

# CALL FROM THE DEEP

## SHIPS & CREWS



**JVC Parry Presents**

**A Call from the Deep supplement filled  
with ships & crews from the Sword Coast**



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# SYNOPSIS

## SHIPS & CREWS?

This supplementary material is taken from the Call from the Deep Campaign. It contains all the information you need to populate the oceans with ships and crews be they pirate, merchant, naval, or otherwise. The supplement starts with a brief primer on running naval combat, is followed by statistics for ships, and culminates in random ship generation tables, and a few example ships and crews that you can drop straight into your game.

A *DUNGEONS & DRAGONS* 5th Edition supplement.

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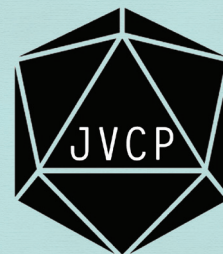
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# COVER ART



A group of adventurers dash toward their stranded ship after a pirate mage begins to cast a spell to melt it from the ice. Will they get there in time to save the *Dragon's Bounty* from bloodthirsty buccaneers?

Artwork from DMsGuild Creator Resources.



# INTRODUCTION

The material presented here is from Appendix D of *Call from the Deep*, a *DUNGEONS & DRAGONS* 5th Edition adventure for characters from 1st to 12th level. It contains everything you need to run a ship, as well as resources for creating new ships and crews, and some examples that you can drop straight into your Forgotten Realms game.

## RUNNING A SHIP

This adventure contains the potential for lots of naval combat. Because of this, you need to note the type of ship the characters are using, its speed, required crew, AC, HP, and damage threshold. These statistics can be found in the “Ship Statistics” section.

When naval combat breaks out, have each vessel roll initiative separately from the rest of the characters. The ships have a bonus to initiative equal to the average bonus of the crew. For example, a ship crewed by mostly guards, who have a +1 to initiative, also has a +1 to initiative.

A ship can take the following actions on its turn; Attack, Dash, or Dodge. When a ship takes the Attack action, assume that it uses all its weapons so long as there are enough crew to use them (remembering that some weapons take multiple action to use). Taking the Dash action allows a ship to move twice as fast as it normally would, but may require a successful Strength check at the DMs discretion. A ship that Dodges is assumed to be manoeuvred in such a way as to make it harder to hit.

At times, the ship may have to make ability checks or saving throws, for example, to avoid a collision with rocks or an enemy vessel, or perhaps to avoid rocks whilst Dashing. Like initiative, refer to the average bonus of the crew.

Ships that are damaged can be repaired. Repairs to a damaged ship can be made while the vessel is berthed. Repairing 1 hit point of damage requires 1 day and costs 20 gp for materials and labour. Ships can also be upgraded (see the “Upgrades” section).

If you don't think your players will enjoy this, you can run their ship for them, or ignore these rules altogether, and simply run the naval battles in a narrative fashion, relying heavily on the characters actions.

## SHIP STATISTICS

Each ship presented below is given a number of different statistics that tell you something about the ship's requirements or capabilities.

**Ship.** This tells you the type of ship you are looking at.

**Cost (gp).** This tells you the cost to purchase or build such a ship in gold pieces.

**Speed (mph).** This tells you the speed of the ship in miles per hour, most useful for travel over long distances out of combat. Remember that ships with sails cannot move without a wind, but can potential move for 24 hours a day if the crew rotate and the wind stays favourable.

**Speed (per turn).** This tells you the how many feet a ship can move on its turn. This statistic is most useful during combat.

**Crew.** A ship needs a crew of skilled hirelings to function. As per the Player's Handbook, one skilled hireling costs at least 2 gp per day. The minimum number of skilled hirelings needed to crew a ship depends on the type of vessel, as shown in the table. If the number of crew drops below this number, the ship cannot function at full capacity (not all weapons can be fired, the ship's speed is reduced by half etc.). The exact nature of the malfunction is determined by the DM. Should the number of crew fall below half this number, the ship cannot be used.

You can track the loyalty of individual crew members or the crew as a whole using the optional loyalty rules in chapter 4 of the *Dungeon Master's Guide*. If at least half the crew becomes disloyal during a voyage, the crew turns hostile and stages a mutiny. If the ship is berthed, disloyal crew members leave the ship and never return.

**Passengers.** The table indicates the number of Small and Medium passengers the ship can accommodate. A Large creature takes up 4 spaces. Most ships are not designed for Huge or larger creatures to board. Accommodations consist of shared hammocks in tight quarters. A ship outfitted with private accommodations can carry one-fifth as many passengers.

A passenger is usually expected to pay 5 sp per day for a hammock, but prices can vary from ship to ship. A small private cabin usually costs 2 gp per day.

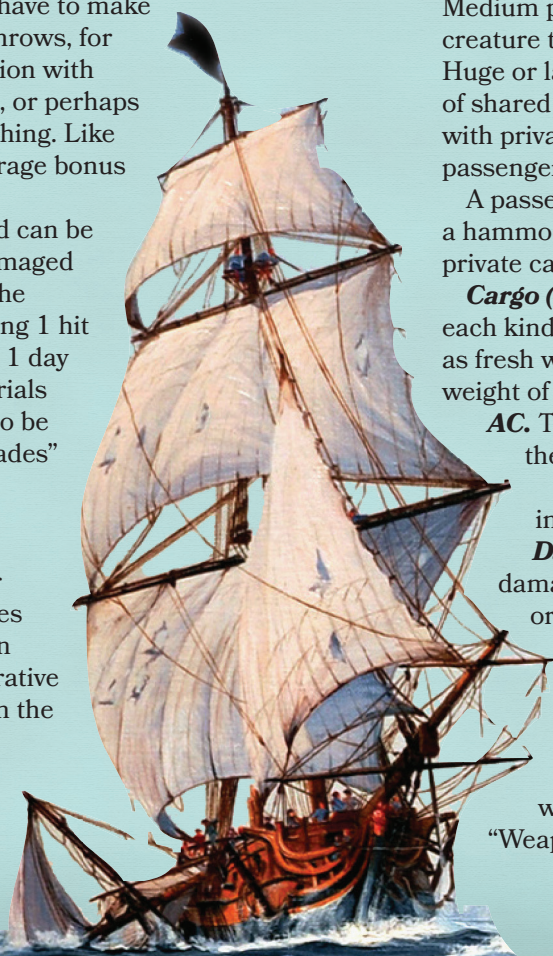
**Cargo (Tons).** The table indicates the maximum tonnage each kind of ship can carry. This includes supplies such as fresh water and rations as well as treasure, but not the weight of any weaponry.

**AC.** This is the ship's armour class, which functions in the same way as a character's AC.

**HP.** This is the ship's hit points, which functions in the same way as a character's hit points.

**Damage Threshold.** A ship has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the ship's hit points.

**Weapon Slots.** This tells you the number of weapons the ship can be outfitted with. See the “Weaponry” section.



## SHIP STATISTICS

The following table contains the statistics for ships as described above.

Ship	Cost (gp)	Speed (mph)	Speed (per turn)	Crew	Passengers	Cargo (tons)	AC	HP	Damage Threshold	Weapon Slots
Bireme	5,000	2	20	20	10	10	15	200	15	3
Caravel	15,000	2	20	15	10	100	15	200	15	3
Coaster	15,000	2	20	12	40	100	15	200	15	1
Cog	10,000	2	20	4	20	40	15	100	15	1
Coracle	20	1	10	1	1	-	11	25	-	-
Galleon	15,000	3	25	30	-	50	15	300	20	5
Galley	30,000	4	35	80	-	150	15	500	20	7
Keelboat	3,000	1	10	1	6	0.5	15	100	10	2
Longship	10,000	3	25	40	150	10	15	300	15	2
Rowboat	50	1.5	15	1	3	-	11	50	-	-
Sailing Ship	10,000	2	20	20	20	100	15	300	15	3
Warship	25,000	2.5	20	60	60	200	15	500	20	10

## WEAPONRY

Most large ships can be outfitted with weaponry. The table below details the various weapons available and includes the statistics needed to attack with the weapon or damage it.

Name	Cost (gp)	AC	HP	To Hit	Reach/Range (feet)	Hit	Actions
Ballista	500	15	50	+6	120/480	16 (3d10) piercing	load, aim, fire
Cannon	2,500	19	75	+6	600/2,400	44 (8d10) bludgeoning	load, aim, fire
Mangonel	750	15	100	+5	200/800 (not within 60)	27 (5d10) bludgeoning	load, aim, fire
Ram	300	15	100	+8	5	16 (3d10) bludgeoning	attack
Scorpio	150	15	30	+5	120/360	11 (2d10) piercing	load, fire
Side-shears	100	19	25	+8	5	11 (2d10) slashing	attack

## UPGRADES

The following table provides potential upgrades for ships.

Effect	Cost (gp)	Time (days)	Result
AC +1	200	10	speed (mph) -1
HP +10	100	10	speed (mph) -1
repair 1 HP	20	1	none
speed (mph) +1	50	10	crew +10
weapon slots +1	200	10	crew +3



# RANDOM SHIPS & CREW

The following tables should help you create random ships and their crews on the fly. Not all combinations will line up correctly; for example, you're unlikely to encounter a lizardfolk navy. In these instances, you could reroll the result, or pick a suitable one.

## SHIP NAME

Roll (d100)	Prefix	Suffix
01	-	Aegis
02	-	Albatross
03	-	Arcadia
04	-	Aurora
05	-	Barracuda
06	-	Beast
07	-	Blade
08	-	Blessing
09	-	Bounty
10	-	Castle
11	-	Charlatan
12	-	Covenant
13	-	Crescent
14	-	Crown
15	-	Cutlass
16	Abyssal	Cutter
17	Alabaster	Destroyer
18	Ample	Dolphin
19	Angel's	Doom
20	Astral	Dragon
21	Black	Dubloon
22	Blessed	Echo
23	Bloody	Eel
24	Blue	Empress
25	Bold	Enchanter
26	Brazen	Endeavour
27	Broken	Explorer
28	Celestial	Falcon
29	Copper	Fin
30	Cursed	Fish
31	Dark	Flower
32	Dawn	Fog
33	Deep	Fortune
34	Defiant	Freighter
35	Devil's	Galley
36	Dusk	Gem
37	Ebony	Ghost
38	Ethereal	Goliath
39	Evening	Hag

Roll (d100)	Prefix	Suffix
40	Fell	Hind
41	Fey	Horn
42	Floating	Hydra
43	Flying	Inferno
44	Forest	Interceptor
45	Frigid	Jewel
46	Futile	Keel
47	Gilded	Knot
48	Gleaming	Leviathan
49	Golden	Lightning
50	Grey	Misery
51	Happy	Morkoth
52	Infamous	Nautilus
53	Infernal	Nemesis
54	Intrepid	Nereid
55	Jaded	Nymph
56	Jolly	Orca
57	King's	Pearl
58	Lady	Prince
59	Lazy	Queen
60	Lord's	Quest
61	Lost	Raptor
62	Merry	Ray
63	Millenium	Reaper
64	Morning	Revenge
65	Nippy	Riposte
66	Northern	Roc
67	Precious	Rose
68	Princess	Saviour
69	Red	Sawfish
70	Reluctant	Scorpion
71	Rogue	Shadow
72	Royal	Shark
73	Rusty	Siren
74	Saint	Solent
75	Salty	Star
76	Scarlet	Stripe
77	Sea	Surprise
78	Sea	Swan

## SHIP TYPE

Roll (d100)	Prefix	Suffix
79	Second	Sword
80	Silvery	Thunder
81	Slippery	Tiger
82	Sneaky	Trader
83	Southern	Treader
84	Stealth	Treasure
85	Stormlord's	Troll
86	Stormy	Trove
87	Styxian	Turtle
88	Swift	Unicorn
89	Talos's	Valkyrie
90	Tarterian	Venture
91	The Bitch Queen's	Victory
92	Tossing	Viper
93	Umberlee's	Voyage
94	Violet	Wanderer
95	Water	Wave
96	Wavemother's	Whale
97	Wayward	Witch
98	White	Wrath
99	Yellow	Wyrn
00	Ysgardian	Wyvern

Roll (d100)	Ship Type
01-10	Bireme
11-25	Caravel
26-40	Coaster
41-50	Cog
51-52	Coracle
53-54	Galleon
55-58	Galley
59-73	Keelboat
74-85	Longship
86-90	Rowboat
91-98	Sailing Ship
99-00	Warship

## SHIP FUNCTION

Roll (d20)	Ship Function
1-7	Merchant
8-9	Naval
10-17	Pirate
18-20	Trade

**Merchant.** Merchant ships typically belong to a trading company, such as the Scaly Eye Merchant Company. They are commonly captained by wealthy traders who buy and sell wares in major cities. Their crew are often hired mercenaries from factions such as the Zhentarim or Flaming Fists. Most mercenary crews have neutral alignments.

**Naval.** Naval ships are those belonging to an organised force, such as the White Sails Mercenary Company of Mintarn or the Waterdhavian Navy. Naval ships are most often encountered patrolling major sea lanes for pirates. Most naval crews have lawful-good or -evil alignments.

**Pirate.** Pirate ships are those crewed by criminals and cutthroats. They range from organised bands of Zhentarim thugs to bloodthirsty monstrous humanoids in longboats eager for slaughter and plunder. Pirate ships always attack smaller ships they think they can board. Most pirate crews have chaotic-evil or -neutral alignments.

**Trade.** Trade ships are those such as fishers, whalers, and professional treasure hunters. They differ from merchant ships in that they are actually engaged in a craft of some kind, rather than trading one resource for another. Most trade crews have lawful alignments.



## SHIP CREW

Assume any ship you create is fully crewed. This table provides you with inspiration for the crew races, statistics, and potential captains.

Roll (d100)	Crew
01-05	<b>bugbears, bugbear chief</b>
06-10	Dwarf <b>guards</b> , dwarf <b>noble</b>
11-20	Dwarf <b>veterans</b> , dwarf <b>knight</b>
21-25	Elf <b>scouts</b> , elf <b>spy</b>
26-30	Elf <b>veterans</b> , elf <b>veteran</b> with 90 hit points
31-35	Gnome <b>commoners</b> , gnome <b>swashbuckler</b>
36-43	<b>goblins, goblin boss</b>
44-46	Human <b>acolytes</b> , human <b>priest</b>
47-55	Human <b>bandits</b> , human <b>bandit captain</b>
56-64	Human <b>berserkers</b> , human <b>gladiator</b>
65-72	Human <b>guards</b> , human <b>veteran</b>
73-80	Human <b>thugs</b> , human <b>berserker</b>
81-83	<b>lizardfolk, lizardfolk king/queen</b>
84-85	<b>minotaur</b> , minotaur <b>gladiator</b>
86-90	<b>orcs, orc war chief</b>
91-00	<b>sahuagin, sahuagin baron</b>

## SHIP WEAPONRY

Roll once on the ship weaponry table for each available weapon slot the ship has.

Roll (d20)	Weapon
1-6	Ballista
7	Cannon
8-9	Mangonel
10-12	Ram
13-15	Scorpio
16-20	Side-shears

## SHIP TREASURE

Depending on the variety of ship you encounter, their treasure might take different forms. Anything from chests full of coins, stolen artwork, bags of gems and precious metals, trade goods and magic items can be found aboard.

Roll (d100)	Treasure
01-15	None
16-30	1d4 gp per crew
31-45	1d6 gp per crew
46-55	1d8 gp per crew
56-65	1d10 per crew
66-75	1d12 per crew
76-80	1d6 per crew plus 250 gp of treasure items
81-85	1d6 per crew plus 500 gp of treasure items
86-92	1d6 per crew plus 1d4 items from Magic Item Table A
93-98	1d6 per crew plus 1d4 items from Magic Item Table B
99-00	1d6 per crew plus 1d4 items from Magic Item Table C

Magic items rolled on the treasure table that are consumable or usable are not left in the hold of a ship, unless they are specifically part of the cargo. More commonly, the magic items are used by the captain of the ship, or by important members of the crew. For example, most magic weapons rolled will be in the hands of the captain, whereas an item that improves perception, such as *goggles of the night* or *eyes of the eagle* might belong to the lookout.

As well as the treasure rolled on the table, ships always have less valuable items aboard such as rope, rations, kegs of weak ale and the like. Ship lookouts often carry spyglasses, which are worth 1,000 gp. If you don't want your players to have such a valuable item, consider making it cracked, dented, or otherwise impaired.



# EXAMPLE SHIPS & CREW

The following examples of ships and their crew can be dropped straight into your Forgotten Realms campaign, or campaigns set in other worlds with a little tinkering.

## THE BREAKING DUSK

**Type** Caravel

**Function** Pirate

**Crew** 15 human **bandits**

**Captain** Renk Stormgale (NE male half-orc **bandit captain** wielding a *scimitar of speed*)

**Weaponry** 2 ballistae, 1 ram

**Treasure** 1d6 gp per crew

The Breaking Dusk is a notorious pirate ship that plies the waters south of the Nelanther Isles known as The Race. The ship flies the flag of the Black Armada, three red cutlasses on a field of black. Captain Ander Stormgale is a charismatic individual and would prefer his targets to give up their ship 'willingly' than take it from them by force. At a press, he'd accept a duel instead of a full out naval fight, which is likely to end badly for both boats.

If the Breaking Dusk is forced into combat, it attempts to ram the opposing ship, before the crew use grappling hooks to tether the two vessels together and board. The ballistae are used primarily as harpoons fulfilling the same purpose as the grappling hooks, but prefer not to use them due to the damage they cause.

## THE BURNING SKULL

**Type** Bireme

**Function** Pirate

**Crew** 20 **minotaur skeletons**

**Captain** Black Gurruk (NE male minotaur **necromancer**)

**Weaponry** 1 ram, side-shears

**Treasure** 1d10 gp per crew

Famed for terrorising merchant ships that ply Asavir's Channel, the stretch of water between the Nelanther Isles and the Tethyrian Peninsula, the Burning Skull is no named because of the enormous, minotaur-skull shaped ram which is affixed to the bow of the ship. This ram contains a steel cage which the crew fill with rags soaked in oil and set alight, causing searing flame to burst from its eyes. Black Gurruk is a gaunt, emaciated minotaur who wields a humanoid spine as a staff. His obsessed with necromancy was inspired by a hideous grimoire he found in the ruins of an ancient city that made him shun the living, and embrace the undead.

In combat, the Burning Skull ignites the ram at the bow of the ship, and uses its action to Dash toward the closest foe. The strength of the minotaur skeletons means the Burning Skull can easily catch most ships, and smash their flaming ram into their target's side. As well as its normal damage, the ram deals an additional 11 (2d10) fire damage and ignites any flammable objects it hits. Black Gurruk stays on the ship during attacks, but commands his skeletal warriors to board and kidnap as many as they can.

## THE FLAMING LEGION

**Type** Sailing Ship

**Function** Naval

**Crew** 20 human Flaming Fist **guards**, 10 human Flaming Fist **veterans**

**Captain** Emeline Arranwood (LG female Chondathan human **veteran**)

**Weaponry** 2 ballistae, side-shears

**Treasure** 1d10 gp per crew

Pride of the Flaming Fist mercenary company, the Flaming Legion is renowned for its speed and crew. Captain Arranwood ranks highly in the Flaming Fists, and is currently in the employ of Grand Duke Ulder Ravengard of Baldur's Gate. The Flaming Legion has been patrolling the major sea lanes into and out of Baldur's Gate, ensuring the port stays open and merchant ships can dock without being harassed by pirates.

When the Flaming Legion enters combat, it tries to cut alongside pirate vessels, shearing their oars or tearing into their hull with the side-shears. They use the ballistae to launch flaming bolts onto the deck of pirate ships, aiming to ignite their sails or crack their masts. If they're close enough to board, the Flaming Fist veterans use boarding planks to charge over and incapacitate the crew.

## KHURGORBAEYAG'S SPLEEN

**Type** Coaster

**Function** Pirate

**Crew** 20 **goblins**, 1 **nilbog**

**Captain** Skrat (NE female **goblin boss** with a *+1 whip*)

**Weaponry** 1 scorpio

**Treasure** 1d6 gp per crew

Cutting through the waves along the Sword Coast, the yellow-and-red striped coaster is well known to those living along the stretch between the Trollbark Forest and Baldur's Gate. The goblin crew are crazed followers of their slaver god Khurgorbaeyag, who demands that they take hostage as many humanoids as possible to either ransom back to their homes, or sacrifice as offerings to him. Captain Skrat is the worst fanatic of the lot, going into fits of depression if they fail to take captives every few days. Skrat wields a holy yellow-and-red striped whip, blessed by her god, which she uses to vicious effect on any who question her rule.

Khurgorbaeyag's Spleen avoid combat with larger ships at all costs. Its small size means it can easily nip through rocky passages and escape larger caravels or sailing ships. However, when the coaster discovers ships of similar build; other coasters, cogs, or rowboats, it attacks with zeal. The coaster tries to anchor itself to the opposing ship with a harpoon shot from the scorpio, which allows them to draw closer and board. They take as many captives as possible.





## LUSKAN'S REPRIEVE

**Type** Warship

**Function** Naval

**Crew** 60 human **guards**, 20 human **veterans**

**Captain** Erhart Kurth (LN male Illuskan human **gladiator**)

**Weaponry** 4 ballistae, 1 mangonel, 1 ram, 3 scorpions, side shears

**Treasure** 1d6 gp per crew

Luskan, the City of Sails, is one of the main bases of piracy on the Sword Coast. A dozen or so small port towns along the coast harbour pirates in their rough-and-tumble taverns, but there is no rival to Luskan when it comes to a safe port, repairs, and new crew. Luskan is ruled by Ships, each of which is responsible for different city business, one of which is piracy. However, in order to prevent war between itself and the powerful Lord's Alliance, Ship Kurth of Luskan provides a few warships to patrol the sea lanes, and sink any pirate vessels that aren't under the protection of its own Ship Suljack. Luskan's Reprieve was constructed solely for this purpose. After the Lord's Alliance began putting pressure on Luskan to cease piracy along the Sword Coast, the City of Sails cut a deal to build three immense warships, each outfitted with a devastating arsenal of weaponry, to deal with pirates plundering along the coast.

When pursuing pirates, Luskan's Reprieve simply unloads its full arsenal against the enemy vessel. The warship has no agenda save to remove pirates from the shipping routes, and Captain Kurth, brother of High Captain Beniago Kurth, is content to scare them off with a few ballista bolts and mangonel shots. Only if the pirates seem to have something worth taking, such as a well-made ship, a magic item, or a fine treasure, does Luskan's Reprieve pursue.

## THE OSPREY

**Type** Longship

**Function** Pirate

**Crew** 50 human **berserkers**

**Captain** Leif Helder (N male Illuskan human **gladiator** with a *spellguard shield*)

**Weaponry** ram, 1 scorio

**Treasure** 1d6 gp per crew

Northlanders are famed for their dragonships, longships with figureheads carved to resemble dragons, ocean monsters and other sea life. The Osprey is one of these boats, crewed by a band of Norl raiders from the island of Tuern. The aim of Captain Helder is simple, raid until they've gathered enough supplies to last the vicious winter of their home. Norls lead a life defined by seasons. In the spring and summer they farm, in the autumn they raid, in the winter they hibernate. The Sword Coast is the main target of these raids, small villages are plundered by the Northlanders who take their stored grain, farming tools, and treasures. The Osprey has found their own site in the Moonshae Isles, where Rault the Wise, king of Norland, gives them a safe harbour in return for a cut of their plunder.

The Osprey is built for speed. It has little interest in ship on ship combat, but if pressed will attempt to ram and board using planks of wood. The crew of the Osprey are burly Northmen who are no strangers to killing, but would rather see their home shores again. Because of this, they fight defensively, aiming to kill captains and break the morale of their foes. When attacking coastal settlements, the longship grounds itself on the closest beach, and the crew unload, headed straight for the village. Again, the Norls will kill if they have to, but would prefer to get in and out as fast as possible, without incurring any casualties.

## RUSTY HARPOON

**Type** Sailing Ship

**Function** Trade

**Crew** 20 human **thugs**, 2 **half-ogres**

**Captain** Lagertha Scarsson (N female Illuskan human **thug**)

**Weaponry** 1 ballista, 2 scorpios

**Treasure** None

Hailing from Ruathym, an island populated by Norls north of the Moonshae Isles, the Rusty Harpoon is a beat-up old sailing vessel with a hull plated in a sheet of battered iron. Captain Scarsson is just as weather-beaten as her ship, having spent decades out at sea whaling. She's full of tales of beasts of the deep, bloodthirsty pirates, and 'the one that got away.' The ship reeks of ambergris and fishguts.

The Rusty Harpoon avoids combat at all costs. They're not equipped to fight against pirates, although Captain Scarsson has held her own against them in the past. If pressed, the vessel uses its harpoons to try and blast holes into the opposing ship's hull, hoping to slow it down enough to make a getaway.

## SIREN'S TROVE

**Type** Cog

**Function** Merchant

**Crew** 4 dwarf **guards** and six dwarf **commoners**

**Captain** Finellen Goldblood (NG female shield dwarf **noble**)

**Weaponry** 1 scorpio

**Treasure** 1d6 gp per crew plus 250 gp of precious metal ingots

Siren's Trove is one of the many merchant vessels that sails under the pennant of the Scaly Eye Merchant Company. The proprietor of the Scaly Eye is Lhammauntosz, also known as Mother Claws, an ancient bronze dragon who lairs on the island of Orlumbor. Most pirates aren't foolhardy enough to attack a Scaly Eye ship, for fear of the dragon's wrath, but with the Black Armada gaining power, who knows whether the dragon will be enough of a deterrent.

Captain Goldblood runs a tight ship. She transports goods up and down the Sword Coast, mostly between Fireshear and Ironmaster to the larger cities of Waterdeep and Baldur's Gate. This cargo normally consists of shipments of precious metals or weaponry for militias in the larger cities. Sometimes a private shipment of gems, dwarven sculpture, or magic items is aboard too.

The small cog only has a single scorpio to protect itself against pirates, but a well-placed shot in the captain's chest solves most problems. Thankfully, the ship is under the protection of Mother Claws, who uses *scrying* to keep a close eye on her ships. If the Siren's Trove is in trouble, there's a good chance the ancient bronze dragon will appear to rescue it from whoever was foolhardy enough to attack it.

## STORMCHASER

**Type** Caravel

**Function** Naval

**Crew** 15 **priests** of Talos

**Captain** Stormlord Arden (LE male Chondathan human **war priest** of Talos with a *javelin of lightning*)

**Weaponry** 2 ballistae, 1 scorpio

**Treasure** 1dd6 gp per crew

The Stormchaser is a close to a floating temple as you can imagine. The great wooden vessel is constructed for the sole purpose of getting as close to storms as possible. Here, in the heart of the tempest, the priests of Talos can commune with their god, gain insight into the future, how best to destroy their foes, and where the greatest storms will appear for their next sermon. Despite this seemingly foolhardy quest, the Stormchaser has not yet been harmed by a squall, perhaps because the clergy aboard are truly devout.

As well as chasing storms, the caravel plays a lesser role as protector and extorter. The ship is well known along the Sword Coast as a pirate-killer, but Stormlord Arden does this for profit, not for good. If the Stormchaser comes across a pirate vessel, it uses its ballistae to fire swinging chain bolts, which are perfect for shattering masts and tearing sails. Once the pirates are immobilised, the priests call down bolts of lightning to strike the vessel, sinking it to the depths. If the Stormchaser spots other, civilised vessels, it pulls up dangerously close and asks for protection payment. Without the Stormchaser, Stormlord Arden claims, their ships would be raided by pirates and wrecked by storms. A few hundred gold pieces is a fair price.

## WATER'S CROWN

**Type** Keelboat

**Function** Merchant

**Crew** 4 Zhentarim **guards**

**Captain** Rabi Bakran (LE female Calishite human **swashbuckler** with a pet **flying snake**)

**Weaponry** 1 cannon, 1 scorpio

**Treasure** 1d6 gp per crew plus 500 gp in stolen goods

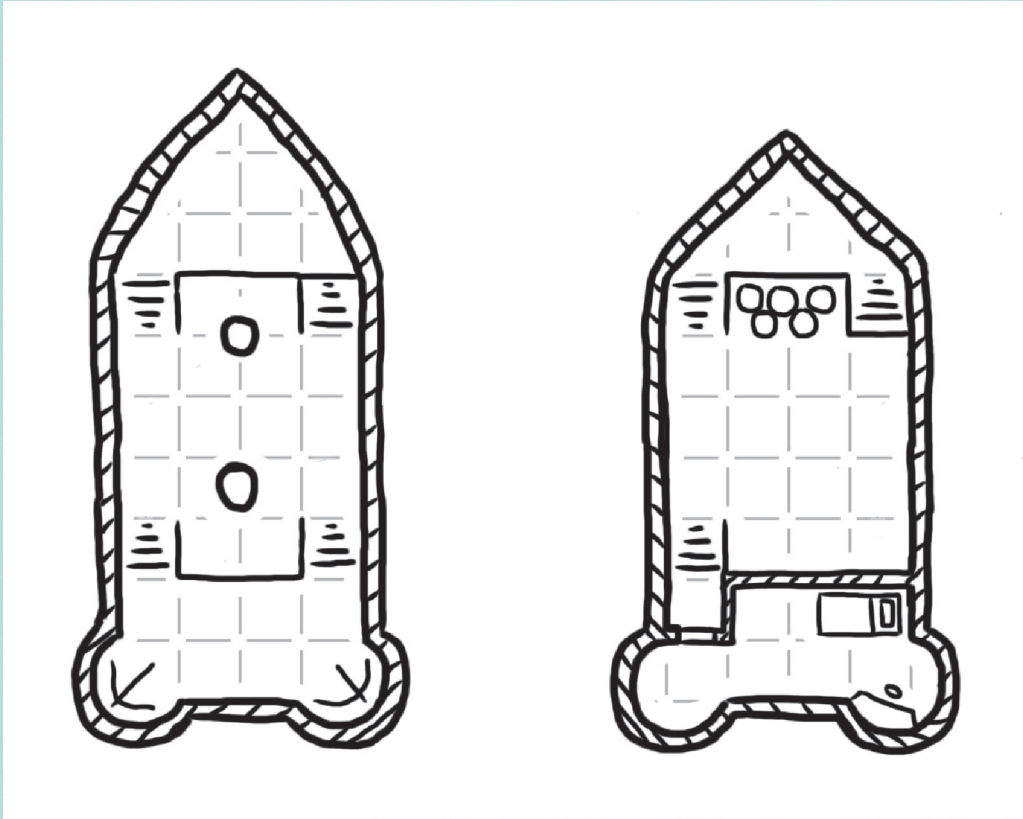
Captain Bakran is one of the Black Network's finest fences. She seems to have contacts up and down the Sword Coast, in the Merchant's Domain of Amn and, of course, in her native Calimshan. Rabi has even visited the far flung continent of Chult, and the dotted islands in between. It was on the isle of Lantan that the gnomish worshippers of Gond outfitted Water's Crown with her cannon, a fearsome tube of iron fashioned in the shape of a dragon's head, that spits great balls of metal in a burst of fire and smoke.

Water's Crown avoids trouble wherever possible. Bribes are its primary source of escaping combat and detection, but if that doesn't work, the cannon tends to do the job. Captain Bakran's goal is to get in and out of her pick-up as fast as possible, and into some far away port with haste so she can shift the goods before they're even been reported missing.

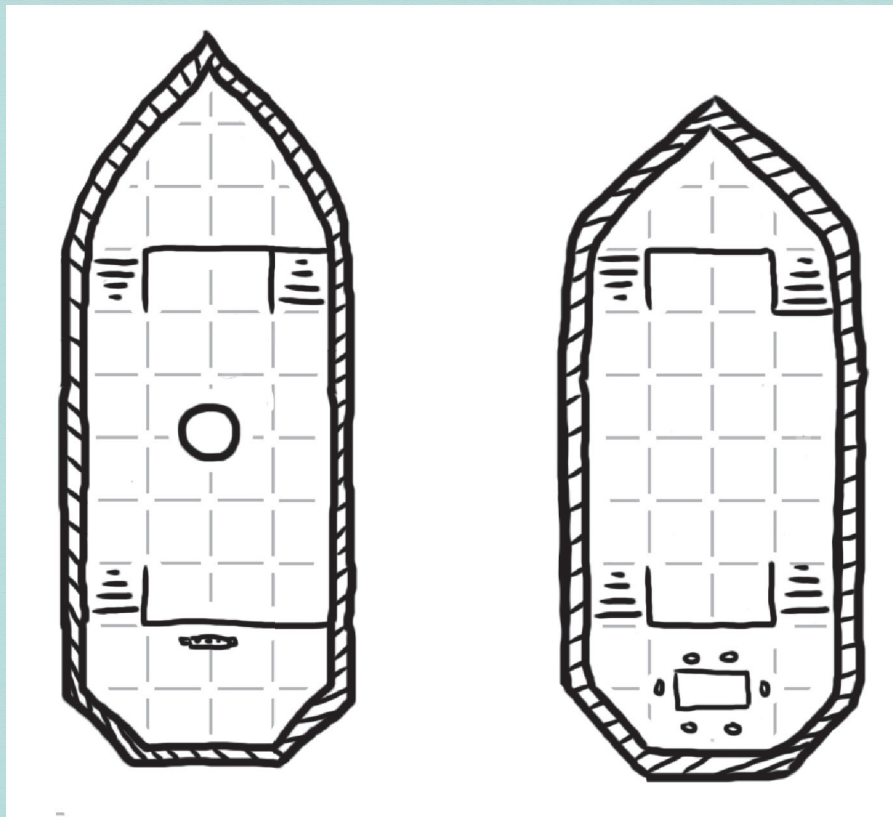
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JVC Parry - jvcparry.com

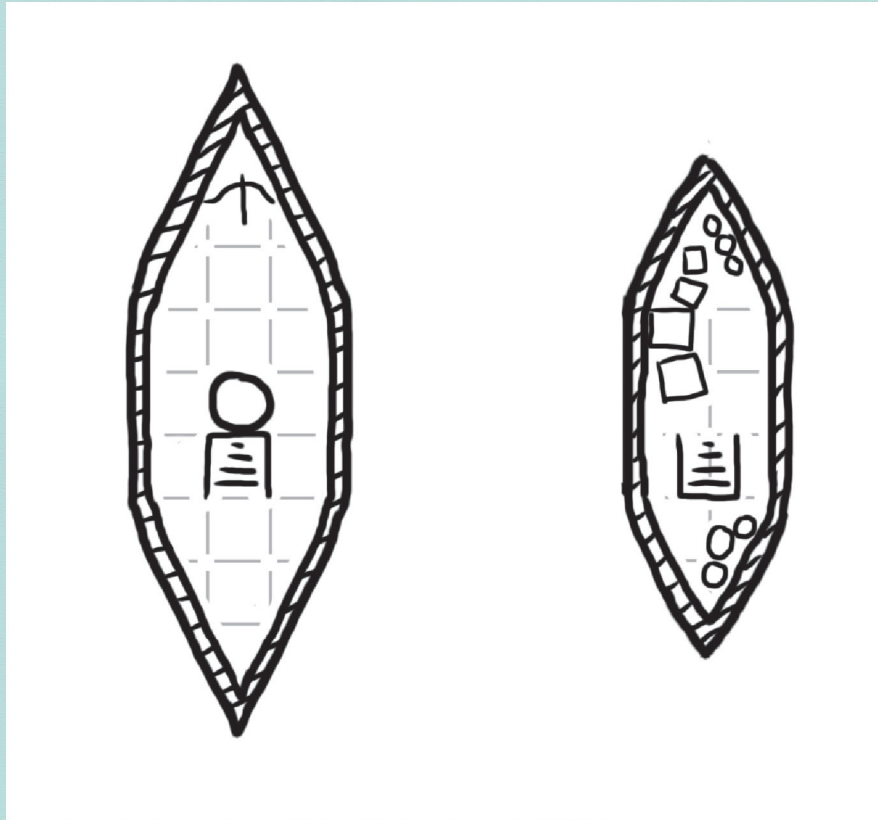
## CARAVEL



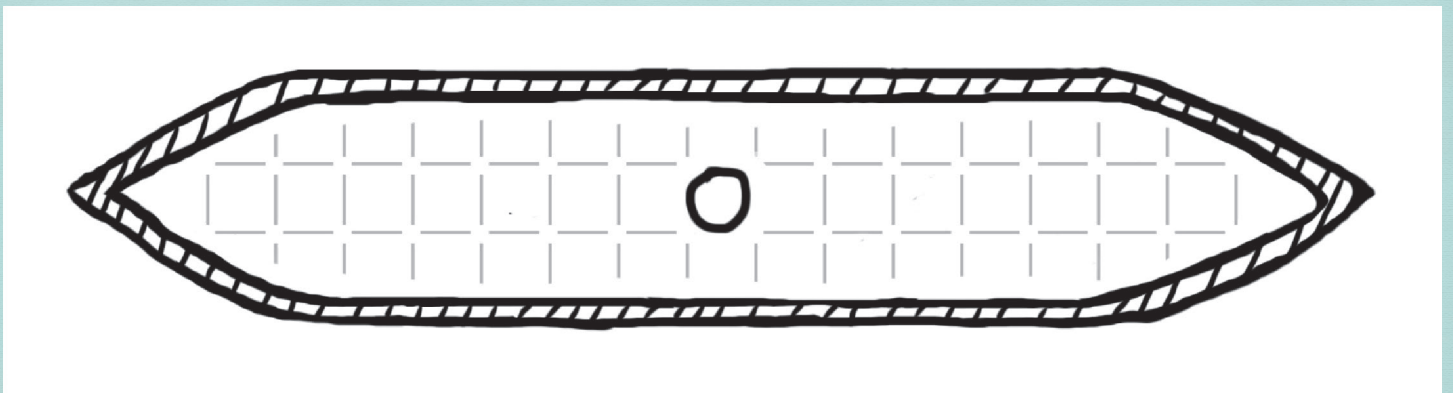
## COASTER



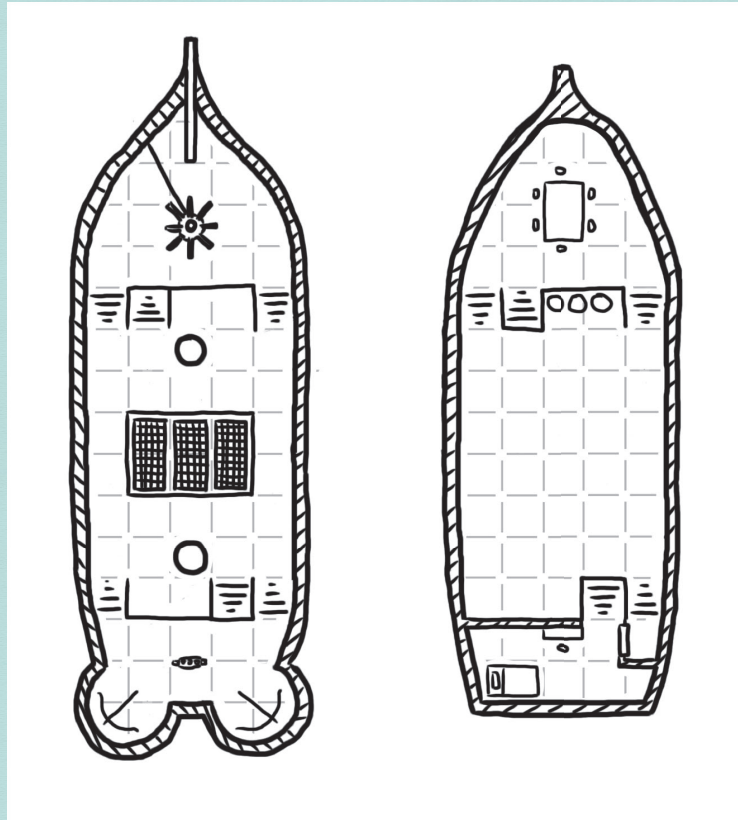
# KEELBOAT



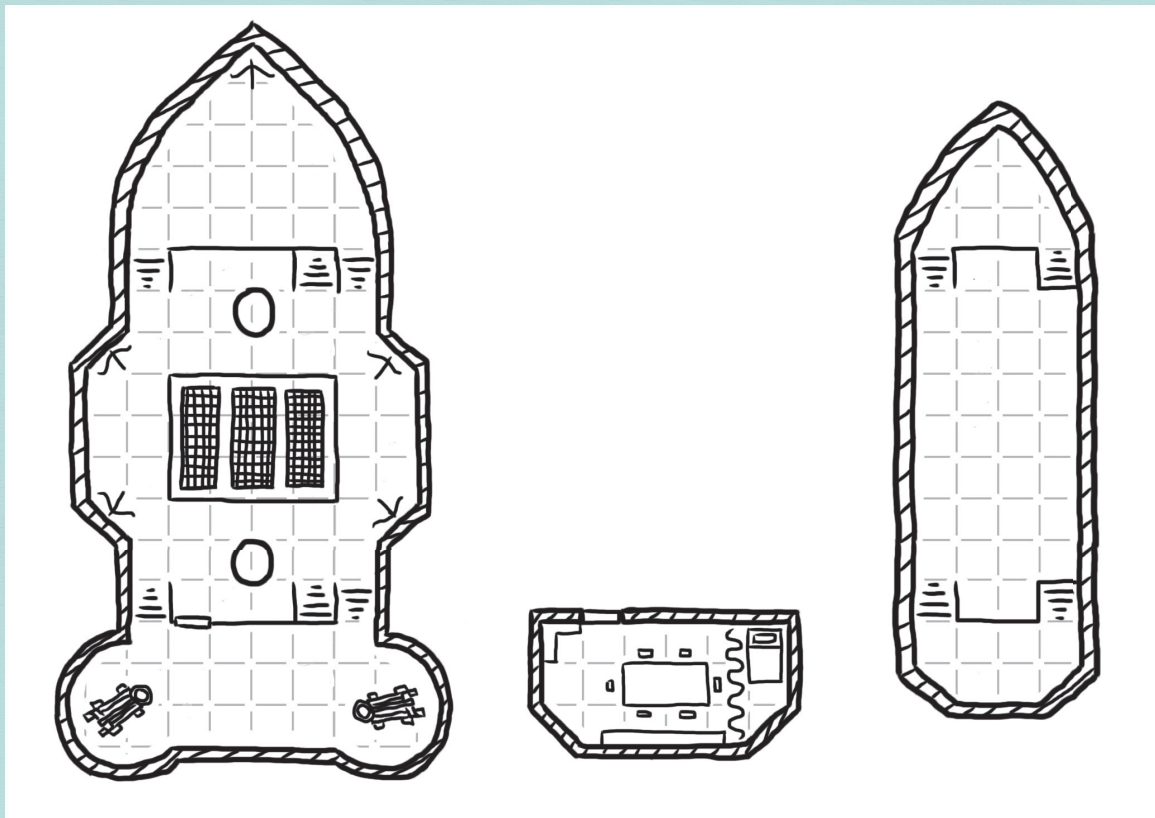
# LONGSHIP



## SAILING SHIP



## WARSHIP



# SOMETHING ALIEN HAS LANDED IN THE REALMS

While the cities of the Sword Coast try to defend themselves from raiding buccaneers, bloodthirsty sea devils and piscine mutants, the characters must join the dots, and uncover what's occurring beneath the Trackless Sea.

