14 Strength check.

Figurehead Upgrades

While figureheads are usually purely decorative, they might be magically treated to produce extraordinary effects. A ship can receive one figurehead upgrade.

Guardian Figurehead

This figurehead depicts an armored knight. As an action, the ship can activate this item, causing it to animate as an iron golem. The golem acts on the ship's turn when the captain uses one of the ship's actions. The golem remains animated for 1 minute. At the end of that time, it teleports back to its position as a figurehead. Once a ship uses this action, it can't use it again for 24 hours.

Red Dragon Figurehead

This figurehead depicts a red dragon rearing to strike, its mouth open. As an action, the ship can activate this item to create a 60-foot cone of flame that originates from the figurehead. Each creature and object in the cone must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Once a ship uses this action, it can't use it again for 1 minute.

Storm Giant Figurehead

This figurehead depicts a storm giant clutching a thunderbolt. As an action, the ship can activate this item to create a 60-foot cone that originates from the figurehead. Each creature in the cone must make DC 12 Constitution saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw is also pushed 10 feet away from the figurehead. Once a ship uses this action, it can't use it again for 1 minute.

Miscellaneous Upgrades

The following upgrades don't apply to a specific element of the ship. A ship can use any number of them, but it can gain a specific upgrade only once.

Bones of Endless Toil

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

Smuggler's Banner

This flag is meant to be flown from a ship's mast. Its powerful magic causes it to appear as a flag or banner displaying the symbol of a group, captain, or realm friendly to the viewer. Multiple viewers might see different flags or crests.

The banner's true power is its ability to aid a ship in making rapid escapes. As an action, the ship and all friendly creatures aboard it teleport up to 3 miles to a known destination of the captain's choice. Hostile creatures aboard the ship don't move with the ship and fall into the water it once occupied. Once this item is used to teleport, it can't teleport in this way again for 2d6 days.

Taskmaster's Drums

This 4-foot-tall bronze drum comes with a pair of iron mallets. A creature can activate the drums as an action, causing the hammers to float above the drum and strike it to produce a thundering rhythm. For the next minute, the ship gains one additional action, as long as it has at least one action. Once this item is used, it can't be activated again for 2d10 hours.

Ships in Combat

Whether sailing to war or hunting notorious pirates, ships make deadly weapons and dramatic battlefields. This section provides guidance on using ships in combat.

Ships and Initiative

A ship rolls initiative using its Dexterity, and it uses its crew's quality score as a modifier to that roll.

On a ship's turn, the captain decides which of the ship's actions to use.

Special Officer Actions

During an encounter, the captain, first mate, and bosun each have access to two special action options: Take Aim and Full Speed Ahead, both detailed below.

Take Aim

As an action, the captain, first mate, or bosun directs the crew's firing, aiding in aiming one of the ship's weapons. Select one of the ship's weapons that is within 10 feet of the officer. It gains advantage on the next attack roll it makes before the end of the ship's next turn.

Full Speed Ahead

As an action while on deck, the captain, first mate, or bosun can exhort the crew to work harder and drive the ship forward faster. Roll a d6 and multiply the result by 5. Apply the total as a bonus to the ship's speed until the end of the ship's next turn. If the ship is already benefiting from this action's bonus, don't add the bonuses together; the higher bonus applies.

Crew in Combat

Managing a ship's entire crew in combat can prove cumbersome, especially as larger ships often host dozens of sailors. Typically the crew is too busy managing the ship to do anything else during combat. Don't worry about tracking their specific positions unless you want to add that complexity. You can assume that the crew is evenly divided among the upper two decks of a ship.

Crew Casualties

Slaying a ship's crew reduces the number of actions most ships can take, making the crew a tempting target in combat. Resolve individual attacks as normal, using the guidelines for resolving many, identical attacks at once from the *Dungeon Master's Guide* as needed.

In the case of spells that cover an area, such as *fireball* or *lightning bolt*, you might track the exact location of

the spell and crew to determine how many sailors it affects. Alternatively, you can roll 1d6 per level of the spell. The total of the dice is the number of crew members caught in the spell's area.

Crashing a Ship

If a ship moves into the space occupied by a creature or an object, the ship might crash. A ship avoids crashing if the creature or object is at least two sizes smaller than it.

When a ship crashes, it must immediately make a DC 10 Constitution saving throw. On a failed save, it takes damage to its hull based on the size of the creature or object it crashed into, as shown on the Crash Damage table. It also stops moving if the object or creature is one size smaller than it or larger. Otherwise the ship continues moving and the creature or object collided with moves to the nearest unoccupied space that isn't in the ship's path. At the DM's discretion, an object that is forced to move but is fixed in place is instead destroyed.

A creature struck by a ship must make a Dexterity saving throw with a DC equal to 10 + the ship's Strength modifier, taking damage based on the ship's size (as shown on the Crash Damage table) on a failed save, or half as much damage on a successful one.

Crash Damage

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

Travel at Sea

It's not just pirates and sea monsters that make journeys on the sea so treacherous. Foul weather, nautical accidents, infested food, illness, and worse all conspire to send even the most capable crews to watery graves. The following rules help adjudicate travel at sea, specifically voyages of an hour or more. This material builds on the travel rules in the *Player's Handbook* and the *Dungeon Master's Guide*.

Travel Pace

Ships travel at a speed given in their stat blocks. Unlike with land travel, ships can't choose to move at a faster pace, though they can choose to go slower.

If a ship's mode of movement takes damage, it might be slowed. For every decrease of 10 feet in speed, reduce the ship's travel pace by 1 mile per hour and 24 miles per day.

Activity While Traveling

The activities available to a ship's crew and passengers are a bit different from the options available to a group traveling by land. Refer to "Activity While Traveling" in chapter 8 of the *Player's Handbook* for more information on some of the topics discussed below.

A number of activities are restricted to certain officers, unless the DM rules otherwise. For example, a DM might allow a bard to engage in the Raise Morale activity by playing bawdy songs on deck to lift the crew's spirits.

The party's pace has no effect on the activities they can engage in while traveling by ship.

Draw a Map

A ship's captain often undertakes this activity, producing a map of the ship's progress and helps the crew get back on course if they get lost. No ability check is required.

Forage

The character casts fishing lines, keeping an eye out for sources of food, making a Wisdom (Survival) check when the DM calls for it.

Raise Morale (First Mate Only)

The first mate can manage the crew's time to grant extended breaks, provide instruction, and generally improve the quality of life on the ship. Once every 24 hours, if the crew's quality score is 3 or lower, the first mate can make a DC 15 Charisma (Persuasion) check. On a successful check, the crew's quality score increases by 1.

Navigate (Quartermaster Only)

The quartermaster can try to prevent the ship from becoming lost, making a Wisdom (Survival) check when the DM calls for it. (See "Becoming Lost" in chapter 5 of the *Dungeon Master's Guide* for more information.)

WAYNE ENGLAND

Noticing Threats

Use the passive Wisdom (Perception) score of the player characters or the crew to determine whether anyone on the ship notices a hidden threat. The crew has a passive Wisdom (Perception) score equal to 10 + the crew's quality score. The DM might decide that a threat can be noticed only by characters in a specific area of the ship. For example, only characters below deck might have a chance to hear or spot a creature hiding on board.

Repair (Bosun Only)

At the end of the day, the ship's bosun can make a Strength check using carpenter's tools. On a 15 or higher, each damaged component regains hit points equal to 1d6 + the crew's quality score (minimum of 1 hit point). A component other than the hull that had 0 hit points becomes functional again.

Stealth (Captain Only)

The ship's captain can engage in this activity only if the weather conditions restrict visibility, such as in heavy fog. The ship makes a Dexterity check with a bonus equal to the crew's quality score to determine if it can hide.

Hazards

Sea travel is an innately dangerous proposition. A storm on land might bog down a caravan, delaying its trip by a few days, while at sea a storm can split a ship in two and send everyone aboard to their doom. The close quarters of life aboard a ship leads to short tempers and brawls, while a few rats that sneak aboard can spread disease and spoil supplies. This section presents a variety of common hazards sailors might face on the sea.

Group Checks

To determine how a ship fares against these hazards, each threat requires the ship's officers and crew to make a special group check (see chapter 7 of the *Player's Handbook* for how group checks work). The description of a hazard specifies which officers can roll to contribute to the group check. That description also states what ability check an officer makes. Even if the officers make different ability checks, their successes and failures contribute to the one group check.

Additionally, all the non-officer members of the crew make a single check, a d20 roll modified by the crew's quality. The success or failure of all these checks—both the officers and the crew—determines the result of the group check.

While each hazard lists the officers assigned to participate in a group check, anyone can attempt an officer's check in a pinch, with two exceptions: First, only the captain can make checks associated with the captain's role; no one else can take the captain's place. Second, only one character can attempt an officer's check; they can't receive help.

Once all the checks related to the group check have been rolled, the ship's success or failure is determined. Hazards offer four levels of success or failure determined by the results of the ship's group check. A total success or a total failure occurs when every roll in the group check is a success or a failure, respectively.

Determining Hazards

Traveling by sea is an innately dangerous proposition. When running an ocean adventure, you can select hazards based on the needs of your campaign or generate them randomly.

To determine hazards at random, roll a d20 at the start of each day of an ocean voyage. On a 20, the ship faces a hazard that day. Use the following two tables to determine the nature of the hazard and the DC of the threat it presents. Specifics corresponding to each of these DC levels are detailed along with each of the following hazards.

Hazard Type

d20	Hazard Type
1–3	Crew conflict
4–6	Fire
7–9	Fog
10–12	Infestation
13–20	Storm

Hazard DC

d20	Hazard DC
1–9	10
10–17	15
18–19	20
20	25

Crew Conflict

Sailors can be a rough-and-tumble bunch, and cramming them into a ship's confined quarters leads to inevitable rivalries, feuds, and petty crimes. If resentments among the crew grow too strong, the officers must step in and set things right, lest they risk mutiny or worse.

Each day a ship spends dealing with a crew conflict requires those aboard to make a group check. The check's DC is randomly determined or chosen from the Crew Conflicts DCs table. The captain, first mate, and cook each make an ability check, as shown on the Crew Conflict Checks table. This check takes the place of any other activities that the officer might undertake that day, representing their contribution to placating the crew. If no one makes the check for a particular officer, a failure is contributed toward the group check.

Even though the crew is causing trouble, some members help the officers, and thus the crew still contributes a roll to the group check. Roll a d20 for the crew, using its quality score as a modifier to the roll, and compare that check to the DC.

Determine how many of the group's checks succeeded—the officers' and the crew's—then consult the Crew Conflict Check Results table.

Crew Conflict DCs

DC	Description
10	Minor scuffle or petty theft
15	Brawl involving several people, theft of a valuable
20	Large brawl resulting in several injuries, theft of a prized item
25	Murder, serious brawl involving most of the crew

Crew Conflict Checks

Officer	Check
Captain	Charisma (Intimidation)
First mate	Charisma (Intimidation)
Cook	Intelligence (brewer's supplies)

Crew Conflict Check Results

Result	Effect
Total Success	The crew's quality score increases by 1 for 1d4 days and the hazard ends.
Success	The hazard ends.
Failure	The crew's quality score decreases by 1.
Total Failure	The crew's quality score decreases by 1, and the crew immediately mutinies.

Fire

A fire at sea can turn a ship into a burned-out hulk, its crew slain or forced overboard.

If a fire erupts aboard a ship, its officers and crew must make a group check to coordinate efforts to extinguish it. The check's DC is randomly determined or chosen from the Fire DCs table. The group check represents 5 minutes of work. The captain, first mate, bosun, and surgeon each make an ability check, as shown on the Fire Checks table. If no one makes the check for a particular officer, a failure is contributed toward the group check. Also, roll a d20 for the crew, using its quality score as a modifier to the roll, and compare that check to the DC.

Determine how many of the group's checks succeeded—the officers' and the crew's—then consult the Fire Check Results table.

Fire DCs

DC	Description
10	Small, contained fire, equivalent to an oil lantern
15	Dangerous flame, equivalent to a large campfire, or multiple, smaller fires ignited at once
20	Intense fire with significant chance to spread, equivalent to a bonfire
25	Sudden, pervasive flames, such as from igniting a hold filled with flammable cargo

Fire Checks

Officer	Check
Captain	Intelligence (water vehicles)
First mate	Charisma (Intimidation)
Bosun	Strength (carpenter's tools)
Surgeon	Intelligence (Medicine)

Fire Check Results

Result	Effect
Total Success	The fire is extinguished with nothing beyond cosmetic damage.
Success	The fire is extinguished, but the hull and 1d3 other random components take 6d6 fire damage.
Failure	The hull and 1d3 other random components take 6d6 fire damage, and the fire continues. Make another set of checks.
Total Failure	The crew's quality score decreases by 1 due to injuries, while the hull and 1d3 other random components take 6d6 fire damage. The fire continues. Make another set of checks.

Fog

Fog on land is usually an inconvenience, but at sea it can prove disastrous. Decreased visibility makes navigation more difficult and can cause a vessel to crash.

A group check determines how the officers and crew manage through one day of fog. The check's DC is randomly determined or chosen from the Fog DCs table. The captain and quartermaster each make an ability check, as shown on the Fog Checks table. If no one makes the check for a particular officer, a failure is contributed toward the group check. Also, roll a d20 for the crew, using its quality score as a modifier to the roll, and compare that check to the DC.

Determine how many of the group's checks succeeded—the officers' and the crew's—then consult the Fog Check Results table.

Fog DCs

DC	Description
10	Light fog
15	Moderate fog
20	Heavy fog
25	Very heavy fog

Fog Checks

Officer	Check
Captain	Intelligence (water vehicles)
Quartermaster	Wisdom (Nature)

Fog Check Results

Result	Effect
Total Success	The fog has no effect on navigation, and the crew's quality increases by 1 for 1d3 days.
Success	The fog has no effect on navigation.
Failure	The fog slows the ship, reducing its travel pace and speed by half for the day.
Total Failure	The fog slows the ship and disorients the crew, reducing the vessel's travel pace and speed by half for the day and causing it to move in a random direction.

Infestation

Provisioning a sea journey is challenging, particularly when allocating what to pack for the voyage. A rat infestation or an outbreak of even a minor illness can spell disaster at sea. This type of hazard covers illnesses, infestations, spoiled supplies, and other troubles that wear away a crew's health.

Each day a ship spends dealing with an infestation requires those aboard to make a group check. The check's DC is randomly determined or chosen from the Infestation DCs table. The captain, first mate, surgeon, and cook each make an ability check, as shown on the Infestation Checks table. This check takes the place of any other activities that the officer might undertake that day. If no one makes the check for a particular officer, a failure is contributed toward the group check. Also, roll a d20 for the crew, using its quality score as a modifier to the roll, and compare that check to the DC.

Determine how many of the group's checks succeeded—the officers' and the crew's—then consult the Infestation Check Results table.

Infestation DCs

DC	Description
10	Minor bug or rat infestation, common cold
15	Persistent bug or rat infestation, stomach ailment or typical flu
20	Serious bug or rat infestation, contagious flu or spoiled food
25	Overwhelming bug or rat infestation, lethal plague

Infestation Checks

Officer	Check
Captain	Intelligence (water vehicles)
First mate	Charisma (Persuasion)
Surgeon	Intelligence (medicine)
Cook	Constitution (cook's utensils)

Infestation Check Results

Result	Effect
Total Success	The crew's quality score increases by 1 for 1d4 days, and the hazard ends.
Success	The hazard ends.
Failure	The crew's quality score decreases by 1.
Total Failure	The crew's quality score decreases by 1, and the distraction caused by the crisis forces the ship to move at half speed that day.

Storm

Winds and towering waves toss ships like bath toys. Snowstorms batter vessels venturing too far north. Hurricanes consume whole armadas. More common and deadlier than most sea monsters, storms claim more ships than any other threat on the high seas.

Each day a ship spends involved in a storm requires those aboard to make a group check. The check's DC is randomly determined or chosen from the Storm DCs table. The captain, first mate, bosun, and quartermaster each make an ability check, as shown on the Storm Checks table. This check takes the place of any other activities that the officer might undertake that day, representing their contribution to keeping the ship afloat. If no one makes the check for a particular officer, a failure is contributed toward the group check. Also, roll a d20 for the crew, using its quality score as a modifier to the roll, and compare that check to the DC.

Determine how many of the group's checks succeeded—the officers' and the crew's—then consult the Storm Check Results table.

Storm DCs

DC	Description
10	Heavy gale
15	Strong storm
20	Typical hurricane
25	Overwhelming hurricane

Storm Checks

Officer	Check
Captain	Intelligence (water vehicles)
First mate	Charisma (Intimidation)
Bosun	Strength (carpenter's tools)
Quartermaster	Wisdom (Nature)

Storm Check Results

Result	Effect
Total Success	The ship survives unscathed. The crew's quality score increases by 1 for 1d4 days.
Success	The ship survives unscathed.
Failure	The ship's components each take 4d10 bludgeoning damage. The crew's quality score decreases by 1. The ship struggles, moving at half speed that day.
Total Failure	The ship's components each take 10d10 bludgeoning damage. The crew's quality score decreases by 2, and 10 percent of the crew is washed overboard and lost. The ship is blown off course and struggles to recover its bearings, moving in a random direction.

Ocean Environs

For those who dwell on land, the sea is an alien world filled with unpredictable hazards. Yet rare treasures hide in the depths, making such dangers well worth the risk for brave and brazen mariners. This section details a variety of environmental features one might encounter both on and beneath the waves.

Blue Holes

A blue hole is a circular sinkhole that forms on the bed of the sea in shallow water. The deep blue water of the hole creates a stark contrast with the lighter color of the

shallow water that surrounds it. Blue holes have diameters of 1d10 × 100 feet and are 1d10 × 100 feet deep.

Blue holes are filled with secrets. Many blue holes hide monsters or treasure, as shown on the Hiding in Blue Holes table.

Hiding in Blue Holes

d10	Creatures or Treasure
1	2d10 **sahuagin**
2	1 **giant octopus**
3	1d4 + 1 **chuuls**
4	1 **sea hag** and 2d4 **merrow**
5	1 **plesiosaurus**
6	1d4 **swarms of quippers**
7	2d4 **reef sharks**
8	1 **giant shark**
9	1d6 items from Magic Item Table A in chapter 7, "Treasure," of the *Dungeon Master's Guide*
10	Treasure rolled on the Treasure Hoard: Challenge 0–4 table in chapter 7, "Treasure," of the *Dungeon Master's Guide*

Coral Reefs

Coral reefs grow all over the ocean floor, though most are found within depths of less than 150 feet near the shoreline. Reefs range from a few feet to over 1,000 miles in length and width. These colorful ecosystems house small fish, crustaceans, and mollusks. As a result, predators come to reefs looking for prey.

Uneven and sharp, coral reefs can harm those forced into them. A creature forcibly moved on the reef—without using the creature's action, bonus action, or reaction—takes 3 (1d6) slashing damage per 5 feet of reef that it is pushed over.

Currents

Ocean water is moved by wind and tides to create constant river-like flows called currents. Tidal currents are typically the strongest. They're usually found within 50 miles of shore and at depths of less than 300 feet. These currents have a speed of 1d6 miles per hour that changes daily.

Currents become weaker farther out to sea and deeper in the ocean. These currents have a speed of 1d4 − 1 miles per hour that changes daily.

Currents and Travel

When a vessel or creature travels in the same direction as a current, that current's speed is added to the vessel or creature's travel pace. A creature or vessel traveling against a current has that current's speed subtracted from the vessel or creature's travel pace. If this results in a negative travel pace, the vessel or creature can let the current carry it. Alternatively, the crew of the vessel or the creature can fight against the current by rowing or swimming hard, moving at half the vessel or creature's normal pace. Vessels and creatures fighting against a current must make a Constitution saving throw at the end of every hour traveled, with a bonus equal to the crew's quality (if they have crew). Vessels

that fail have their crew's quality score decreased by 1. Creatures that fail gain one level of exhaustion. The DC for this saving throw is 10 + 1 for every consecutive hour spent fighting the current.

Submerged in Currents

When a creature without a swimming speed is submerged in a current, the creature must succeed on a Strength (Athletics) check at the end of its turn or get pulled 1d4 × 5 feet in the direction of the current. The DC for this check equals 10 + the number of miles per hour the current is moving.

Depth

The deeper a surface-dwelling creature travels into the sea, the more hostile the environment becomes. Those venturing into the depths must keep the following natural forces in mind.

Illumination

When it comes to light, the sea is divided into three layers:

Sunlight Zone. The sunlight zone extends from the water's surface to a depth of 650 feet. This area of the sea has the same natural illumination conditions as above the water.

Twilight Zone. The twilight zone is between the depths of 650 and 1,000 feet. When the sunlight zone above is bathed in natural bright light, the twilight zone is filled with dim light. If the sunlight zone is filled with dim light or darkness, the twilight zone is dark.

Midnight Zone. Any depth below 1,000 feet is considered the midnight zone, since no natural light from the surface penetrates this deep.

JIM NELSON

Pressure and Temperature

Water pressure, or the weight of water on top of a creature or object, increases with depth. Conversely, temperature decreases as depth increases. The pressure and temperature's effects on creatures without a swimming speed at depths below 100 feet can be found in the "Unusual Environments" section in chapter 5 of the *Dungeon Master's Guide*.

Optional Rule: Pressure and Objects

With this optional rule, characters who dive deep in the ocean require specialized equipment that can withstand the ocean's pressure. Nonmagical objects not made to withstand the water pressure are destroyed at various depths, as determined by the material used to create them. This destructive depth is presented for various materials on the Objects and Water Pressure table. Objects made of other materials break at the DM's discretion.

Objects and Water Pressure

Material	Destructive Depth
Glass, crystal, ice	100 ft.
Wood, bone	500 ft.
Stone	1,000 ft.
Iron, steel	1,500 ft.
Mithral	2,000 ft.
Adamantine	2,500 ft.

Eldritch Mist

While natural fog on the ocean can be a nuisance to ship crews, eldritch mist strikes fear into sailors everywhere. These rare, mysterious mists are almost indistinguishable from the naturally occurring variety until it's too late.

If a ship encounters eldritch mist, choose a type or roll for one on the Eldritch Mist Types table.

Eldritch Mist Types

d6	Mist Type
1–2	Ghost Fog
3–4	Shadowfell Fog
5–6	Wild Magic Fog

Mist Thickness

Mist lightly obscures the area it fills. Depending on its density, it heavily obscures an area beyond a certain distance from creatures within. Use the Mist Thickness table to determine a mist's thickness at random. The Mist Obfuscation table notes how far a creature in mist can see before the area beyond is heavily obscured.

Mist Thickness

d10	Thickness
1–3	Light
4–7	Moderate
8–9	Heavy
10	Very Heavy

Mist Obfuscation

Thickness	Heavily Obscured Distance
Light	30 ft.
Moderate	20 ft.
Heavy	10 ft.
Very heavy	5 ft.

Ghost Fog

Ghost fog contains the souls of murder victims whose bodies were thrown into the sea. A DC 15 Intelligence (Arcana) check reveals that this mist is ghost fog.

The souls of the dead want the living to join them. Every hour a ship is immersed in ghost fog, roll any die. On an even number, 2d4 hostile **specters** appear and attack those on the ship. If a humanoid creature dies in ghost fog, its spirit rises as a specter that is hostile toward all creatures that aren't undead.

All non-undead creatures immersed in ghost fog are vulnerable to necrotic damage.

Shadowfell Fog

Shadowfell fog seeps into the Material Plane at thin points in the boundary between the two planes. A DC 15 Intelligence (Arcana) check reveals that this mist is Shadowfell fog.

When a vessel travels through this oppressive, shadow-haunted miasma, its crew and passengers feel despair. Each hour a vessel is immersed in the fog, the crew must make a quality score check by rolling a d20 and adding their quality score to the number. The DC for this check is 10 + the number of hours the ship has been immersed in the Shadowfell fog. If the crew fails this check, their quality score decreases by 1 while within the Shadowfell fog and for 1 day afterward.

Wild Magic Fog

Few know the origins of wild magic fog, with some claiming it is the creation of capricious gods while others believe it is the result of magical experimentation gone wrong. A DC 15 Intelligence (Arcana) check reveals that this mist is wild magic fog.

Whenever a creature in wild magic fog casts a spell of 1st level or higher, roll on the Wild Magic Surge table in chapter 3, "Classes," of the *Player's Handbook* to create a magical effect.

Kelp Forests

Kelp grows in dense forests across the ocean floor. Most forests are found within depths of less than 100 feet near the shoreline, and range from 10 feet to over 100 miles in length and width. The kelp grows in vines up to 175 feet in length.

Kelp roots are shallow, and a whole forest can be uprooted by a strong storm. But it grows at a rapid pace, sometimes as much as 18 inches a day, meaning that a kelp forest can spring up quickly. Such forests can hide thousands of small fish and other prey animals, which attract predators. The forest is so dense that anything within it is heavily obscured to an observer more than 10 feet away, and the whole area is difficult terrain.

Kraken's Grave

When krakens die, their bodies often rot on the seafloor. In such cases, the ground absorbs the decaying kraken's supernatural energy, marking the area with a dark stain in the shape of the kraken's body. This stain is called a kraken's grave.

When a creature moves within 30 feet of a kraken's grave or starts its turn there, that creature must succeed on a DC 14 Dexterity (Stealth) check or it disturbs the grave. If a creature disturbs the grave, a tendril made of lightning stretches from the ground and attacks the creature with a +7 bonus to hit. On a hit, the target takes 10 (3d6) lightning damage, and it must succeed on a DC 14 Constitution saving throw or become blinded for the next 2d4 hours.

Lure Lights

When aboleths die, their souls sometimes gather in clusters called lure lights. These 100-foot-diameter collections of pale, yellow lights are found in the deep ocean below depths of 1,000 feet. They glow with bright light in a 100-foot radius and dim light for another 100 feet.

Any creature that can see the lure lights must succeed on a DC 14 Wisdom saving throw or be charmed by the lights for 24 hours or until the lights are destroyed. A creature that succeeds on the saving throw is immune to the effect of the lure lights for 24 hours.

While charmed by the lights, a creature can't willingly move out of line of sight of them and defends them to the death. If forcibly moved away from the lights, the creature tries to find its way back to them. The creature can't take a short or long rest while under this effect. After 24 hours, the charmed creature gains one level of exhaustion and must repeat the saving throw if it is within line of sight of the lights, ending the effect on itself on a success. If the lights aren't within line of sight at this time, the creature succeeds automatically.

Each cluster of lure lights has AC 17, 100 hit points, and immunity to necrotic and poison damage.

Magical Storms

Even worse than the threat of storms is the menace of weather imbued with magic. When a ship enters a storm, roll a d20. On a 20, the storm churns with magical energy. Pick or randomly determine the type of magical energy brimming within the storm, consulting the Magical Storm Type table.

Magical Storm Type

d8	Magic
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

Abjuration

A storm infused with abjuration magic repels ships, as if protecting something in the sea. Right before the storm ends, a ship within it is teleported 5d20 miles in a random direction.

Conjuration

When conjuration magic churns within a storm's heart, creatures of wind and rain emerge from distant realms to attack anything they encounter. The ship encounters 1d3 hostile **air elementals**.

Divination

When divination magic seeps into a storm, howling winds and residual whispers temporarily scramble the knowledge of a ship's crew; for 1d3 days, the ship's crew suffers disadvantage on all quality checks.

Enchantment

Storms infused with enchantment magic disarm a creature's sense of danger, enthralling mariners and causing them to speed into danger. During the storm, any checks made to resolve hazards or manage the ship are made with disadvantage.

Evocation

These ferocious storms are wracked with thunderbolts, driving sheets of acid rain, exploding meteors, and other dangers. After each day of the storm, every component aboard the ship takes 1d10 fire, 1d10 acid, and 1d10 lightning damage. In addition, roll a d20 and add the crew's quality. On a 10 or less, the crew's quality decreases by 1, and 1d6 members of the crew are killed.

Illusion

A storm brimming with illusions poses little direct harm to a ship, but experienced navigators know it poses an insidious threat. During the storm, the ship travels in a random direction that isn't its intended course.

Necromancy

Ghosts howl and whirl in this storm's wind, while the remains of long-dead mariners stir in their watery graves. During the storm, 1d4 **specters**, 2d4 **ghouls**, and 4d6 **zombies** emerge from the waves to attack the ship.

Transmutation

These violently unpredictable storms cause the waves to warp and twist. The storm transforms the water around the ship into an amalgamation of ice, stone, and stranger materials, making travel difficult and damaging the ship. The ship's hull takes 4d10 bludgeoning damage, and the ship's speed decreases by half during the storm.

Sandbars

Waves and currents deposit sand in shallow water near the shoreline. These sandbars form a line that can be between 10 feet and 3 miles in length and width. During high tide, sandbars are below the ocean's surface, while they peek above the water during low tide.

Navigating Sandbars

Sandbars make dangerous obstacles for vessels, particularly at high tide when they are less noticeable. The crew of a ship moving toward a sandbar beneath the waves must have a passive Wisdom (Perception) score of 12 or higher or fail to see the sandbar in the way (see "Noticing Threats," page 200). When a ship passes over a submerged sandbar, the sandbar counts as difficult terrain, and the ship must succeed on a Dexterity saving throw. The DC of this save corresponds with the depth of the sandbar, as listed on the Sandbar DCs table. If the ship fails this save, it gets stuck on the sandbar. A ship can become unstuck by using an action to make a Strength check, with a bonus equal to the crew's quality, against the sandbar's DC.

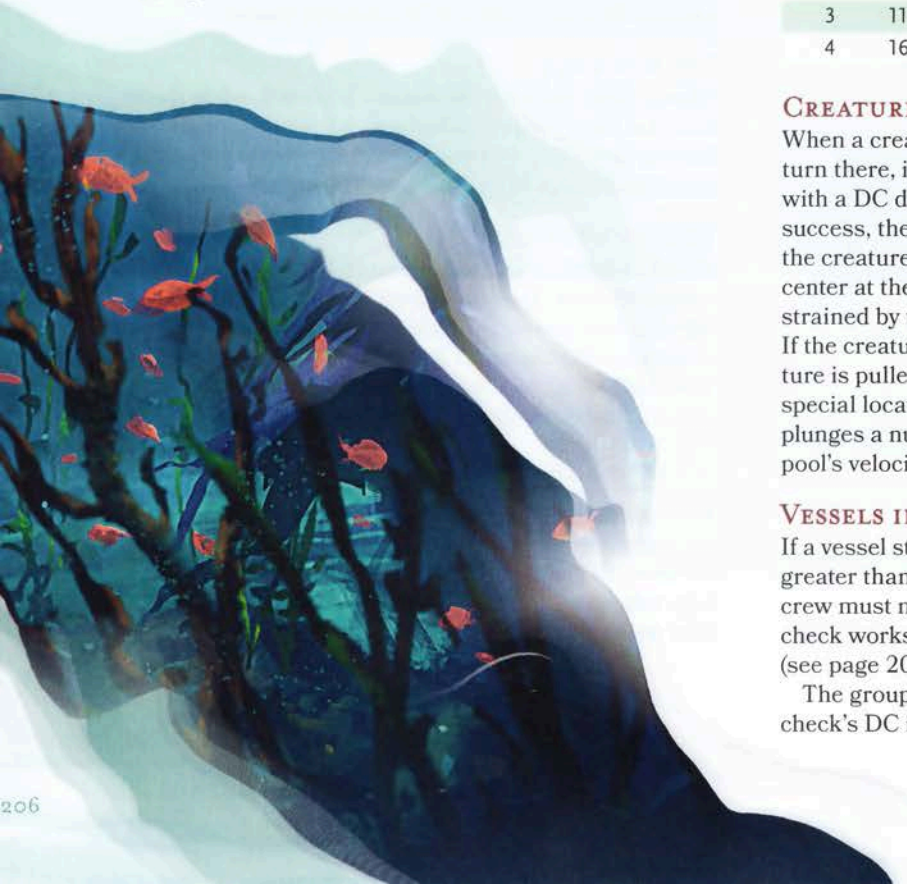
Sandbar DCs

DC	Description
10	Deep sandbar
15	Moderate sandbar
20	Shallow sandbar

Sapping Snow

Sapping snow—that's what aquatic explorers call the powdery remains of dead organisms that cover the ocean floor. When this substance is imbued with necromantic magic, it becomes a life-leeching detritus.

Whenever a creature starts its turn touching sapping snow, that creature must succeed on a DC 15 Constitution saving throw or take 10 (3d6) necrotic damage. The creature's hit point maximum decreases by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. If this effect reduces the creature's hit point maximum to 0, the creature dies, and its body immediately crumbles into sapping snow.



Shipwrecks

Shipwrecks at the bottom of the ocean make the perfect locations for monsters' lairs and lost treasures. The Shipwreck Contents table provides ideas for the creatures and treasure within these wrecks.

Shipwreck Contents

d10	Creatures or Treasure
1	1 **sahuagin priestess** and 2d10 **sahuagin**
2	1 **young bronze dragon**
3	4d10 **giant crabs**
4	3d10 **giant seahorses**
5	1d4 **hunter sharks**
6	1 **giant octopus**
7	2d6 **merrow**
8	2d10 **merfolk**
9	1d6 items from Magic Item Table B in chapter 7, "Treasure," of the *Dungeon Master's Guide*
10	Treasure rolled on the Treasure Hoard: Challenge 5–10 table in chapter 7, "Treasure," of the *Dungeon Master's Guide*

Whirlpools

In areas where storms or opposed currents drive powerful waters together, violent maelstroms might form. Whirlpools are difficult terrain. Each whirlpool has a rank, which determines its size and strength, as shown on the Whirlpool Rank table. A whirlpool's depth equals half its diameter.

Whirlpool Rank

Rank	Diameter	Velocity	DC
1	22 (4d10) ft.	5 ft.	5
2	55 (10d10) ft.	15 ft.	10
3	110 (20d10) ft.	25 ft.	15
4	165 (30d10) ft.	35 ft.	20

Creatures in Whirlpools

When a creature moves into a whirlpool or starts its turn there, it must make a Strength (Athletics) check with a DC determined by the whirlpool's rank. On a success, the creature can move normally. On a failure, the creature is immediately moved toward the vortex's center at the whirlpool's velocity, and the creature is restrained by the whirlpool until the start of its next turn. If the creature reaches the whirlpool's center, the creature is pulled under the surface and either appears at a special location (see "Whirlpool Destinations" below) or plunges a number of feet underwater equal to the whirlpool's velocity.

Vessels in Whirlpools

If a vessel starts its turn in a whirlpool with a diameter greater than the vessel's length, the ship's officers and crew must make a group check to escape. This group check works like the special ones made against hazards (see page 200).

The group check represents 5 minutes of work. The check's DC is chosen or randomly determined by rolling

SLAWOMIR MANIAK

a d4 on the Whirlpool Rank table. The captain, first mate, bosun, and quartermaster each make an ability check, as shown on the Whirlpool Checks table. If no one makes the check for a particular officer, a failure is contributed toward the group check. Also, roll a d20 for the crew, using its quality score as a modifier to the roll, and compare that check to the DC.

Determine how many of the group's checks succeeded—the officers' and the crew's—then consult the Whirlpool Check Results table.

Whirlpool Checks

Officer	Check
Captain	Intelligence (water vehicles)
First mate	Charisma (Intimidation)
Bosun	Strength (carpenter's tools)
Quartermaster	Wisdom (Nature)

Whirlpool Check Results

Result	Effect
Total Success	The vessel uses the whirlpool to its advantage and increases its speed by 20 ft. during its current turn.
Success	The vessel can move normally on its turn.
Failure	The vessel is immediately moved toward the vortex's center at the whirlpool's velocity, and the vessel is restrained by the whirlpool until the start of its next turn.
Total Failure	As a failure. Additionally, if the vessel is in the whirlpool at the start of its next turn, all checks the vessel makes to determine the whirlpool's effects are made with disadvantage on that turn.

Whirlpool Destinations

While a whirlpool might be a short-lived hazard that drags things into the depths, they might also serve as a violent passage to another realm. In such cases, things dragged into a whirlpool are deposited elsewhere, be it through a crack in the seafloor leading to an Underdark ocean or a portal to a different plane of existence. Use the Whirlpool Destinations table to choose or randomly determine where a whirlpool leads, usually to a body of water in that destination. See chapter 2 of the *Dungeon Master's Guide* for information about the destinations on other planes.

Whirlpool Destinations

d10	Destination
1–3	Underdark
4	Elemental Plane of Water
5	Elemental Plane of Earth
6	Feywild
7	Shadowfell
8	Astral Plane
9	Outlands
10	Outer Plane of the DM's choice

Encounters at Sea

The open seas provide endless opportunities for adventure. This section supplies you with a variety of random tables, perfect for detailing the challenges awaiting your characters on and beneath the waves.

Random Encounters

For each day of a voyage, in addition to checking for hazards, roll a d20. On a 19 or 20, the ship has a random encounter. If you roll both a hazard and a random encounter, the ship experiences both. They might occur simultaneously or in an order of your choice.

The levels given on the following tables allow you to sculpt what dangers the characters face. The low-level table is useful for when a ship travels in safe waters, while the higher-level ones are suited for primeval waters, far from well-trafficked sea lanes. The tables also allow for encounters with other ships and the discovery of mysterious, uncharted islands. Additional tables for further detailing such encounters are included later in this appendix.

Open Water Encounters (Levels 1–4)

d100	Encounter
01–03	3d6 **quippers**
04–08	1 **swarm of quippers**
09–12	3d10 **dolphins** (see appendix C)
13–14	1 **giant octopus**
15–16	1d4 **killer whales**
17–18	1d6 **merfolk**
19–20	1d6 **giant sea horses**
21–24	1d8 **giant crabs**
25–28	1d4 **reef sharks**
29	1 **hunter shark**
30–34	1d4 **sahuagin**
35–37	1d4 **koalinth** (see appendix C)
38–40	A rank 1 whirlpool connected to the Elemental Plane of Water (see "Whirlpools," page 206)
41–45	1d4 **locathahs** (see appendix C)
46–51	1d3 **harpies**
52–54	2 **merrow**
55–57	1 **sahuagin priestess** and 1d4 **sahuagin**
58–59	1 **koalinth sergeant** and 2d4 **koalinth** (see appendix C for both)
60–62	1 **plesiosaurus**
63–64	1d3 **sea hags**
65–67	1d4 **blood hawks**
68–70	1 **sahuagin champion** (see appendix C)
71–74	1 **giant shark**
75	1 **young bronze dragon**
76–00	A ship (generated at random)

Open Water Encounters (Levels 5–10)

d100	Encounter
01–03	1 **giant shark**
04–07	1d4 **swarms of quippers**
08–11	1d10 **killer whales**
12–17	3d6 **merfolk**
18–25	1 **sahuagin high priestess** and 1 **sahuagin wave shaper** (see appendix C for both)
26–30	2d8 **giant crabs**
31–35	2d4 **reef sharks**
36–38	1d4 **hunter sharks**
39–40	1d4 **water elementals**
41	A rank 2 whirlpool connected to the Elemental Plane of Water (see "Whirlpools," page 206)
42–45	2d4 **locathahs** (see appendix C)
46–47	1 **harpy matriarch** (see appendix C) and 1d4 **harpies**
48–49	2d4 **merrow**
50–52	1 **sahuagin baron** and 1d4 **sahuagin**
53–57	1 **koalinth sergeant** and 2d4 **koalinth** (see appendix C for both)
58–59	2d8 **giant crabs**
60–61	1d4 **plesiosauruses**
62–63	A coven of 3 **sea hags**
64–65	1d4 **sahuagin blademasters** (see appendix C)
66–69	1 **hydra**
70–71	1 **marid**
72	1 **storm giant**
73	1 **adult bronze dragon**
74	1 **dragon turtle**
75–90	A ship (generated at random)
91–00	A mysterious island (generated at random)

Open Water Encounters (Levels 11–20)

d100	Encounter
01–03	1 **storm giant**
04–07	2d6 **giant sharks**
08–11	1 **marid**
12–18	1 **sahuagin high priestess** and 2d4 **sahuagin champions** (see appendix C for both)
19–25	1 **sahuagin baron** and 1d4 **sahuagin blademasters** (see appendix C)
26–28	3d6 **reef sharks**
29–32	2d6 **hunter sharks**
33–39	A rank 3 whirlpool connected to the Elemental Plane of Water (see "Whirlpools," page 206)
40–43	A rank 4 whirlpool connected to the Elemental Plane of Water (see "Whirlpools," page 206)
44–45	1d3 **hydras**
46–48	1d4 **koalinth sergeant** (see appendix C) and 3d10 **koalinth** (see appendix C)
49–50	2d4 **plesiosauruses**
51–53	3d6 **merrow**
54–57	1 **harpy matriarch** (see appendix C) and 2d8 **harpies**
58–60	A coven of 3 **sea hags**
61–63	1 **dragon turtle**
64	1 **ancient bronze dragon**
65–75	A ship (generated at random)
76–00	A mysterious island (generated at random)

Random Ships

The characters aren't the only sailors traveling the high seas. Each new vessel they encounter presents an opportunity for adventure. The following rules can be used to generate other ships met on the open seas.

Ship Type

The type of ship the characters meet determines the vessel's statistics, along with how many creatures and how much cargo it can carry.

Ship Type

d100	Ship
01–09	Rowboat
10–25	Keelboat
26–38	Longship
39–60	Sailing ship
61–79	Galley
80–00	Warship

Ship Name

Every ship has a name, which you can create yourself or randomly generate using the Ship Names table. Roll on the table—once for an adjective and once for a noun—to create a ship name.

Ship Names

d20	Adjective	Noun
1	Beautiful	Adventure
2	Bilious	Barnacle
3	Bold	Brawler
4	Cold	Devil
5	Dandy	Dragon
6	Dawn	Gem
7	Drunken	Flower
8	Fiery	Jester
9	Furious	Kraken
10	Grinning	Leviathan
11	Intrepid	Mermaid
12	Jolly	Prince
13	Misty	Princess
14	Rambunctious	Revenge
15	Red	Saber
16	Royal	Shark
17	Salty	Tide
18	Sinful	Treasure
19	Twilight	Victory
20	Zealous	Wanderer