

SAILOR'S GUIDE



A player's orientation to Silk Road Guide to Seafaring,
along with all Backgrounds, Feats, and Subclasses



Table of Contents

INTRODUCTION	4
SETTING OVERVIEW	5
A LIFE AT SEA	9
FACTIONS.	10
BACKGROUNDS.	14
SUBCLASSES	16
BARBARIAN: PATH OF THE PICT	16
BARD: COLLEGE OF SHANTIES.	17
DRUID: CIRCLE OF THE WAYFINDER.	18
MONK: WAY OF THE JIAN	19
WARLOCK PATRON: THE LEVIATHAN	20
FEATS.	21
SHIPS.	23
SMALL VESSELS	50
UPGRADES	52
SPELLS	60
GET INSPIRED!	70
LEGAL	72

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Character Name:

For each topic or theme listed below, respond with your willingness to include that content in the game. **Consent** means that you have no reservations about the topic or theme. **Veil** means that the GM might make the content part of the story, but will “fade to black” in the narration without going into detail. **Line** means that the content will never come up as part of the story at all.

Topic / Theme	Consent	Veil	Line	Specific Note:
Sharks/Jellyfish/Squids/Octopuses	☐	☐	☐	
Violence, blood, or gore	☐	☐	☐	
Political corruption / oppression / subjugation	☐	☐	☐	
Real-world war and politics	☐	☐	☐	
Hostage situations / tough choices	☐	☐	☐	
Natural disasters / extreme weather events	☐	☐	☐	
Extreme heat, cold, thirst, hunger	☐	☐	☐	
Claustrophobia / paralysis / captivity	☐	☐	☐	
Lost at sea / shipwrecks / island stranding	☐	☐	☐	
Thalassophobia / Drowning	☐	☐	☐	
Harm to animals / harm to children	☐	☐	☐	
Discrimination / homophobia / racism / sexism	☐	☐	☐	
Self-harm	☐	☐	☐	
Memory loss / identity confusion	☐	☐	☐	
Sex / romance	☐	☐	☐	
Gaslighting / psychological manipulation	☐	☐	☐	

Is there anything else you would like your Game Master to know?

Using the rating system from the MPAA, how would you like this game to be rated?

G	PG	PG-13	R	NC-17
☐	☐	☐	☐	☐

☐ Check this box if you would like your Game Master to follow up with you about this survey.

Introduction

INTRODUCTION

There is something magical about traveling on the open sea. The unmatched beauty of an endless blue horizon, the dreams of adventure and distant lands, the mystery, the danger, the opportunity, the forbidden; there is something exciting and frightening and deeply romantic about the sea that tugs at our soul. In the first century, the sea promised all of this and something more: freedom.

In a world dominated by great empires like Rome, Parthia, and China, the sea offered a way out. A life at sea promised a new world of opportunity, but only if you could chart the course; it promised freedom from persecution, but only if you braved the dangers that lurked in the deep; and it promised treasure and fortune, but only as long as you steered clear of pirates... or became them. The sea wasn't safe, but it was better than the alternative.

USING THIS BOOK

This is a guide to the people, ships, cultures, folklore of the maritime Silk Road trade routes during the year 54 CE. Essentially, this guide will help orient you to the world and inspire you to create a character, without revealing too much of what your GM has in store for your game.

Before you begin, make sure to complete the "Content Sensitivity Checklist" on page 3 and send it to your GM. This will ensure that the content they include in your game will be right up your alley. Next, feel free to flip through the setting information and folklore in this book to get an idea of what kind of character you want to create, and what kind of adventure you want to have. As always, make sure to communicate with your GM through this process to make sure everyone's on the same page!

WHERE DOES IT ALL BEGIN?

You may wish to start by reading the **Setting Overview** to get a sense of the world you are about to venture into. Next, talk to your GM about where your adventure is going to start. Next, read about the **Factions** that inhabit the world, and start thinking about the character you are going to play, and what their backstory might be. After that, ask your GM what subclasses are allowed for this game, which may or may not include some of those provided on page 16. You might also want to check out the new spells included on page 60.

Finally, ask your GM if your adventuring party is going to start with a **Patron** (page 6), or if you can have access to a **Periplus** (page 65). Other than that, feel free read through this guide and think of what your new life at sea might hold.



Setting Overview

INTRODUCTION

This seafaring guide is set during the year 56 CE, during the height of power of both the Roman Empire and Han Dynasty China. This time period is filled with interesting characters, beautiful locations, and mysterious events that make it perfect setting for an epic adventure on the high seas. The series of trade routes known as the “Silk Road” have expanded to include a complex network of sea routes, and enterprising adventurers can earn a great deal of wealth if they are willing to brave the unknown dangers of the high seas to deliver trade goods between nations. The information in the following sections provide information about the politics, languages, economy and geography of the world as it exists in the first century.

OVERVIEW

The first century is a violent and troubled time to be a land-dweller.

- Rome continues to expand in its quest for world domination, and the ambitious new emperor, Nero, is on the brink of launching violent persecutions against religious minorities in his domain.
- The emperor Guangwu has conquered the regional warlords and consolidated power across all of China under the throne in Luoyang.
- The various tribes of the Celt people are preparing to make their last stand against Roman incursions from the south.
- The Indian subcontinent has become the wealthiest nation in the world, but is still struggling from internal divisions.
- Power shifts in the empires of Sheba and Parthia have left them vulnerable to Roman expansion, but their control of the Arabian ports makes them key players in worldwide trade.

More information about these various peoples is available in “Factions” on page 10. In the midst of these political and military tensions, the one thing that unifies all nations is the desire for wealth, and there is no more lucrative way to earn coin than to take to the seas.

CURRENCY

Currency during this time is dominated by the coin. In particular, the silver piece was the principal form of exchange. The standardized use of precious metals in coin presses worldwide have led to far easier trade, especially for

merchants and adventurers who often travel between nations. Because all coinage worldwide is minted with the same materials, there is no need to standardize the size or shape of currency, as each individual coin is literally worth its weight in gold.

Most kingdoms worldwide break down their currency into denominations of copper, bronze, silver, and gold coins. In some regions there will be slight fluctuations in the perceived value of a particular metal. For example, in India where silver mines are more plentiful, the value of a silver piece is valued lower than it would be in Rome or Africa. Also, the number of silver pieces that it takes to make one gold piece will be different depending on the weight of the coins themselves. For example, in China the conversion was 10 silver pieces (*Ban Liang*) to 1 gold piece (*Jin*), while in Rome the smaller and lighter silver piece (*Denarius*) converted to a gold piece (*Aureus*) at closer to 24 to 1. Thus, trade between Roman and Chinese merchants would be conducted with scales to measure total weight, rather than in counting out a number of coins. For larger purchases (such as a ship), prices would be calculated using “talents” where a *talent* was equal to a predetermined total weight of silver (usually around 30 kg or 6,500 silver pieces). However, just like coinage, the total weight of a *talent* could vary from nation to nation.

This method greatly simplified commerce for ancient merchants, but it isn’t exactly easy (or fun) for a roleplaying game. For the purposes of keeping things simple and streamlined with other 5E settings, this module will embrace the ancient Chinese (and standard 5E) conversion rate where 10 copper pieces (cp) equals 1 silver piece (sp), 10 sp equals 1 gold piece (gp), and 650 gp equals 1 talent. In general, *talents* will only come into play during the process of purchasing a ship.



PATRONS AND TALENTS

Ships are too expensive for most adventurers to afford, and simply allowing player characters to start with more gold can cause way more problems than it solves. This book will introduce a type of NPC called a “patron,” who may offer to financially support an adventuring party in exchange for an ongoing service. This book will also introduce a type of currency used by patrons called a “talent,” which can be used to buy or upgrade ships, but cannot be abused in the way that normal currency can. Your GM might introduce your party to a Patron at the start of the game, or you may need to find one during the course of your travels.

EQUIPMENT

Any weapons, armor, or adventuring equipment from standard 5E rules may be used in this module.

LANGUAGES

This book offers 16 languages to choose from during character creation. All languages are listed in the table below, in order from most to least common. Thus, the languages at the top of the table (such as Greek, Latin, or Chinese) are spoken by the most people worldwide, with less common languages (like Bantu or Japonic) appearing at the bottom. Choosing a more common language will give your character the best chance of being understood when visiting foreign nations, but don’t overlook the uncommon languages, which might open doors that otherwise wouldn’t be available to you!

Each language is described in great detail below the table.

COMMON LANGUAGES

Greek (Common)	Latin
Chinese	Prakrit
Sabaic	Gallic
Malay	Aramaic

UNCOMMON LANGUAGES

Tamil	Norse
Meroic	Vietic
Sign (Eastern)	Sign (Western)
Bantu	Japonic

GREEK (COMMON)

Due to the wide-reaching conquests of Alexander the Great, Greek is by far the most widely spoken language worldwide, and bridges between the most cultures and empires. Whenever typical 5E rules refer to “Common” as a language (such as during character creation), this setting will assume that Common is Greek.

LATIN

The official language of the Roman Empire is the

second most spoken language worldwide, with about 75 million native speakers. Those who trade in the Inner Sea or regularly deal with the empire may wish to learn Latin.

CHINESE

Another very common language, with around 60 million native speakers is Chinese. Chinese is the official language of the recently-consolidated Han empire, and common among seafaring merchants.

PRAKRIT

During the rise of the Silk Road trading routes, the use of Sanskrit has given way into a new hybrid language known as “Prakrit” in the Indian subcontinent. Prakrit is Mostly spoken in the north of the Indian subcontinent, but given the amount of wealth and trade that occurs in these ports, enterprising merchants may wish to learn Prakrit to conduct business efficiently.

SABAIC

Sabaic is the official language of the nation of Sheba, and uses the Ge’ez script.

GALLIC

Gallic, or Gaulish, is the most widely spoken language amongst the Celt tribes of the northern mountains.

MALAY

The Malayo-Polynesian language (simplified to “Malay”), is the language of the South Island (“Austronesian”) people. Although each island has a distinct dialect, a person who learns Malay should be able to roughly translate between the various dialects of these islands.

ARAMAIC

This semitic language is widely spoken by Jewish communities throughout the region of the middle east.

TAMIL

This ancient language is spoken by the three kingdoms in the southern tip of the Indian subcontinent.

NORSE

A branch of the Germanic language family, this dialect (technically a version of “proto-norse”) is spoken only by the seafaring Northlanders around the frozen fjords of modern day Iceland and Scandinavia.

MEROIC

Meroic is the ancestral language of the ancient Kingdom of Kush. The Meroic script is derived from Old Egyptian hieroglyphs, but has since evolved into a language all its own. Meroic has fallen from prominence as a language, and is now only spoken by the people living along the rivers of northern Africa.

SIGN

Various people throughout the world speak a form of visual-manual language known as “Sign.” Some people communicate through Sign out of necessity (because of

a hearing or speaking impairment), while others use Sign as a way of communicating silently while hunting, or over great distance, such as between ships that are hundreds of feet apart. Although there are some commonalities between different Sign language families, the reality is that there are probably hundreds of Sign languages in use throughout the Silk Road. To simplify (and gamify) this language, this book will consolidate Sign into eastern and western language families.

Eastern Sign. Various dialects of Eastern Sign are used throughout China and India, but are most prevalent in the Southern Islands, where they are used by Wayfinders as a way to communicate from ship to ship. A person that learns Eastern Sign can roughly translate between these various dialects.

Western Sign. Various dialects of Western Sign are used throughout Europe, Africa, and the Middle East. A person that learns Western Sign can roughly translate between these various dialects.

JAPONIC

This early ancestor of the Japanese language is spoken throughout the Korean peninsula, the islands of Japan, as well as the Ryukyu islands. The speakers of Japonic currently have not devised their own writing system, and have instead adopted the Lishu script, which is identical to written Chinese, even though it is a distinct spoken language.

BANTU

Bantu is the language family of the tribes of sub-Saharan Africa. Each tribe has a distinct dialect of Bantu, but a person who learns Bantu should be able to roughly translate between the various dialects of these tribes.

VIETIC

Vietic is the language of the southeast Asian peoples living near the thriving port of Cattigara. These people are currently under the control of the Han Dynasty, and so they are required to write using Chinese characters, although their method of writing is distinct from Chinese.

TERRAIN

This module introduces three new types of aquatic “terrain,” which will summarize the various types of water that a ship may traverse. These new aquatic terrains should be used in addition to the standard terrains in Fifth Edition, and are outlined below.

For this setting, whenever a class or subclass feature allows you to choose a type of terrain for mechanical benefits (such as a Ranger’s “Natural Explorer” feature), these aquatic terrain types should be added to the list of choices, even if the character class would not normally allow it.

River Routes. River routes are watercourses that usually originate from a natural spring or mountain pass and flow outward until eventually reaching the sea. These routes allow ships access to inland cities that might otherwise be landlocked. River routes tend to have fewer

natural hazards than the open sea, but tend to be quite shallow and are more heavily patrolled by imperial ships.

Coastal Lanes. Coastal lanes are the passages in larger bodies of water (like oceans or seas) that are within sight of land where the water is more gentle and there is less chance of becoming lost. These routes are generally safer, but they can take longer to reach distant ports, and present a higher risk of being attacked by pirates.

Open Sea. The open sea is terrain on the ocean where becoming lost is a real possibility. Severe weather and attacks from sea monsters also becomes more likely on the open sea, but as a result, there is far less pirate activity, and almost no oversight from imperial powers.

VOCABULARY

Life aboard a ship in ancient times came with its own kind of vocabulary. It is entirely up to your table group whether or not you want to try and use this vocabulary at the table; using authentic words may add some fun and immersion to your games, but the last thing we want is for combat to become bogged down by a mid-turn argument about the difference between “port” and “starboard.” Have a conversation with your players about whether or not you think that using these terms might be fun. Either way, here are some era-specific nautical terms, and the reasons why these terms were used.

Bridge. The bridge is a raised platform above the deck of the ship from which orders can be given to the crew. The bridge sometimes, but not always, features the helm (the steering apparatus) since it would give the **Helm** (the person steering the ship) greater visibility.

Bow. The bow is the front or foremost part of the ship. “Prow” also means the front, but the prow is specifically the part of the front that is above water, while the “bow” is the entire front, including the part below water (such as the rostrum).

Deck. The deck is the top level of the ship that is open to the sky. The deck is used for operating the ship’s sails, firing weapons, and loading and unloading cargo and passengers.

Gangplank. The gangplank is a bridge or staircase on the port side of the ship which can lowered to connect with a pier when the ship is docked.

Halyard. The halyard is the thick, strong rope that is used to hoist (lift) the mainsail when the ship is accelerating to top speed.

Headsail. The headsail is the smaller, usually triangular, sail at the front of the ship. The headsail adds greater control when steering the ship.

Helm. The helm connects to the steering board and controls the rudder, which controls the direction of the ship. Somewhat confusingly, the word “**Helm**” also refers to the person who operates the helm.

Hull. The hull refers to the bottom or main body of the ship. Cargo and crew sleeping quarters are usually found within the hull.

Keel. The keel is the spine that runs along the bottom of the ship. A large, pronounced keel gives a ship more stability in the open sea, but also causes the hull to

extend more deeply in the water, which makes it more difficult or even impossible to navigate shallow rivers.

Mast. A mast is a massive wooden pole that is built into the central frame of the ship, and holds the sail.

Mainsail. The mainsail is the largest sail situated on the mast in the center of the ship. The mainsail catches wind and uses the force of the wind to move the ship forward.

Oars. An oar is a length of wood used by crew members to push the ship forward through the water. Oars can be used instead of wind power, or to add extra speed in addition to wind power.

Outrigger. An outrigger is a stabilizing structure that sticks out from the side of the boat. Outriggers make a ship harder to steer, but make the ship more stable on the open sea.

Rostrum. The rostrum is the part of the bow (front) of the ship that juts forward below the water line. The rostrum is designed for a specialized ram to be installed for ramming enemy ships during combat. Many types of rams can be purchased and attached to the rostrum.

Rudder. The rudder is a flat, vertical board that is attached to the stern (rear) of the ship. The rudder can be moved back and forth by the steering board, which is controlled at the helm, thus changing the direction of the ship.

Sheet. A sheet is a rope that connects the corners of a sail to the body of the ship. Manipulating the sheet allows the ship to change direction while still using the same wind for power.

Steering Board. The steering board is a length of wood that runs along the starboard side of the ship to control the rudder. See “Port and Starboard” below for more.

Stern. The stern is the back or rearmost part of the ship. Since it should be the heaviest part of the ship, the stern is usually where crew quarters and cargo storage are located.

PORT AND STARBOARD

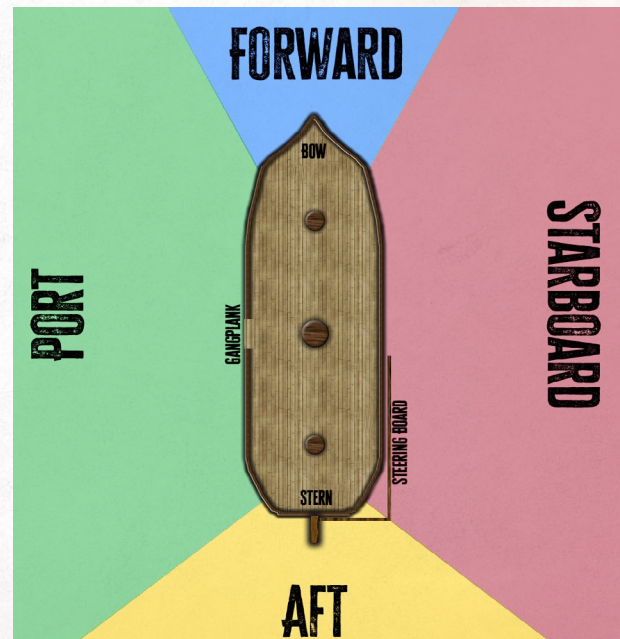
The terms “port” and “starboard” are English words that refer to the left and right sides of a ship, respectively. To non-seafarers, this might be confusing, but they serve an important purpose for crew when communicating on a ship.

What’s Wrong with “Left” and “Right?” Left and right are directions relative to an individual, which is why a speaker often has to specify whether they are referring to “my left” or “your left.” This can be incredibly confusing on a ship, since crew may be facing in several different directions while performing tasks on the deck. Thus, when communicating directions on a ship, the best practice is always to refer to left side or right side of the ship (which does not change), rather than the individual.

Where do “port” and “starboard” come from? These words seem completely random in modern times, since most modern ships appear more or less symmetrical. Remember that ancient ships featured a *Steering Board* (see above) that was built along the right side of the ship to control the rudder, while the left side of the ship was smooth and featureless. As a result, ships would always approach a port city with their left side facing the port,

since the steering board would get in the way of docking from the right side. Thus, seafarers would refer to the sides of the ship as the “steer board side” (the side of the ship where the steering board was sticking out) and the “port side” (the side of the ship that would face the port when docking). Over time, “steer board” was further abbreviated to “starboard,” while “port” has remained unchanged.

Thus, although you may not decide to use these terms in your game, it may still be important for player characters to remember that the ship is not symmetrical! For example, a catapult can only fire in one direction once it has been installed, and this is not a random decision between “right” or “left;” its a strategic decision that asks whether the greater danger comes from other ships (starboard) or the port cities themselves (port).



History Check

Note that the words “starboard” and “port” are English words for these concepts. The actual words that would have been used would vary depending on the language spoken by the crew in question, but the nautical concepts of “port side” and “steer board side” are fairly universal.





A Life at Sea

*"A ship in a harbor is safe,
but that is not what ships are for."*
- John A. Shedd

SETTING SAIL!

Taking to the open sea offers many opportunities, but also a host of challenges. This section will outline roles of crew members aboard a ship, how to conduct ship-to-ship combat, and how to earn a living on the open seas during the time of the Silk Road.

OFFICERS AND CREW

A ship needs a basic crew to function, and the officers on a standard ship are described below. For the purpose of keeping things simple, this book will assume that a standard party of 3-6 player characters is sufficient to operate a ship. However, they may want to consider hiring more crew members to improve their ship's functionality, as described in "Upgrades" on page 52.

Assigning Roles to Player Characters. The most important roles aboard a ship are described below. Players are free to choose which character best fits in to which role. Some characters will probably take on more than one role, and some roles may not be filled at all. These roles are largely for the purpose of roleplay, but certain abilities and encounters may call for an ability check from a specific officer, so it is a good idea to establish the roles of the player characters before setting sail.

NPC Officers. In some circumstances, there may not be any player characters that are well-suited to a particular role. In this case, they will want to keep an eye out for NPCs in major port cities that they can recruit as part of their crew.

CAPTAIN

The captain is the ultimate authority aboard the ship, and makes all decisions on behalf of the crew. A Captain's highest score should be Intelligence, and might benefit from the "Commander" feat. The Captain will be required to make strategic decisions for the ship, often under pressure.

FIRST MATE

The First Mate is the Captain's right hand, and deals directly with the crew. The First Mate also takes command of the ship if the Captain is not on board or is otherwise incapacitated. A good First Mate has high Charisma, and might benefit from the "Inspiring Leader" feat from the core game.

QUARTERMASTER

The Quartermaster is in charge of keeping the cargo hold and passenger quarters organized. Quartermasters usually oversee the loading and unloading of cargo at the docks, and help get paying passengers settled into their quarters. A Quartermaster might consider taking either the "Alert," "Linguist," or "Observant" feat from the core game.

HELM

The person who operates the helm and steers the ship is called simply the "Helm." A good Helm has great reflexes and high Dexterity. The Helm might benefit from the "Pilot" feat.

NAVIGATOR

The Navigator is responsible for charting a course for the ship, and making sure the ship does not become lost. A top-notch Navigator might hail from the "Cartographer" or "Voyager" backgrounds, and might consider taking the "Explorer" feat.

WEAPONS OFFICER

The Weapons Officer is in charge of keeping the ship protected from outside threats, which includes overseeing the operation of siege weapons. A Weapons Officer should have a good understanding of naval tactics, and might benefit from the "Siege Weapon Master" feat.

BOSUN

The Bosun is in charge of keeping the ship running smoothly and all its components in operational order. The Bosun is in charge of giving orders to the Deck Hands, if the ship has any, and will usually be the person in charge of making repairs and ending mishaps during ship combat. A Bosun would probably benefit from the "Ship Builder" background or the "Repairman" feat.

LOOKOUT

The Lookout is in charge of spotting land, hazards, and enemies while they are still at a distance. A good Lookout should have high Wisdom (Perception), and might consider taking the "Alert" or "Observant" feat from the core game.

CHIEF STEWARD

The Chief Steward is in charge of hygiene and wellness aboard the ship. Usually this consists of daily health checks for the crew, and making sure that rations are balanced and high in nutrition. A Chief Steward might benefit from the "Cook" feat.

Factions



CELTS

Although the Celts are made up of many distinct tribes with unique cultures, they have been forced to unify under one banner as they prepare to make their last stand against the invading empires. Led by **Queen Boudica** out of their stronghold in **Venta Icenorum**, the Celts are fearsome warriors and their religious leaders, called Druids, wield the magic of nature in defense of their homeland.

The Celts maintain a hostile relationship with Rome. However, Rome is also, ironically, their largest trade partner, as many Roman citizens have grown to love their mead and cider, and will trade with the Celts as often as they can... illegally if necessary.



CHINA

Emperor Guangwu has defeated the regional warlords and brought all of China once again under the throne of the Han Dynasty. Emperor Guangwu has also chosen to establish his capital at **Luoyang** near Xi'an, the beating heart of Silk Road trade.

China is the undisputed world power in the east, just as Rome is in the west. However, while Rome has the superior military force on land, China boasts the stronger navy. It is anyone's guess who would win if Rome and China ever went to war, but for now they remain trade partners.



CHRISTIANS

A new religion is spreading rapidly across the Roman empire and even worldwide. This new religion traces its roots to a Jewish sect in the middle kingdoms, where a man named **Jesus of Nazareth** was executed by the Roman Procurator.

The beliefs and practices of Christianity are considered radical and strange by mainstream societies, and their core beliefs of "lifting up the lowly" and "casting down the mighty from their thrones" have marked them as enemies of the empire in nations where the religion has caught on. In the era of the Silk Road, most Christian sects live in hiding, conducting trade primarily with the smugglers of the black market.



JEWS

Like Christians, Jews are a religious group suffering oppression from the powers that be. The Jewish people are the ancestral inhabitants of the province of **Judea** in the Roman empire. However, due to thousands of years war, displacement, and oppression from various empires, Jews can now be encountered in almost every corner of the world.

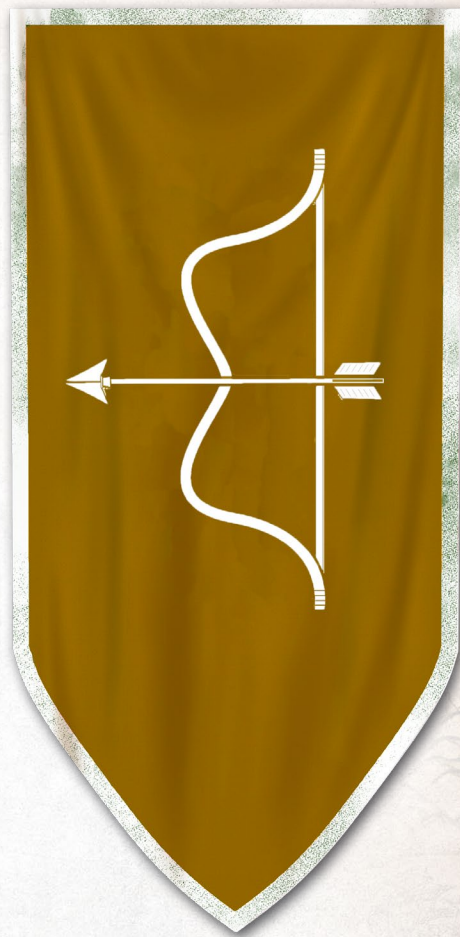
While some pursue legal means of fighting back against the empires, others are taking a more radical approach. A group of Jews called **Zealots** are dedicated to overthrowing oppressive regimes by nearly any means necessary.



INDIA (SATAVAHANA)

The Satavahana Dynasty controls the majority of the mountainous region of northern India, extending into mainland Asia to include the only land crossing of the silk road between Europe and Asia. The Satavahana Dynasty is unquestionably the larger military force, featuring battalions of India's famous "war elephants;" however, the sprawling size of Satavahana territory has led to breakdowns in communication, with an unclear hierarchy of multiple local kings who each claim superiority over the other. The flag of the Satavahana Dynasty is the "three arched hill," symbolic of the nation's mountainous terrain.

The Satavahana Dynasty is led by the **Maharaja Nahapana** and its political center is found in **Minnagara**.



INDIA (THREE KINGS)

The southern tip of the Indian subcontinent is controlled by a trio of independent kingdoms: the Chera, the Chola, and the Pandya. Despite a shared cultural and geographic identity, these "Three Crowned Kings" are constantly waging war against each other for dominance of the region. However, since these three kingdoms will occasionally unite with each other (and with the Satavahanas) against foreign threats, they are treated as a single faction. The symbol of the Three Crowned Kings is a bow and arrow on a yellow background.

The most influential city in southern India is the port of **Muziris**, which is controlled by a monarch named **Kotai**.



ISLANDS OF THE SOUTHERN SEA

The seafaring people of the Southern Islands are made up of hundreds of independent tribes and families that inhabit the various islands in what the Han Dynasty refers to as the "Southern Sea." While thriving port cities may form naturally on islands with plentiful resources, the South Islanders are an intrinsically seafaring people, and will readily take to the sea again if resources become scarce. Led by tribal elders known as **Wayfinders**, the South Island people can spend weeks or months at sea if necessary, using their unique understanding of nature and skills as fishermen to live off of the ocean's bounty until they find a new island to call home.



PARTHIA

The proud empire of Parthia has stood as a rival to Roman expansion for hundreds of years. However recent events have caused the Parthian empire to lose its foothold in the middle kingdoms.

With the death of King Artabanus, the throne has been seized by a usurper: "**King of Kings**" **Gotarzes**, who now rules Parthia from the opulent capital city of **Ecbatana**. Gotarzes has begun ruthlessly executing any who speak out against him, and is quickly losing his allies as the empire that once rivaled Rome in power and military strength loses its position in world politics.



PIRATES

For as long as there has been seafaring, there have been people who seek to prey on the vulnerable and take advantage of defenseless merchant ships. For some, a life of piracy is born out of malice and selfishness, while others become pirates out of necessity - unable to make an adequate living for their families through legal means within their empires.

The confederation of pirates is currently presided over by **Teutana, the Pirate Queen**, and allied pirate ships fly the flag of the Ram Skull, a symbol of the Illyrian people from whom many of them are descended.



ROME

In terms of military strength, there are none that rival Rome. This sprawling world power continues to grow, slowly conquering and crushing all enemies in its path. While some stand in firm opposition to Roman expansion, it seems only a matter of time before all nations and people fall under Roman rule.

On the throne of this world power is the newly crowned **Emperor Nero**. This ambitious young politician has the popular support of the Roman senate and the love of the common people. Many believe he will usher in an era of unsurpassed peace for the Roman people. On the other hand, Nero has also begun restricting the civil rights of Jews and Christians, and some say that the worst forms of persecution are yet to come...



SHEBA

For thousands of years, the Kingdom of Sheba stood firm against incursions from both Rome and Parthia under the steadfast leadership of Queen Makeda. In the meantime, a new claimant to the throne has arisen in the city of Aksum. Without a rightful heir to claim Makeda's throne, **King Hirtacus** has declared himself the rightful ruler of Sheba, and has officially named **Aksum** the new capital of his empire. Furthermore, Hirtacus has recently made the public announcement that Aksum is in possession of the *Ark of the Covenant*, a powerful religious artifact which symbolizes Hirtacus's divine right to the throne.



THE SOCIETY

This alliance of silk road merchants, called the Society, operates a vast network of cargo ships, smugglers, and black market trade.

Merchants of the Society hail from every people, creed, and culture, but are united by one ideal: that allegiance to the silk road supersedes any loyalty to king or country. To the Society, it makes no difference if empires are at war, if embargoes are in place, or if unfair taxes are imposed. Trade must continue, and if necessary, the Society is prepared to operate outside the law to do so.

The Society is led by a council called the **Vox Collegii**, but no one is sure who is on this secretive council, or where their headquarters are located.

Character Options

BACKGROUNDS

Cartographer

Displaced

Northlander

Ship Builder

Voyager

This book includes the backgrounds listed above; however, the “**Sailor**,” “**Fisher**,” or “**Outlander**,” backgrounds from the core game would also be effective for this setting, as would the “**Pilgrim**” or “**Silk Road Merchant**” from *The Adventurer’s Guide to the Bible*.

CARTOGRAPHER

You have earned a living seeking out and documenting the hidden corners of the world. While most other adventurers sought out new lands for trade or for conquest, you have done so merely to observe, journal, and sketch. As a result, you have earned a reputation as a brilliant map-maker and talented historian. Your discoveries may not have made you rich, but your charts and maps are famous among sages and archivists in several major libraries.

Skill Proficiencies: Nature, History

Languages: Two of your choice

Tool Proficiencies: Cartographer’s tools

Equipment: A set of traveler’s clothes, a journal, an ink pen, a bottle of ink, a pair of compasses, and a pouch with 5 gp.

FEATURE: LIFE’S WORK

Your journeys have given you intimate knowledge of certain coastal regions. You may add one **Periplus** (pages 65-70) to your starting equipment, which represents your life’s work in cartography. Work with your GM to determine which periplus is most appropriate for your character.

FEATURE: OBSESSIVE NOTE-TAKER

You passionately document everything you see and hear during the day: taking notes, making sketches, charting maps. You gain the **Keen Mind** or **Observant** feat (your choice).

DISPLACED

Your people have been forced from their homeland more times than you can count. While most people feel a strong connection to their homeland, the concept of “home” has come to mean something very different to you, and it has nothing to do with land or geography. To

you, home is the people you are with and the journey you are on, and you have learned never to become comfortable with either. If history has taught you one thing, it is never to put down roots since it is only a matter of time before the whims of powerful empires come to tear you up and cast you aside once again.

HOMELAND

Your homeland is a relic of your past. You may have been cast out during your lifetime, or it may have been ages since your people had a place to call your own. Choose a homeland from the table below, or roll to determine it randomly.

d6	Homeland
1	<i>You were once part of a proud seafaring people from the Southern Isles. One night a powerful storm separated your ship from the group and you found yourself adrift in uncharted waters. You eventually found land and have made a living amongst a foreign people. Do you desire to return to your family, or have you found a new way of life?</i>
2	<i>You are from a tribe of Celtic people that used to live in the thriving capital city of Lutetia. The invading forces of the Roman empire has forced your people to move further and further north, to carve out a living in the frozen mountains of the northern sea. Do you wish to return to your homeland one day, or embrace the open sea and the freedom it represents?</i>
3	<i>Your people once inhabited Judea, the Promised Land, but you were exiled to Babylon over 500 years ago. Your people are now spread to the four winds, and the “promised land” is still held under the oppressive thumb of Rome. How has this exile changed what being a “Jew” means to you?</i>
4	<i>You were born near the port city of Cattigara. When Trung Trac and her sister fought for the independence of the Vietnamese people, you followed them into battle. These warrior queens symbolized freedom from oppression and taught you that it is not only royal-born men that have the power to change history. How did you feel (and where did you go) when the Trung sisters were beheaded after their defeat at the hands of the invading Han general?</i>
5	<i>You have recently embraced a new religion known as “Christianity.” This faith is not tolerated by your homeland, and you were forced to flee to Aksum, where your faith is accepted. How have you adjusted to life in Africa, where the culture is so different from what you knew?</i>
6	<i>You began working as a sailor, merchant, or soldier to earn money, but soon found that you were falling in love with cultures that were once foreign to you. What empire did you once work for, and what distant land do you now consider to be your newfound home?</i>

Skill Proficiencies: Insight, History

Languages: Two of your choice

Tool Proficiencies: none

Equipment: A set of traveler’s clothes, five pieces of parchment, and ink pen and a bottle of ink, a trinket or keepsake from your homeland, a pouch with 10 gp.

FEATURE: POLYGLOT

Being displaced to a new land has taught you to pick up new languages quickly. If you observe humanoids communicating with each other in a language you do not know for a period of 1 day, you pick up important

words and gestures that allow you to communicate and understand simple ideas efficiently. If you spend 14 days worth of downtime observing humanoids communicating, you become fluent in this language and may add it to your list of known languages.

FEATURE: DUAL CITIZENSHIP

You are an accepted member of two different cultures or empires. Work with your GM to determine which two factions make the most sense for your backstory and character. Your status with both of these factions changes to “allied.” You are also intimately familiar with cultural practices, music, food, politics, and social norms of these cultures which allows you to avoid behavior that might be considered rude or embarrassing when visiting port cities that share these cultures.

NORTHLANDER

You hail from the frozen climes of the distant north - a land most civilized people view as the realm of ice and monsters. You just call it home. You were raised in a tribe of seafaring northlanders, and spent your childhood aboard longships navigating the long and narrow fjords of the northern seas. Outsiders look at these looming, glaciated cliffs and see only cold and danger, but you see it differently. While distant empires wage war over fertile ground, your people know the comfort and warmth of a community that exists apart from the corruption of politics, isolated in the most inhospitable places on the planet.

Skill Proficiencies: Athletics, Survival

Languages: Norse

Tool Proficiencies: vehicles (water)

Equipment: A set of traveler’s clothes, a fishing net, drinking stein carved from an animal horn or skull, a pouch with 10 gp.

FEATURE: HARDY CONSTITUTION

Carving out a living in the icy fjords requires a hardiness and resiliency that is foreign to most people. You gain the **Athlete**, **Durable**, or **Tough** feat (your choice).

SUGGESTED CHARACTERISTICS

Northlanders value actions above words, and tend to be suspicious of people who engage in small talk. Life in the frozen north consists of long days of hard work, with an occasional feast during the harvest, or after a bountiful fishing trip. Northlanders tend to live their lives in this way, even after leaving their homeland; spending long hours or days in silence, attending to their duties with a rigid focus and rarely speaking. However, when they finally break for a meal, it is usually accompanied by copious amounts of drink, food, and laughter. Some may view this lifestyle as rude or antisocial, but to a Northlander, working hard and then feasting is the foremost way of honor one’s community or family.

SHIP BUILDER

You may have studied as an apprentice of a local

shipbuilder or as a student at one of the greatest academies of mathematics in the world; one way or another, you have always been drawn to the construction of ships. From the traditional mortise-and-tenon planking to the newer “clinker-built” technique of the Northlanders, you have studied and mastered every conceivable way of constructing a water vessel. You may have even designed a few new experimental ships in your spare time. Although your skills only earn you a modest living, you are known throughout your home city as the most reliable and talented ship builders around.

Skill Proficiencies: History, Perception

Languages: none

Tool Proficiencies: Carpenter’s tools, Vehicles (water)

Equipment: A set of traveler’s clothes, an ink pen, a bottle of ink, a set of carpenter’s tools, and a pouch with 10 gp.

FEATURE: IMPROVISED REPAIRS

You have learned a variety of tricks for patching holes and repairing splintered beams. When you are required to roll to make a repair or end a Mishap, you may roll with advantage.

Additionally, when you successfully end a Mishap, your ship also regains 2d6 hit points.

FEATURE: GOOD AS NEW

If you are overseeing the repairs to a vehicle or structure, you can restore twice as many hit points to the object, structure, or vehicle as your materials, cost, or time would normally allow.

VOYAGER

You come from one of the seafaring tribes of the Southern Isles. You were born aboard a small catamaran, and you have always felt more at home on the sea than on land. For your people, the safety of land is not a destination - it is merely a waypoint between voyages. The unknown of the open ocean is frightening to some, but you have come to know the bounty of the sea to be more welcoming than most of the “civilized” ports that you have visited.

Skill Proficiencies: Perception, Survival

Languages: Malay

Tool Proficiencies: Navigator’s tools, vehicles (water)

Equipment: A set of traveler’s clothes, a fishing net, a set of navigator’s tools, a pouch with 5 gp.

FEATURE: BORN OF THE SEA

You have a swimming speed equal to your walking speed, and you can hold your breath twice as long as your Constitution score would normally allow.

FEATURE: OCEAN WANDERER

You have excellent instincts for the weather patterns and water currents on the open ocean. You may roll with advantage when making Navigation checks on the Open Sea.

Additionally, you are able to provide food for yourself and up to five other people each day you spend at sea

by spear fishing, diving for shellfish, or harvesting fruit from nearby islands. There is also a chance that you can replenish your ship's water supply by locating a freshwater river or a small island with a natural spring. You have a 50% chance per day of locating a freshwater source on a River Route, a 25% chance per day of locating a freshwater source on a Coastal Lane, and a 10% chance per day of locating a freshwater island on the Open Sea.

SUBCLASSES

Barbarian	Path of the Pict
Bard	College of Shanties
Druid	Circle of the Wayfinder
Monk	Way of the Jian
Warlock Patron	Leviathan

This book includes the subclasses listed above; however, any other seafaring subclass, such as the “Swashbuckler” rogue or “Oath of the Open Sea” paladin would also be appropriate for this setting, as would the “Vanguard” ranger from *The Adventurer’s Guide to the Bible*.

BARBARIAN: PATH OF THE PICT

As the Roman legions expanded their invasion of Celt territory to the north, they were eventually stopped in their tracks by a breed of warrior the likes of which they had never before encountered. The Romans described them as “tall of body, with rippling muscles... and bodies covered in blue designs.” Roman records tend to conflate the traditions of many Celt tribes, but the practice of tattooing the skin blue seems to be associated with a tribe of warriors they called the *Picts*, which translates roughly to “the painted ones.”

Although the Picts probably would not have used this word to describe themselves, the only historical accounts we have come from the Romans, who characterize them as barbaric, violent, and uncivilized. In actuality, it is far more likely that these Celt tribes were simply fighting in defense of their homeland from Roman aggression. In any case, the scant descriptions we have of these Celts describe them as tough, tattooed, and unflinching in the face of combat, whether by land or sea.

PATH OF THE PICT FEATURES

3rd	Tattooed Resilience
6th	Naval Berserker
10th	Bolstered Resolve
14th	Unparalleled Resilience

TATTOOED RESILIENCE

At 3rd level, when you adopt this path, you learn the Pict tradition of the ritual tattoo; an honor that is earned through your harsh training regimen and constant



exposure to the unforgiving climate of your homeland. Your tattoo takes any form you choose, but symbolizes your affinity with a certain damage type, chosen from cold, fire, lightning, poison, psychic, or thunder.

While raging, you have resistance to any damage types associated with your tattoos in addition to your normal rage resistances.

You gain two tattoos of your choice at 3rd level, and gain an additional tattoo of your choice when you reach certain levels in this class: 6th, 10th, and 14th. Each time you gain a new tattoo, you also have the option to replace one of your existing tattoo resistances with a new one.

NAVAL BERSERKER

Starting at 6th level, your years of experience with ship combat makes you ideally suited to boarding and commandeering an enemy vessel, even in rough seas with minimal support. While raging, you gain the following benefits:

- Your long jump distance is doubled.
- You have a climbing speed equal to your normal speed.
- You have advantage on saving throws made against effects that would knock you prone or move you against your will.

BOLSTERED RESOLVE

At 10th level, you can bolster your resolve against effects that would normally overwhelm you. If you are subjected to an effect that allows you to make a saving throw, and you can see the source of this effect, you can use your reaction to give yourself advantage on the saving throw. You can use this feature a number of times equal to your Constitution modifier (minimum of 1). You regain all uses of this feature after a long rest.

UNPARALLELED RESILIENCE

Beginning at 14th level, as you gain your final tattoo, your resilience reaches new heights. You have immunity to all damage types associated with your tattoos when you are raging, and resistance to these damage types even when you are not.

BARD: COLLEGE OF SHANTIES

Long ago, when the ancient Greeks first took to the sea, a new genre of music was born: the shanty. A sea shanty is a kind of rhythmic folk song which serves a much greater purpose than it would seem on first listen. Bards that take to the sea would construct these simple melodies as a way to coordinate movements and rhythms for a large crew of people (such as oarsmen) to work together in unison. For this reason, sea shanties tend to be built around a simple rhythm and melody which invites even those without musical talent to join in the singing, but more importantly encourages the crew move in time to the beat, coordinating and synchronizing even complex movements.

*Sailors race over salty deeps
and Triton's sunken roads.
The Nile's laughing water sweeps
as ships carry their loads.
But friends tell us how they compare
Sweet Nile and ocean air.*

- Silk Road Shanty - circa 100 ce
(author and melody unknown)

The College of Shanties does not originate from a single people or culture. From the haunting harmonies of the Northlanders to the rhythms of the African work songs, to the melodies of Japanese folk music, the concept of the “sea shanty” is found worldwide, as are the bards that write them. For a College of Shanties bard, the purpose of singing a song is not to perform; it is to invite participation. A good shanty is one that compels your body move to the rhythm, invites your mind to focus, and makes even the shyest person in your group sing at the top of their lungs. For examples of authentic shanties from seafaring history, see “Sea Shanties” on page 70.

COLLEGE OF SHANTY FEATURES

3rd	Bonus Proficiencies, Tavern Song
6th	Heave Ho!
14th	Melodic Focus

BONUS PROFICIENCIES

When you join the College of Shanties at 3rd level, you gain the following benefits:

- You gain proficiency with drums, if you don't already have it.
- You learn Thieves' Cant, if you don't already know it.
- You learn the *guidance* cantrip, if you don't already know it.

TAVERN SONG

Also at 3rd level, you have learned how to inspire an entire tavern to burst into song. As an action, you can expend one use of your bardic inspiration to start tapping a rhythm and humming the melody of a widely-known sea shanty. The sea shanty lasts for 1 minute, and all creatures within 60 feet that can hear you and are not hostile to you will join in the tapping and humming, and may even start to sing the lyrics that are familiar to them, each in their own native language.

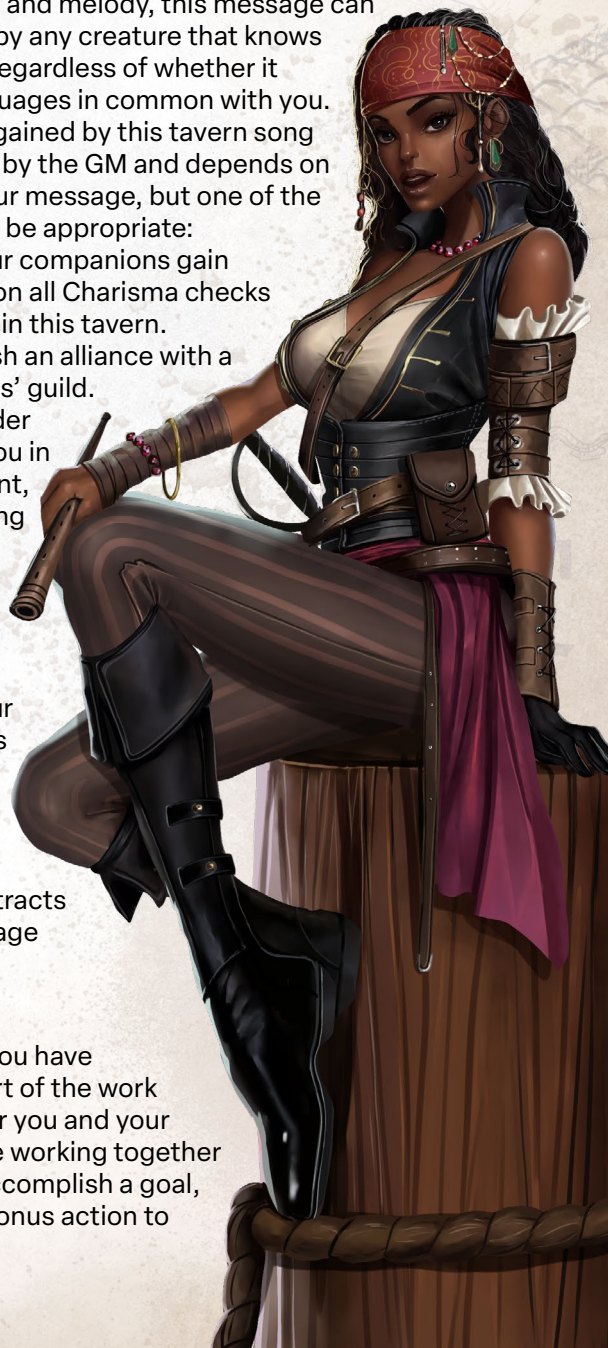
As part of this tavern song, you can encode a secret message in Thieves' Cant. Since this message is encoded through rhythm and melody, this message can be understood by any creature that knows Thieves' Cant, regardless of whether it shares any languages in common with you.

The benefits gained by this tavern song are determined by the GM and depends on the intent of your message, but one of the following would be appropriate:

- You and your companions gain advantage on all Charisma checks made while in this tavern.
- You establish an alliance with a local Thieves' guild.
- The bartender speaks to you in Thieves' Cant, passing along a cryptic message from an anonymous source.
- You and your companions are offered an illegal job (roll on the “Black Market contracts Table” on page 92).

HEAVE HO!

At 6th level, you have mastered the art of the work song. Whenever you and your companions are working together as a group to accomplish a goal, you can use a bonus action to



pend one use of your bardic inspiration to bring about one of the following benefits:

- If your party is making a “Group Check,” all members of the party gain a bonus to the check equal to your Charisma modifier.
- If your party is working together to operate a vehicle (such as a ship), the vehicle gains a bonus to its next check or saving throw equal to one roll of your bardic inspiration die.

MELODIC FOCUS

At 14th level, the rhythm of your shanties can help your friends maintain their focus and mental clarity even in chaotic situations. When a creature you can see within 60 feet fails a saving throw that would cause it to lose Concentration (such as concentration on a spell), you can use your reaction to allow it to reroll the saving throw, this time with a bonus equal to your bardic inspiration die. You can use this feature a number of times equal to your Charisma modifier, and regain all uses when you finish a long rest.

DRUID: CIRCLE OF THE WAYFINDER

In the culture of the South Islanders, there is no greater honor than the title of “wayfinder.” Wayfinders are experienced navigators who draw on their knowledge of the tides and currents of the ocean to chart safe passage through the treacherous seas of the southern islands.

The South Island people have learned to stay on the move, only settling on an island so long as its natural resources can sustain them before taking to the sea once again. This life demands a deep connection with the sea

and a respect for the movements of the natural world. To some, the sea seems anonymous, unknowable, and random; but to the Wayfinder, each wave and ripple has a unique personality, and each storm is the result of the natural and predictable heartbeat of nature.

CIRCLE OF THE WAYFINDER FEATURES

3rd	Circle Spells, One with the Sea
6th	Stick Chart
10th	Wayfinding
14th	Ocean Forms

CIRCLE SPELLS

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the table below. Once you gain access to one of these spells, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you gain access to a spell that does not appear on the druid spell list, it is nonetheless a druid spell for you.

Circle of the Wayfinder Spell Table	
3rd	<i>gust of wind, locate object</i>
5th	<i>create food and water, water breathing</i>
7th	<i>control water, locate creature</i>
9th	<i>commune with nature, control winds</i>

ONE WITH THE SEA

Starting at 2nd level, your connection to the sea grants you the following benefits:

- You can use your Wild Shape to transform into a beast with a swimming speed (you ignore the limitations for swim speed in the Beast Shapes table, but must abide by the other limitations there).
- You ignore any restrictions in a spell’s description that state that the presence of water causes it to be weakened or to fail.
- You cannot become lost when traveling on the open sea.

STICK CHART

Beginning at 6th level, you have crafted the ultimate tool of the Wayfinder: a “stick chart.” A stick chart is made from tying together small, thin pieces of driftwood and other items to form a visual navigation tool. A good stick chart can be held in one hand while sailing, and uses criss-crossing sticks to indicate the movements of tides and weather patterns, and small shells or pieces of coral to denote islands, dangers, or bountiful fishing grounds. Your stick chart is unique to you, and is unreadable to even other Wayfinders. While holding your stick chart, you gain the following benefits.

- You know the *Breeze* cantrip.
- You can use your stick chart as a spellcasting focus for your druid spells.
- Your stick chart gives you insight into how to harness the power of the ocean, rather than trying to work against it. When you cast a spell that creates or



manipulates water, you regain one expended spell slot. The slot you regain must be of a lower level than the spell you cast, and cannot be higher than 5th level.

- You are able to avoid natural hazards while traveling. If a random encounter would normally bring about a nonmagical storm, rough seas, or an attack from creatures with the “beast” creature type, you and your companions are unaffected by the encounter. You can still be affected by magical weather and monsters that are not “beasts.”

If your stick chart is lost or destroyed, you can create a new one by spending 1 hour collecting and assembling the necessary materials.

WAYFINDING

Beginning at 10th level, you have become an unrivaled navigator. While you are holding your stick cart, you know the *find the path* spell. You cast it once with this feature without expending a spell slot, and regain your ability to do so after finishing a long rest. You can also cast it using any spell slots you have of the appropriate level.

AQUATIC FORM

Beginning at 14th level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 8, provided that it has both a swimming speed and the “beast” creature type (you are still limited by the CR in the Beast Shapes table for beasts that do not have a swimming speed).

MONK: WAY OF THE JIAN

In the open field, one man with a spear or a bow is better than three men with swords. But among the winding ways and dangerous heights, one swordsman will do better than three archers or spearmen.

– Chao Cuo, Han Dynasty Advisor

The Military of the Han Dynasty placed great emphasis on using the right weapon at the right time. The philosopher Chao Cuo (quoted above), wrote at great length describing different types of terrain and what kinds of weaponry were best suited for each. In general, the Han military favored spears and bows for their range, but in close quarters and unpredictable circumstances (such as when fighting balanced on the bulwark of a ship), the superior weapon was the Jian.

The Jian is a double-edged straight sword with an ornamental but small guard. Considered one of the “big four” weapons in Han China (the other three being staff, spear, and dao), the Jian requires years of discipline to master and has an entire martial art dedicated to its practice. This early form of armed wushu is called the “Way of the Jian,” and requires the practitioner to wield the Jian as an extension of their body.

Masters of the Way of the Jian are considered among the most elite warriors of the Han military,

making them highly respected in Chinese social strata, rivaling even those of noble birth.

WAY OF THE JIAN FEATURES

3rd	Jianshu Initiate
6th	Mystical Blade
11th	Instinctive Duelist
17th	Disciplined Strike

JIANSHU INITIATE

When you choose this tradition at 3rd level, your training has earned you the following benefits:

- **Jian Proficiency.** You have mastered the use of the Jian as an extension of your wushu forms. You gain proficiency with the Jian, and it is considered a monk weapon for you. The Jian uses a d8 for its damage die, and Dexterity for its attack and damage rolls. You choose the appearance of your Jian, which is specially crafted for you. If your Jian is lost or destroyed, you can create a new one by performing a 1 hour ritual.
- **Versatile Strikes.** Each time you attack with the Jian, you decide whether the attack deals piercing or slashing damage.
- **Fluid Parry.** You learn to transfer the energy of a failed strike into a defensive flourish. If you miss on an attack roll with your Jian, you gain a bonus to your AC equal to one roll of your Martial Arts die. This bonus to your AC lasts until the start of your next turn, or until you are no longer wielding your Jian.



- **Jianke Status.** If your Jian is visible and worn as part of your outfit, your presence commands respect. You gain a bonus to Charisma checks equal to your Martial Arts die. *Note: if your adventure setting is using the optional “Honor Score” rules, then this bonus also applies to Honor checks.*

MYSTICAL BLADE

At 6th level, your training has given you a mystical connection to your blade, which grants the following benefits:

- **Magic Weapon.** Your Jian is considered a magic weapon for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- **Mystical Absorption.** If you encounter a magic item that has the “sword” weapon type, you can transfer the features of the magic item into your Jian by performing a special ritual. The ritual takes 1 hour, and you must be touching both weapons for the duration. At the conclusion of the ritual, your Jian gains the features of the magic weapon, which thereafter becomes nonmagical. Your Jian loses these features if you perform the 1-hour ritual on a different magic item, or if you use a 1-hour ritual to cleanse your Jian of its existing features.

INSTINCTIVE PERCEPTION

At 11th level, you have honed your instincts to such a degree that you can anticipate the attacks and maneuvers of your enemies, even if you cannot see them.

You have blindsight with a range of 10 feet. You are instinctively aware of any creatures within this range even if they are invisible or have total cover.

DISCIPLINED STRIKES

At 17th level, you wield your Jian with devastating accuracy. The first time you hit with your Jian on an Attack roll during your turn, you deal extra damage equal to your Martial Arts die.

WARLOCK PATRON: THE LEVIATHAN

On the second day of creation, God set in place the “firmament,” an interdimensional barrier that forever separated the elemental plane of water from the material plane, and symbolically bound a creature older than time itself: the **Leviathan** (stat block included in *the Adventurer’s Guide to the Bible*). The Leviathan now lies dormant in an unknown location at the bottom of the sea where it awaits the coming of Armageddon, when it will be loosed to bring destruction on the world once again. Until that day, it dreams...

And perhaps it was in dreams that you first encountered the Leviathan. Or maybe you stumbled upon a crossing into the elemental plane of water that forever scarred your psyche. Or maybe your research of forbidden and profane texts opened your mind to visions of salty depths and a slumbering titan. Whatever your origin, some part of the Leviathan’s subconscious has become connected to you, and when it dreams, it dreams of you.



PACT OF THE LEVIATHAN FEATURES

1st	Emissary of the Deep, Expanded Spells
6th	Leviathan’s Pact Boon, Leviathan’s Luck
10th	Aspects of the Deep, Shared Consciousness
14th	Avatar of the Deep

EMISSARY OF THE DEEP

At 1st level, creatures of the sea recognize you as a servant of the Deep, and of the Leviathan. You gain the following benefits:

- You can communicate telepathically with any creature that has an innate swimming speed.
- You have advantage on Intimidation checks made against a creature with an innate swimming speed.
- Creatures of the Deep hesitate to attack the servant of the Leviathan. If a creature with an innate swimming speed targets you with an attack roll, it must first succeed on a Charisma saving throw against your Warlock spell save DC or else choose a new target.

EXPANDED SPELLS

The Leviathan lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Leviathan Spells

1st	<i>fog cloud, thunderwave</i>
2nd	<i>gust of wind, locate animals and plants</i>
3rd	<i>call lightning, deluge</i>
4th	<i>black tentacles, control water</i>
5th	<i>conjure elemental (water only), tehom</i>

LEVIATHAN'S PACT BOONS

At 6th level, you gain the following enhancements to your pact boon, in addition to its normal features.

Pact of the Blade. Each time you summon your pact weapon, your eyes temporarily crackle with electricity and lightning arcs along the surface of your weapon. Once during each of your turns when you hit with an attack roll, you deal extra lightning damage to the target equal to your proficiency bonus.

Pact of the Chain. Your familiar is permanently under the effects of the *freedom of movement* spell. Additionally, your familiar can breathe underwater and has a swimming speed equal to its normal speed, regardless of what form it takes.

Pact of the Tome. Your Book of Shadows is waterproof and cannot be damaged by the weather or other nonmagical environmental hazards. Additionally, you can cast *create or destroy water* once without expending a spell slot. You cannot do so again until you finish a short or long rest.

LEVIATHAN'S LUCK

At 6th level, you can call upon the chaotic willpower of the Leviathan to manipulate the tides of fate. Whenever you make a roll to determine a random outcome, such as a random encounter, a vehicle's Mishap, or a "luck check," you may roll twice and choose which of the two rolls to use. Once you use this feature, you cannot do so again until you finish a long rest.

ASPECTS OF THE DEEP

At 10th level, the influence of the Deep begins to manifest in your body. You gain the following features:

- Portions of your skin become covered in iridescent blue-green scales.
- You are resistant to lightning and cold damage.
- You can breathe both air and water.
- You have a swimming speed equal to your walking speed.

SHARED CONSCIOUSNESS

Your mind's connection to the dreams of the Leviathan become more potent, and you risk losing yourself to it. At 10th level, when a caster uses a spell to return you to life, they must first make a DC 12 Wisdom saving throw. On a successful saving throw, you return to consciousness normally. On a failure, the spell awakens the consciousness of the Leviathan, who takes control of your body instead. At the discretion of the GM, the Leviathan may offer a bargain to your allies, offering to return your consciousness to your body in exchange for a service (such as searching for the *talisman of the first sea*, as described in *Azrael's Guide to the Apocalypse*).

Additionally, you can draw upon your connection to the Leviathan's subconscious to learn ancient or secret information. You can cast the *Legend Lore* spell at will, without material components and without expending a spell slot. However, each time you use this feature, your shared consciousness becomes more entangled, and the DC required to return you to life (as described above) permanently increases by 1.

AVATAR OF THE DEEP

At 14th level, you can call upon the Deep to manifest an Avatar of the Leviathan. The avatar uses the **Tanifa** stat block. The avatar appears in an unoccupied space within 120 feet, and disappears after 1 hour, or after it drops to 0 hit points.

When you summon the avatar, and on each of its turns thereafter, you can issue a telepathic command, which it obeys to the best of its ability. At the end of each of its turns, the avatar makes a Charisma saving throw against your Warlock spell save DC. On a successful save, you lose control over it and it continues to attack anything it regards to be its enemy. Even after losing control, your telepathic connection to the avatar remains, and you can still attempt to influence it by using your action to attempt a DC 18 Persuasion check.

Once you have used this feature, you cannot do so again until you finish a long rest.

FEATS

Feats are special talents that a character might gain with extra training or experience. If allowed by your GM, you may choose to gain a feat whenever your class would normally give you the Ability Score Improvement feature. Using this optional rule, you would gain the feat *instead* of the ability score improvement. This book includes the following feats.

Cook
Commander
Explorer
Freediver
Pilot
Siege Weapon Master
Repairman
Treasure Hunter

COOK

You have sampled food from various cultures around the world, and have learned a thing or two about cooking in the process.

- Your Charisma or Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency with cook's utensils, if you do not already have it.
- If you have access to basic food ingredients and cook's utensils, you can spend a short rest cooking a special meal that can feed a number of creatures equal to 4 + your proficiency bonus. Choose an ability when you cook this meal. Each creature that spends at least 10 minutes eating this meal has advantage on ability checks made with the chosen ability for a number of hours equal to your proficiency bonus. The meal must be consumed within 8 hours, after which it loses its effects. Once you have used this feature, you must finish a long rest before doing so again.

COMMANDER

You are an experienced leader, and are adept at giving clear and concise instructions, even when under pressure.

- Your Charisma or Intelligence score increases by 1, to a maximum of 20.
- As a bonus action on your turn, you can shout a special instruction or warning to a creature that can hear you within 60 feet. Until the start of your next turn, the creature may add 1d4 to one attack roll or saving throw.

EXPLORER

You spent a life traveling in unfamiliar territories, and become a proficient navigator along the way.

- Your Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency with navigator's tools, if you do not already have it.
- As long as you have navigator's tools in your possession and can see the sky, you cannot become lost, except by magical means.

FREEDIVER

Prerequisite: Constitution 13 or higher

Through years spent diving in the depths of the sea, you have gained the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- You can hold your breath for a number of minutes equal to 1 + your Constitution modifier + your proficiency bonus.
- You have a swim speed equal to your normal speed.
- You are immune to the natural negative effects (such as cold damage) of diving deep underwater.

PILOT

Your experience with vehicles grants you the following benefits.

- Your Dexterity or Intelligence score increases by 1, to a maximum of 20.
- You have proficiency with all types of vehicles you have seen before. If you encounter a type of vehicle that you have never seen before, you can spend a short rest studying its controls, thereby permanently gaining proficiency with it.
- If you are at the helm and using your action to pilot a vehicle, the vehicle gains a bonus to all Strength and Dexterity checks and Strength and Dexterity saving throws equal to your proficiency bonus.

SIEGE WEAPON MASTER

You have extensive training in the use of siege weapons, and can command them to deadly effect. You gain the following benefits.

- Your Dexterity or Strength score increases by 1, to a maximum of 20.

- You gain proficiency with siege weapons (such as ballista, cannons, catapults, trebuchets, etc.) and may add your proficiency bonus to attack rolls made with these weapons.
- While you are using your action to operate it, a siege weapon scores a critical hit on a roll of 19 or 20. When you score a critical hit with a siege weapon, in addition to dealing extra damage from the critical hit, you can force the target to roll on its "mishaps" table, if it has one. This mishap roll is made in addition to any mishap rolls the target is already required to make as a result of taking damage.

REPAIRMAN

You have developed a talent and a reputation for fixing things that are broken. You gain the following benefits.

- Your Dexterity, Wisdom, or Intelligence score increases by 1, to a maximum of 20.
- You gain proficiency with one of the following (your choice): carpenter's tools, mason's tools, tinker's tools.
- You learn the *mending* cantrip, if you don't already know it.
- You can attempt to end a vehicle Mishap as a bonus action, rather than an action.
- If an object, structure, construct, or vehicle sustains damage, you can spend 1 hour making repairs from scraps that are lying around. At the end of this hour, the target regains a number of hit points equal to 5 times your proficiency bonus. Once you have used this feature, you cannot do so again until you finish a long rest.

TREASURE HUNTER

You are skilled at finding hidden treasures. You gain the following benefits:

- Your Intelligence or Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency in Investigation. If you already had proficiency in this skill, you gain expertise.
- When you find gold as the result of an investigation check, you find 50% more gold than you normally would have.
- Whenever you roll on a table to determine what kind of treasure or discovery you find, you may roll twice and choose the more desirable outcome.





Ships

INTRODUCTION

Ships are the heart and soul of a seafaring adventure, and in many ways become characters in the story themselves. This section will detail the process of buying and upgrading ships, and the following pages in this chapter will provide stat blocks for over a dozen iconic ship models from the first century. These ships range from military to merchant in base functionality, but the versatility offered by upgrades should give players the feeling of limitless possibilities.

A SHIP'S STAT BLOCK

Each ship model includes a stat block that should be familiar to anyone who has used the Fifth Edition (5E) rule set before. These stat blocks function just like a monster stat block, with a couple of important differences, listed below.

PASSENGER CAPACITY

A ship's stat block includes a "creature capacity." The passenger capacity is how many medium-sized creatures can comfortably travel aboard the ship. Most ships include cabins for a basic crew of up to 8 creatures, and additional crew require upgrade slots to expand the sleeping quarters to accommodate them. Unused rooms can be used to transport paying passengers, or to recruit NPCs as additional officers. Whether or not additional passengers can squeeze aboard in unorthodox ways (such as by sleeping in the cargo hold) is left to the discretion of the GM.

A ship's creature capacity may be expanded, at the cost of upgrade slots, by purchasing the "Quarters: Passenger Expansion" on page 57 upgrade.

CARGO CAPACITY

Like the passenger capacity, all ships also have a cargo capacity. All cargo in this setting is measured using "tons," and this capacity represents both the maximum weight the ship can carry as well as the amount of physical space available within the ship's hull. A ship cannot carry hold more cargo than its capacity allows, which may result in the party missing out on lucrative shipping contracts if they do not set aside space for cargo.

A ship's cargo capacity may be expanded, at the cost of upgrade slots, by purchasing the "Cargo Hold Expansion" on page 53 upgrade.

SPEED AND TURNING

A ship's stat block includes a "base speed," which is how many feet the ship can move in a round of combat. This speed is how fast the ship can move using sails

alone, with minimal crew (just the player characters) operating it. Additional upgrades, such as "Crew: Oarsmen" on page 54 can be purchased to increase a ship's speed.

Most ships have a limited ability to turn right and left, as described in the "Helm" Action Station. Most ships cannot turn more than 90 degrees on their turn, and most ships must use half of their movement speed to turn.

What About Long-Range Travel? A ship's stat block only notes its speed in "feet." This is how far a ship can move using its base speed during one round of combat (about 6 seconds). Upgrades (or mishaps) that increase (or decrease) speed are also calculated in feet-per-round. For long-range travel, refer to "Long Distance Travel Speeds" on page 11.

ABILITY SCORES

STR, DEX, CON. A ship's stat block includes ability scores for Strength and Dexterity, which represent its power and maneuverability, as well as Constitution, which represents its structural integrity. Rolls using these abilities are made as normal.

INT, WIS, CHA. Standard 5E stat blocks usually include ability scores for Intelligence, Wisdom, and Charisma. Since a ship should rarely (if ever) need to make a roll using these bonuses, they have not been included. If a ship is ever required to make a check or saving throw using one of these abilities, it automatically fails. In place of these "mental" ability scores, each ship has been given "Terrain Modifiers," described below.

TERRAIN MODIFIERS

Terrain Modifiers indicate the ship's ability to perform in one of this module's three aquatic terrains: sea, coast, or river. Whenever the ship is required to make a roll in one of these terrains, this modifier will usually be added to the roll.

DAMAGE AND MISHAPS

Like creatures, vehicles have "hit points" which represent the structural integrity of the hull. Unlike creatures, vehicles do not have hit dice and cannot regain hit points from resting. A vehicle only regains hit points if repairs are made to it; for more on this, see "Making Repairs" on page 24. If a ship is reduced to 0 hit points, it is destroyed and immediately begins sinking.

Damage Threshold. Ships are harder to damage than creatures, and this resilience is represented by the damage threshold in the ship's stat block. A ship has immunity to all damage unless it takes an amount of damage that meets or exceeds 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 does not reduce the ship's hit points.

Mishap Threshold. If a ship takes damage that meets or exceeds the "Mishap Threshold" in its stat block, it must roll on the "Mishaps" table at right.

MISHAPS

Operating a ship can be complicated, and there is no guarantee that things will always run smoothly. A mishap occurs after a particularly nasty encounter, and usually involves elements of your ship malfunctioning. Roll a d20 to determine a random mishap if either of the following events occur:

- An encounter tells you to roll on the Mishap table
- A ship's weapon or ability causes an effect that tells you to roll on the Mishap table
- If the ship takes damage from a single source that meets or exceeds its Mishap Threshold in its stat block.

Ending a Mishap. The effects of a mishap are ongoing, and continue to affect the ship until the Mishap is ended. Ending a Mishap requires a member of the crew to use an action to attempt an ability check, with a DC listed in the table below. The ability used to end a Mishap is usually Survival, but another ability can be used if it seems more appropriate, at the discretion of the GM. The creature attempting the check must be within 5 feet of the source of the Mishap, and must be equipped with tools or resources appropriate for fixing the problem, such as carpenters tools (for fixing damage), a bucket of water (for dousing flames), etc.

MAKING REPAIRS

When a ship is damaged, it can only regain hit points by being repaired. The most efficient way to restore hit points to a ship is to dock it at a port city where professional help can be hired. However, it may also be possible to make rudimentary repairs while at sea.

REPAIRS IN A PORT CITY

Unless otherwise noted, you can assume that all port cities have shipyards where materials can be purchased and carpenters hired to make repairs to a ship. The cost of repairing a ship at a port city, as well as the amount of time needed to make repairs, is shown on the table below. Upgrades can be installed at the same time that repairs are being made. For example, if a ship is receiving an upgrade that takes 1 week to install, and also undergoing standard repair that takes 1 week to perform,

Repair Type	Cost	Hit Points Restored	Time
Patch Job	250 gp	1d4 x 10	8 hours
Basic Repairs	650 gp	2d6 x 10	2 days
Standard Repairs	1,200 gp	3d8 x 10	1 week
Major Repairs	1,800 gp	4d10 x 10	2 weeks
Full Overhaul	2,500 gp	5d12 x 10	1 month

d20

Mishap

Repair
DC

1	Critical Mishap. Roll on the "Critical Mishap" table below.	none
2 - 3	Breached Hull. The hull is breached below the surface of the water. Until this mishap ends, the ship's base speed is reduced by 10 feet, and the lower decks of the ship are considered difficult terrain as they fill with water. Unless this mishap is ended, the ship will sink after a number of minutes equal to its Constitution modifier.	20
4 - 5	Burning. The ship catches fire. Until this mishap ends, the fire continues to grow worse and deals additional damage to the ship at the start of each of its turns. The fire deals 1d6 fire damage at the start of the ship's next turn, 2d6 damage at the start of the turn after that, then 3d6 damage and so forth.	18
6 - 7	Tangled Rigging. The ship's base speed becomes 0 until this mishap is ended.	18
8 - 9	Dislodged Rudder. The ship has disadvantage on Dexterity saving throws, and can only move in a straight line until this mishap ends.	16
10 - 11	Damaged Sail. The ship's speed is halved until this mishap ends.	16
12 - 13	Splintered Joist. The ship is vulnerable to bludgeoning, piercing, and slashing damage until this mishap ends.	14
14 - 15	Cracked Hull. The ship takes a -2 penalty to AC until this mishap ends.	14
16 - 17	Loose Sheet. A rope holding the mainsail is knocked loose, causing the ship to lurch sideways unpredictably. Until this mishap ends, the top deck is considered difficult terrain, and all mounted siege weapons make attack rolls with disadvantage.	12
18 - 19	Loose Mainsail. The halyard is pulled loose and the mainsail falls, enshrouding the upper deck of the ship. Until this mishap ends, the top deck is considered to be both heavily obscured as well as difficult terrain.	12
20	Heel. The ship tilts suddenly to one side. Each creature touching the ship must succeed on a DC 14 Strength saving throw or fall prone. This mishap then immediately ends.	none

d4

CRITICAL Mishap

Repair
DC

1	Capsize. The ship flips over and immediately begins sinking. Creatures on the deck are thrown off, landing in unoccupied spaces within 10 feet. Creatures below deck are knocked prone. The ship sinks beneath the surface after 3 rounds.	none
2	Splintered Keel. The ship's keel has splintered in a way that cannot be repaired quickly. This Mishap can only be ended by restoring the ship to full hit points. If this Mishap is not ended within three days, the ship will capsize (see above).	none
3	Shattered Mast. The ship's main mast is shattered and cannot be repaired. The ship's base speed is 5 until the mast is replaced at a port city.	none
4	Destroyed Helm. The helm and steering board are crushed by falling debris. The ship can only move in a straight line until it can be repaired at a port city.	none

both can be completed within the same week.

REPAIRS AT SEA

While at sea, the **“Bosun” on page 11** can attempt to make rudimentary repairs to a damaged ship. Attempting to make repairs requires materials (such as spare lumber) and carpenter’s tools. After 1 hour of work, the bosun may attempt a DC 15 Strength or Dexterity check. The bosun may add their proficiency bonus if they are proficient with carpenter’s tools. If the check succeeds, the materials are expended and the ship regains 2d4+2 hit points. If the check fails, the ship regains no hit points, but the repair can be attempted again using the same materials.

Extra materials for making repairs can be purchased in any port city. A pallet of spare lumber costs 50 gp, requires 1 ton of the ship’s cargo capacity, and is sufficient for 1 successful repair check.

UPGRADES

Most ships come with a standard array of features, which vary depending on the ship’s intended function. However, a crew may decide that they want to add features to a ship to improve its capabilities, or might even decide to remodel their ship entirely. How much should this remodel cost? Does this ship even have enough space to accommodate these features? This complex issue is simplified through the use of “Upgrade Slots.”

UPGRADE SLOTS

An “upgrade slot” represents an amount of space within the ship’s hull (or on its deck). Each slot is roughly equivalent to a 10-foot-cube; however, you should also note that most of the ship’s frame is taken up by components of the ship (mast, helm, crew quarters) that are integral to its basic operation, and therefore cannot be changed or removed. Thus, the number of upgrade slots a ship has refers to the amount of empty or flexible space that can be used or repurposed, rather than the overall size of the ship.

What upgrades can be purchased? All upgrades for this module are listed in “Upgrades” on page 52. Each upgrade lists its purchase cost, which represents the amount of gold required to buy the physical item, as well as an “upgrade slot requirement,” which represents the amount of space needed to install the item. For example, a *Thunder-Thrower* is very large and requires 2 upgrade slots to install, and therefore cannot be installed on a ship that only has one upgrade slot available. However, in some cases a crew may decide to remove an existing upgrade to make room for a new one.

REMOVING AN UPGRADE

A ship’s description will also indicate whether it has any upgrade slots already in use. In the event that a crew decides to remodel a ship, they may first need to remove some of these existing upgrades to make room for new or improved ones. Any upgrade can be removed for a cost

equal to half of its original purchase cost. For example, if an upgrade costs 500 gp to install, then it costs 250 gp to remove. This cost represents the labor required to remove or remodel the space aboard the ship, and upgrades can only be removed or added while the ship is docked in a port city.

SELLING A SHIP

In the event that a crew decides to sell an entire ship, similar rules apply. A used ship that has all of its hit points can be sold for half of its purchase value – in other words, the amount of gold that would be required to buy the same or similar model new. If a ship has fewer hit points than its maximum, it can be sold for half of its value times the percentage of its total hit points that it has remaining. For example, a ship that is missing half of its hit points can be sold for half of half of its value, or 1/4 of its value.

SHIPS

The following pages in this section provide descriptions and stat blocks for all ships that appear in this book. The table below lists all ships alphabetically by name, along with their purchase cost and locations where the ship is most likely to be encountered.

Ship	Cost		Locations Found
Alexandrian	45,000 gp	12 talents	Worldwide
Corbita	8,000 gp	2 talents	Worldwide
Dhow	5,000 gp	2 talents	Parthia, Sheba, India
Houseboat	18,000 gp	6 talents	Celts, China, India
Kun-lun Po	10,000 gp	4 talents	China, South Islands
Lanong	13,000 gp	5 talents	India, Sheba, South Islands
Liburna	3,000 gp	1 talent	Worldwide
Louchuan	55,000 gp	16 talents	China only
Quinquereme	28,000 gp	8 talents	Rome only
Trireme	10,000 gp	4 talents	Rome, Parthia
Turtle	25,000 gp	10 talents	China only
Veneti	20,000 gp	7 talents	Celts only

SMALL VESSELS

The “Small Vessels” on page 50 outlines some of the smaller boats that might be encountered in this adventure. These boats might also make good “starter boats” for adventuring parties who cannot afford a larger ship, and refuse to accept a patron.

ALEXANDRIAN

Purchase Cost: 45,000 gp

Patron Cost: 12 talents

This massive ship is a marvel of engineering for its time, and an unparalleled transporter of trade goods. While smaller ships like the **Corbita** may be a better choice for making swift journeys along coastal lanes, the Alexandrian is the ship of choice for long voyages on the open sea. Alexandrians are named for the port of Alexandria where they were first constructed, but these towering transport vessels may now be encountered at ports anywhere in the world.

With a size comparable to the imposing warships of imperial Rome, the Alexandrian can transport a staggering 1,000 tons of cargo, 500 of which are sealed for added protection. Its open upper deck and versatile construction allows for a wide range of upgrade options, allowing Alexandrians to be specialized for almost any purpose.

PROS AND CONS

The main drawback to the Alexandrian is its speed, which at 30 feet per round makes it one of the slower ships on the market. Its slow speed and low AC will make the Alexandrian a prime target for ambitious pirates. The Alexandrian's massive size and deep keel make for extremely hazardous river travel. With a River Route modifier of -10, a wise captain should really think twice before attempting to take the Alexandrian inland through narrow river passages.

On the upside, the Alexandrian's impressive 7 empty upgrade slots offer a lot of opportunity to install defenses, improve speed, and generally remodel it into anything you need it to be.

UPGRADE SLOTS

The Alexandrian is a massive ship, and its versatile design offers an breadth of customization that is limited only by adventurer's imagination. This ship features 12 upgrade slots in total, 5 of which are currently in use as a sealed cargo hold with a 500 ton capacity. If desired, some or all of these slots can be remodeled. See "Removing an Upgrade" on page 25 for more.

SLOTS AVAILABLE



SLOTS IN USE



In use (Cargo Hold)



In use (Cargo Hold)



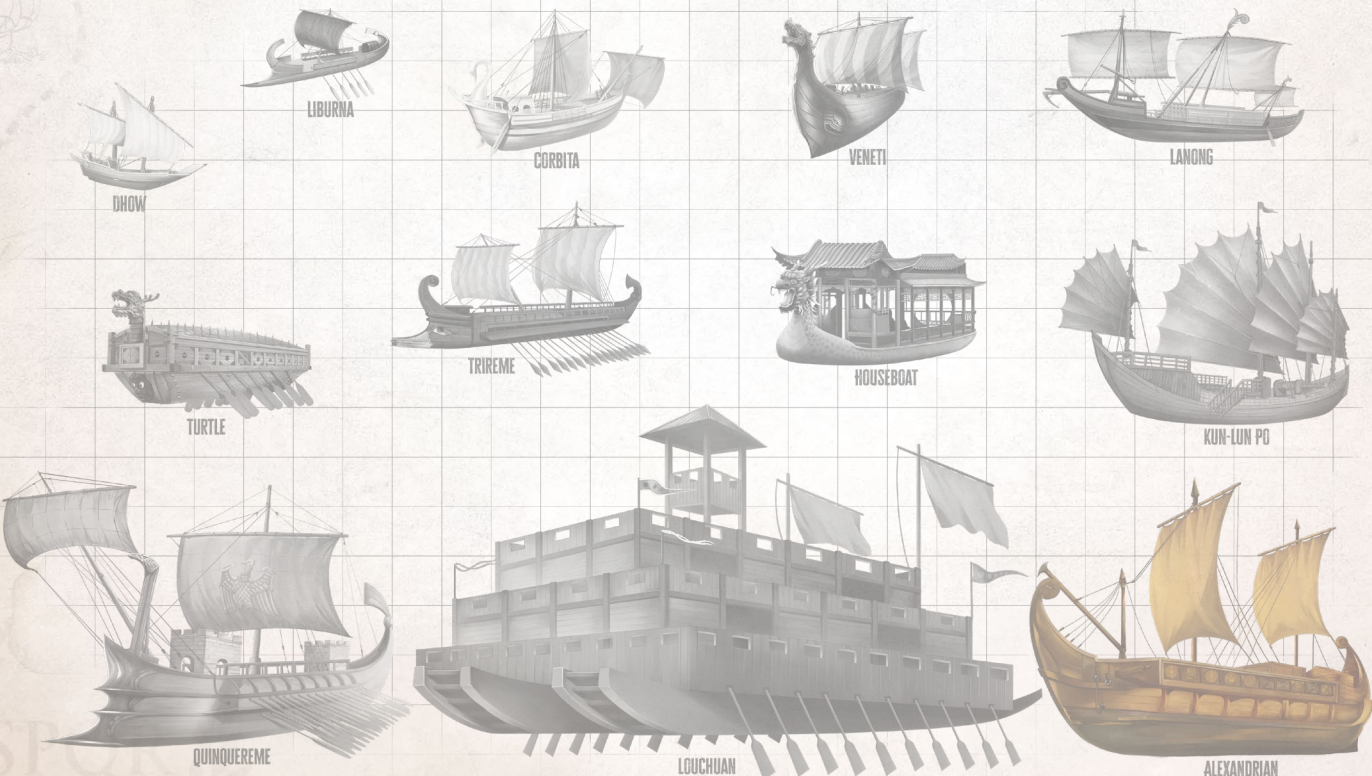
In use (Cargo Hold)



In use (Cargo Hold)



In use (Cargo Hold)





ALEXANDRIAN

Gargantuan Vehicle, 180 ft by 45 ft

Creature Capacity: 25

Cargo Capacity: 500 ton sealed
1,000 ton max

Armor Class: 13

Hit Points: 450 (damage threshold 10, mishap threshold 30)

Base Speed: 30 ft. (90° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
25 (+7)	6 (-2)	18 (+4)	(+3)	(+0)	(-10)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Flammable: Its wood construction makes this ship susceptible to catching fire. If the ship takes any fire damage, it begins *burning*, as though by the Mishap on page 24.

Full Sail: If the Alexandrian is not in combat, the **Bosun** can use their action to expand to “full sail,” increasing the Alexandrian’s

speed by 5 feet in *River Routes*, 10 feet in *Coastal Lanes*, or 25 feet in *Open Sea*. This speed increase remains in effect unless the ship enters combat, loses its source of wind, or the **Bosun** uses their action to end it.

Sealed Cargo Hold: 500 tons worth of cargo space is sealed with resin for securely transporting perishable goods and valuable merchandise. Cargo stored in this sealed hold is immune to random encounters that would cause it to be damaged or destroyed (such as by rats, diseases, or weather).

Versatile Frame: The spacious construction of this ship allows for more upgrades than any other ship on the market. These available slots are reflected in the upgrades table at left.

ACTION STATIONS

Helm: (requires 1 creature). The **Helm** can choose to spend half of the ship’s movement to t

CORBITA

Purchase Cost: 8,000 gp

Patron Cost: 2 talents

The Corbita is the envy of silk road merchants everywhere. Its sleek, swan-shaped design is not only beautiful, but gives excellent handling and control when navigating coastal lanes. Its expansive hull can carry a deceptively large amount of cargo - able to haul up to 400 tons without sacrificing any speed or maneuverability.

Originally designed as a "grain-runner," most Corbita in service to the Roman empire are making constant trips between rural territories and the central capital, bringing in a non-stop supply of grain to the overpopulated city centers. However, it wasn't long before the ship design was picked up by silk road merchants, and the Corbita is now one of the most popular trade ships in the world.

PROS AND CONS

The Corbita is an efficient ship for trade and commerce, perhaps second only to the Alexandrian, but at a fraction of the cost. Considering its price point and cargo capacity, the Corbita is a wonderful option for a crew looking to get into the business of trade, smuggling, or even treasure hunting.

The major drawback to the Corbita is its lack of defenses and obvious function as a cargo ship, which is likely to draw the attention of pirates or other factions looking to impose unfair taxes. However, with an above

average base speed and well-above average terrain modifiers, the Corbita may well be able to out-maneuver and out-run any threats that it encounters.

UPGRADE SLOTS

The majority of the Corbita's hull is currently in use as a 400 ton cargo hold, but there is still one upgrade slot available, which can be outfitted as the crew sees fit. If desired, some or all of the cargo hold slots can be remodeled. See "Removing an Upgrade" on page 25 for more.

SLOTS AVAILABLE



SLOTS IN USE



In use (Cargo Hold)



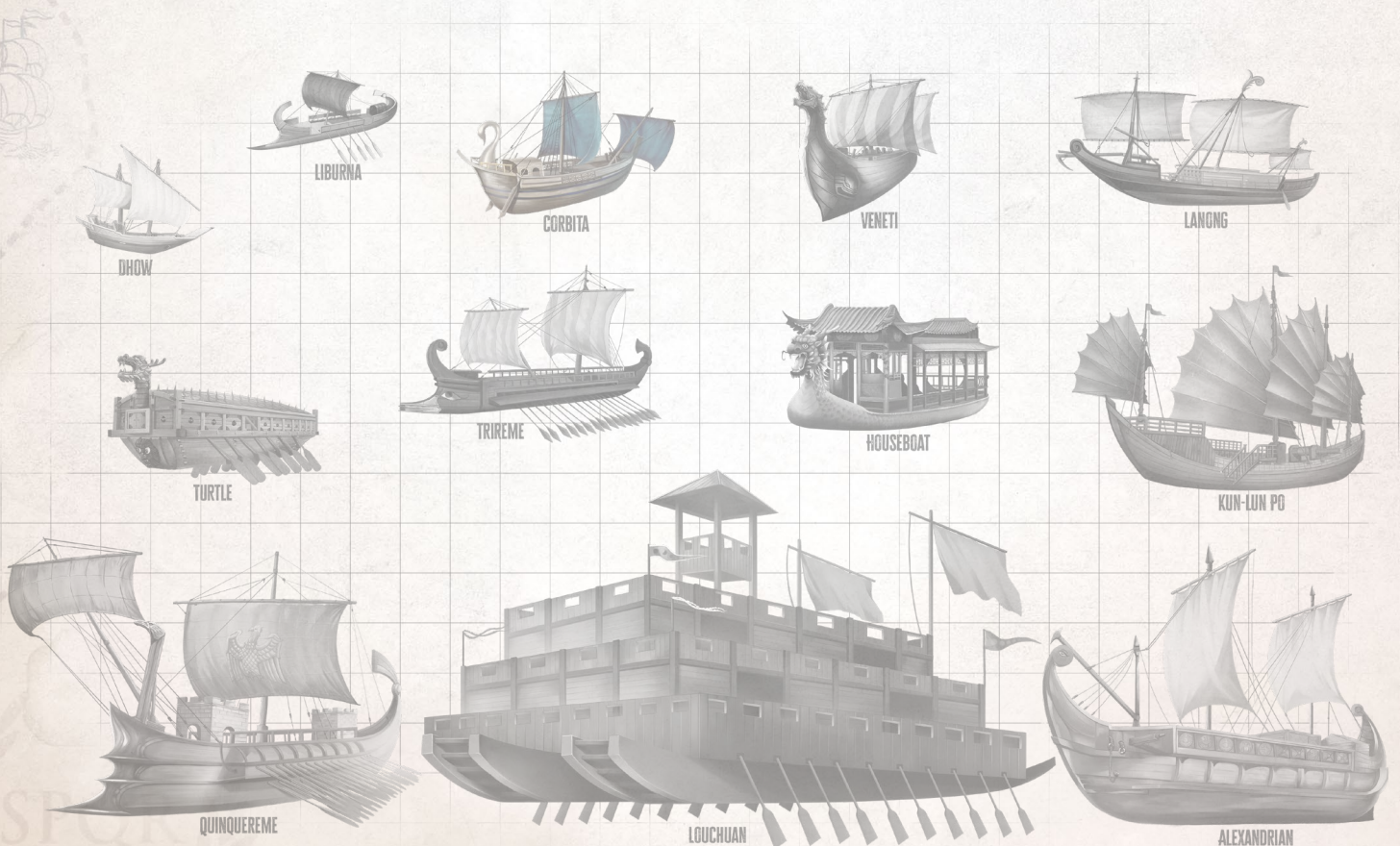
In use (Cargo Hold)



In use (Cargo Hold)



In use (Cargo Hold)





CORBITA

Gargantuan Vehicle, 60 ft by 30 ft

Armor Class: 14

Hit Points: 200 (damage threshold 10, mishap threshold 20)

Base Speed: 50 ft. (90° turn max)

Creature Capacity: 15
Cargo Capacity: 400 ton

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
16 (+3)	8 (-1)	15 (+2)	(+1)	(+8)	(+1)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Flammable: Its wood construction makes this ship susceptible to catching fire. If the ship takes any fire damage, it begins

Burning, as though by the mishap described on page 24.

Sealed Cargo Hold: The cargo hold of this ship is sealed with resin for securely transporting perishable goods and valuable merchandise. All cargo is immune to random encounters that would cause it to be damaged or destroyed (such as by rats, diseases, or weather).

Versatile Frame: The spacious construction of this ship allows for 5 total upgrade slots, 4 of which are currently in use as a cargo hold.

ACTION STATIONS

Helm: (requires 1 creature). The **Helm** can choose to spend half of the ship's movement to turn the ship up to 90°.

Rigging: (requires 1 creature). The **Bosun** must spend their action once per turn during combat, or once per 8 hours when not in combat, to maintain control of the rigging. Losing control of the rigging causes the ship's base speed to drop to 0.

DHOW

Purchase Cost: 5,000 gp

Patron Cost: 2 talents

Every aspect of the Dhow was designed with one goal in mind: speed. Easily the fastest ship on the market, the Dhow is ideal as a messenger ship or for use as a courier of light cargo. Some merchants might pay a premium for a ship that is able to transport their perishable cargo within a given window of time. On the less-than-legal side of things, Dhows also make excellent ships for outrunning imperial vessels that might otherwise stop and search their cargo. Thus, although it is legal to own them, Dhows might make law enforcement authorities suspicious, due to their frequent use by smugglers of illegal goods.

PROS AND CONS

The Dhow's greatest weakness is combat, since its low hit point maximum and inability to carry larger siege weapons make it vulnerable prey to almost every other ship in the sea. However, with its impressive AC and unmatched base speed, the Dhow should rarely find itself facing a danger it cannot outrun. Using its sole upgrade slot to increase its speed (such as with *"Sail: Mainsail"*

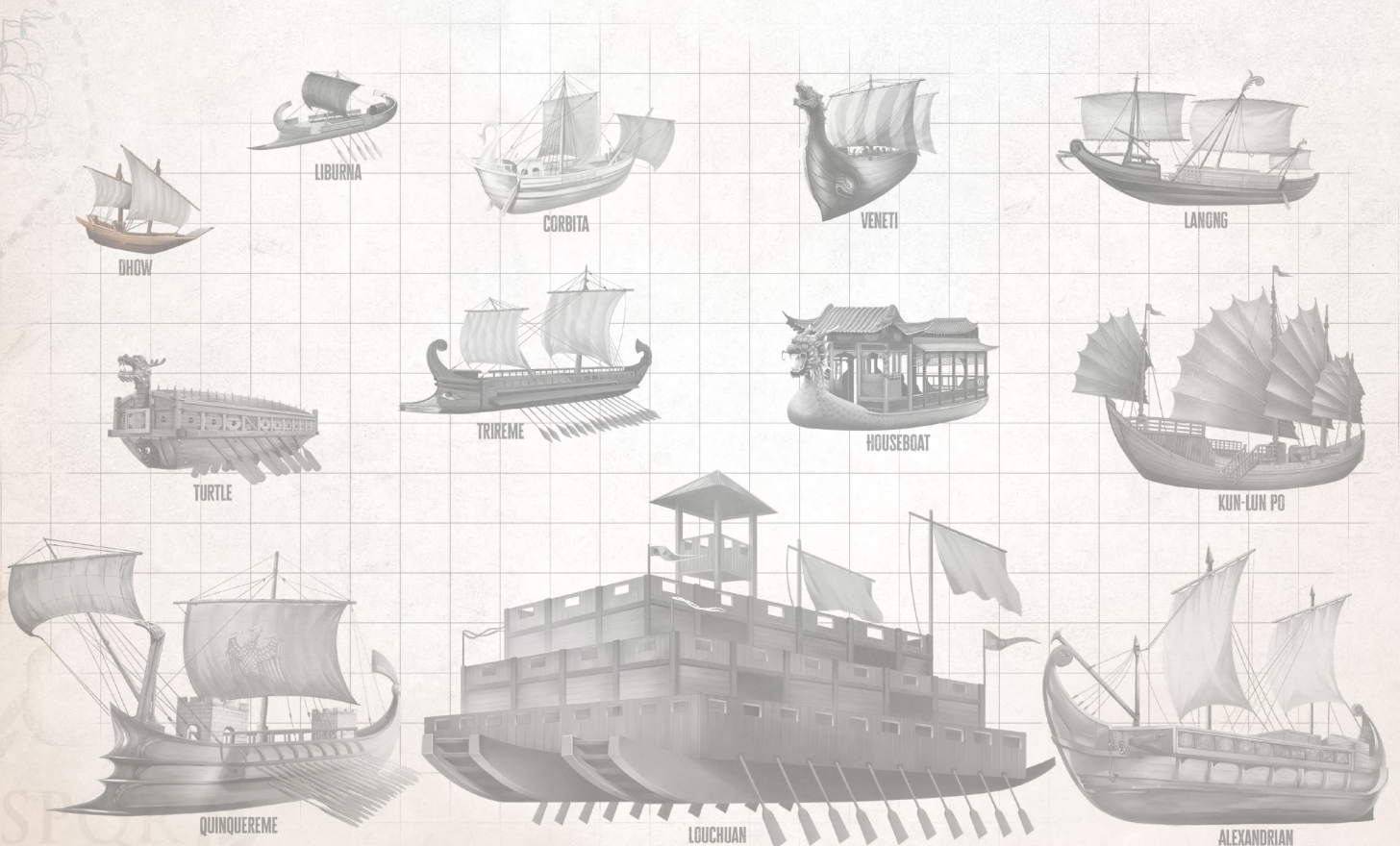
Improvement") will make the Dhow truly uncatchable.

A drawback to consider when purchasing the Dhow is its limited ability to upgrade. With a design so perfectly focused on speed, there is little that can be added to this vessel without changing its design. With only 1 upgrade slot, the crew will need to consider carefully what their single upgrade will be.

UPGRADE SLOTS

The Dhow's streamlined frame leaves little room for improvement. It has one upgrade slot.

SLOTS AVAILABLE





DHOW

Gargantuan Vehicle, 60 ft by 15 ft

Creature Capacity: 8
Cargo Capacity: 10 ton

Armor Class: 20

Hit Points: 85 (damage threshold 10, mishap threshold 10)

Base Speed: 120 ft. (120° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
12 (+1)	20 (+5)	10 (+0)	(+2)	(+8)	(+0)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Flammable: Its wood construction makes this ship susceptible to catching fire. If the ship takes any fire damage, it begins *Burning*, as though by the mishap described on page 24.

ACTION STATIONS

Helm: (requires 1 creature). The **Helm** can choose to spend 25 feet of the ship's movement to turn the ship up to 120°.

Rigging: (requires 1 creature). The **Bosun** must spend their action once per turn during combat, or once per 8 hours when not in combat, to maintain control of the rigging. Losing control of the rigging causes the ship's base speed to drop to 0.

HOUSEBOAT

Purchase Cost: 18,000 gp

Patron Cost: 6 talents

For the traveler that just wants to sit back and watch the world drift by, the Houseboat is an ideal choice. Many travelers from the upper class or nobility (such as royal ambassadors) will pay for the privilege of traveling in comfort. Such clientele are not concerned with speed so much as they are with amenities, and are happy to drift along coastal routes while enjoying a glass of wine rather than brave the open seas in a faster (and less comfortable) vessel. For customers willing to pay the higher prices, there is the Houseboat.

What Houseboats lack in speed and defensive capabilities they make up for with comfort and style. A crew that invests in a Houseboat could easily earn double or triple their investment rather quickly by providing luxurious transport (or even frivolous pleasure cruises), as long as they can find a way to protect their high-paying passengers along the way.

PROS AND CONS

For obvious reasons, the Houseboat is an easy target for pirates looking to kidnap a high value hostage, and the two available upgrade slots are not likely to provide the Houseboat with enough firepower to defend itself without help. In this regard, the Houseboat excels as a secondary ship for a crew looking to expand their fleet.

If the Houseboat is escorted by a well-armed military

ship (such as a “**Trireme**” on page 25 or “**Veneti**” on page 25), the pair of ships could form an unstoppable combination: the combat ship warding off danger while the Houseboat continues to rake in gold with every journey.

UPGRADE SLOTS

The Houseboat has two available upgrade slots, which could be used to improve speed, such as with Crew: *Oarsmen*; add additional tempting amenities, such as a *Saloon*; or improve its security, such as with Crew: *Marines*. If the party needs even more flexibility from the Houseboat, they could choose to remodel some of the boats luxurious features to free up space. See “Removing an Upgrade” on page 25 for more.

SLOTS AVAILABLE



SLOTS IN USE



In use (Passenger Expansion)



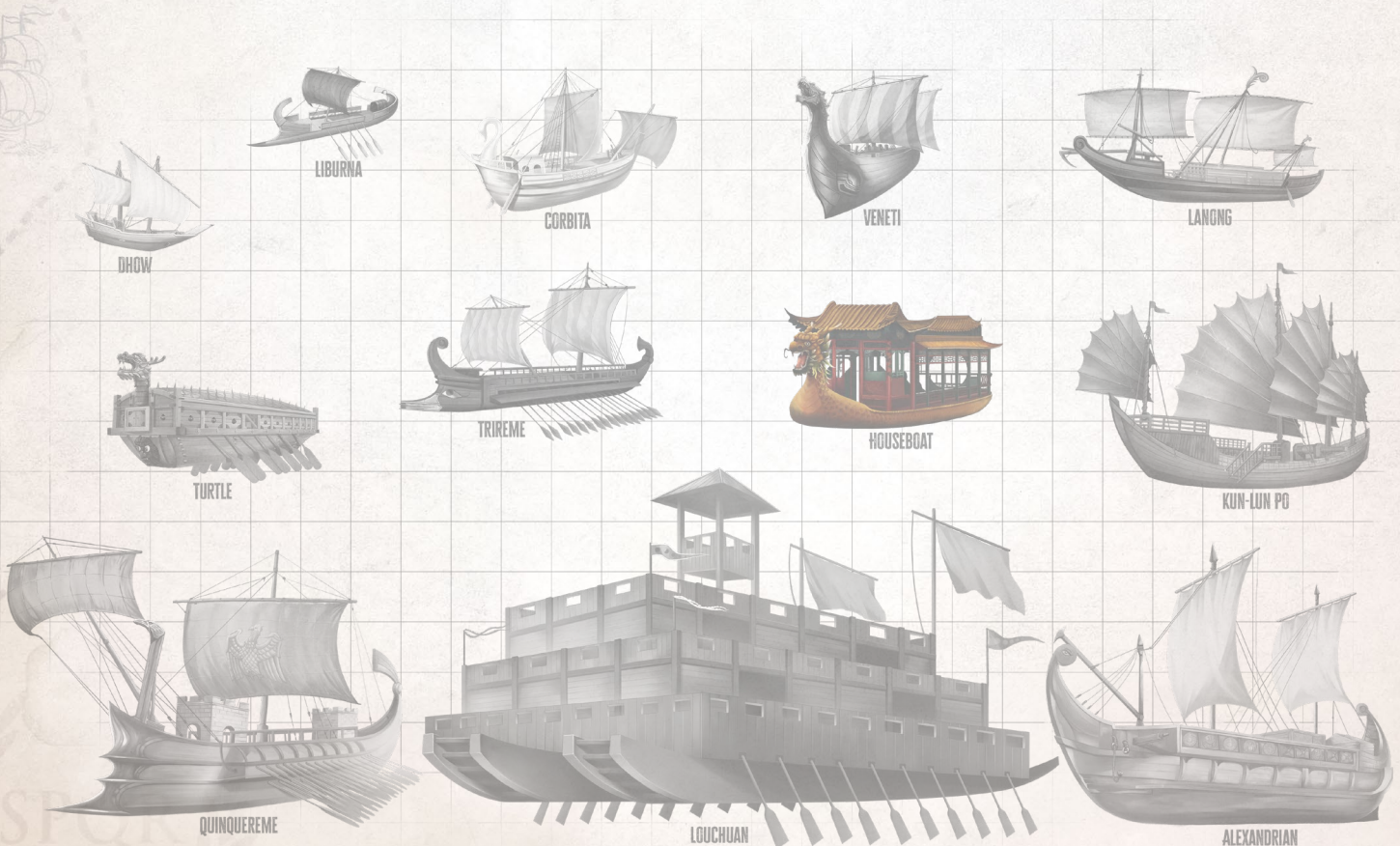
In use (Passenger Expansion)

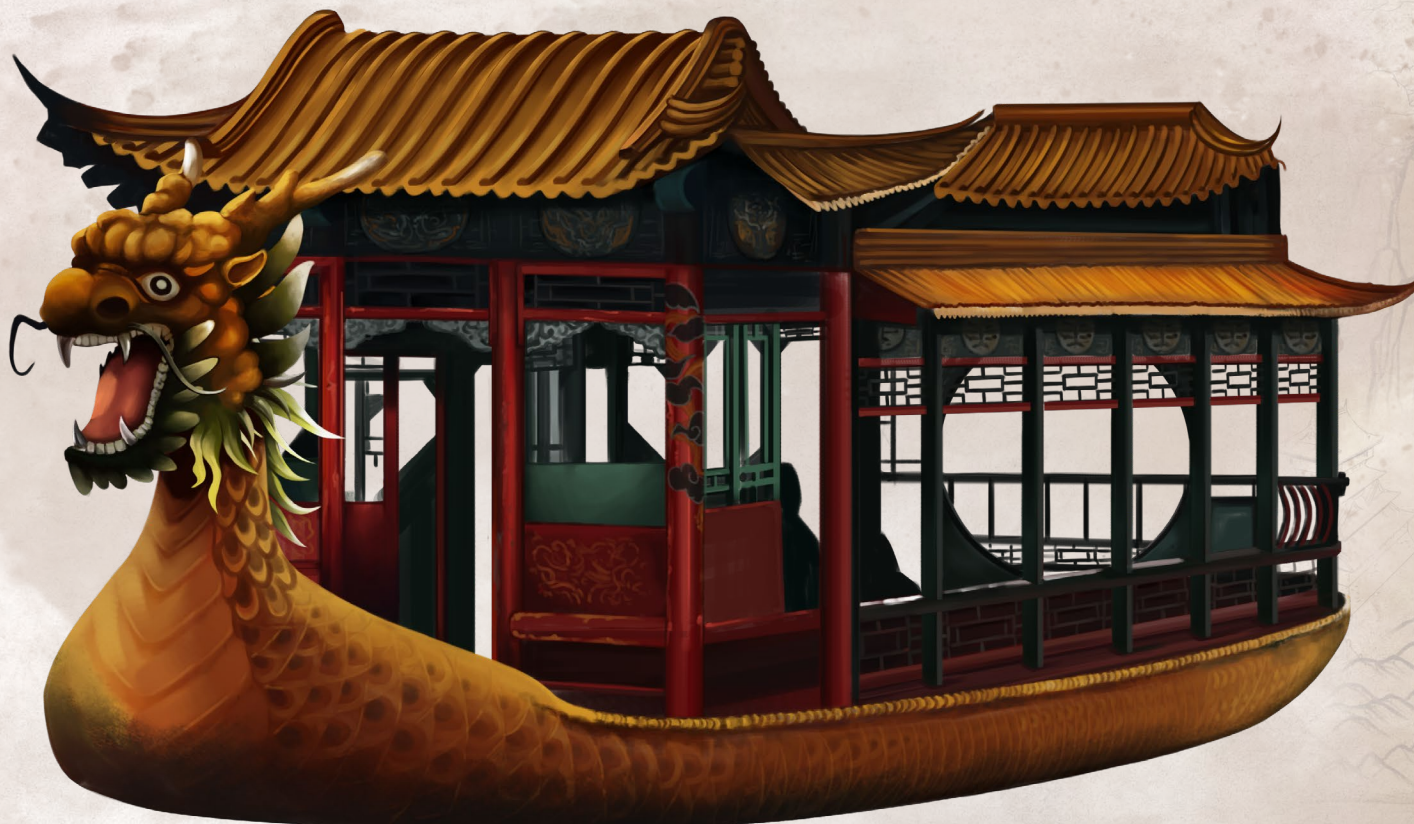


In use (Dining Room)



In use (Dining Room)





HOUSEBOAT

Gargantuan Vehicle, 100 ft by 40 ft

Armor Class: 10

Hit Points: 325 (damage threshold 10, mishap threshold 20)

Base Speed: 20 ft. (90° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
16 (+3)	7 (-2)	13 (+1)	(-1)	(+5)	(+5)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Flammable: Its wood construction makes this ship susceptible to catching fire. If the ship takes any fire damage, it begins *Burning*, as though by the mishap described on page 24.

Comfortable Quarters: All passengers and crew enjoy rooms with comfortable mattresses and warm blankets, granting the following benefits:

- A long rest removes 2 levels of exhaustion, rather than 1.
- The Houseboat gains a 1d8 bonus to initiative rolls.
- Passengers will pay a premium rate to travel on your ship. The amount of gold you earn for transporting paying passengers is doubled.

Creature Capacity: 50

Cargo Capacity: 200 ton

Dining Room: The Houseboat features a fully furnished dining room, which allows crew and passengers to enjoy meals in comfort while traveling, and a portion of the ship's purchase cost represents an ongoing budget to restock the pantry at each port of call. Each time your ship docks in a new port city, the menu of your dining room changes to reflect the local tavern menu. The dining room grants the following benefits:

- All crew members gain advantage on Wisdom (Perception) checks and Wisdom saving throws, as long as they have enjoyed a meal in the dining room within the past 4 hours.
- Passengers will pay a premium rate to travel with your luxury dining experience. The amount of gold you earn for transporting paying passengers is doubled again (in addition to the doubled rate from "comfortable quarters").

Paddle-Powered: The ship's base speed is generated by a paddle wheel, rather than by sails. A paddle-powered craft requires the **Bosun** (or other member of the crew) to operate the paddle mechanics, rather than the rigging. A paddle-powered ship is immune to any mishap that affects a ship's mast or sails.

ACTION STATIONS

Helm: (requires 1 creature). The **Helm** can choose to spend half of the ship's movement to turn the ship up to 90°.

Paddle Wheel: (requires 1 creature). A creature must spend its action each turn to maintain control of the paddle mechanics. Failing to do so causes the ship's base speed to drop to 0.

KUN-LUN PO

Purchase Cost: 10,000 gp

Patron Cost: 4 talents

When Austronesian traders first arrived on the shores of Han dynasty China, the Chinese referred to the ships as *kun-lun po*, meaning “the ships of the kun-lun.” *Kun-lun* at the time broadly referred to the region and people of the Southern Islands. Over the next few decades, the ship design would be modified to combine the technology of the seafaring Austronesian people with the ingenuity of the Chinese riverboats. The result was the Kun-lun Po: a marvel of silk road engineering that handled as well on the open sea as it did along river routes.

The versatility of this design quickly made the Kun-lun Po the premiere passenger vessel of the first century, as it could navigate a variety of aquatic terrains easily, swiftly, and safely, delivering passengers to their final destinations without incident, and without needing to change ships at intermediary ports. The standard design of the silk road Kun-lun Po comes with built-in passenger quarters, since pilgrims, tourists, and explorers who are looking to gain passage overseas often look for the distinctive ribbed sails of the ship that is famous for getting you where you need to go.

PROS AND CONS

Player characters who are looking to go into business in the passenger transport industry should look no farther than the Kun-lun Po. The expanded passenger quarters provide more than enough room for picking up paying customers at ports around the world. On top of this, if the empty upgrade slots are used to improve the passenger travel experience, an enterprising crew could easily double or triple their income by attracting wealthier

clientele.

Additionally, the built-in smuggler’s hole opens doors to an enticing world of black market trade, if the player characters are interested in running a side business.

The unfortunate downside of the Kun-lun Po is that it can become a target for pirates, especially along coastal lanes outside of major port cities. It may be wise to consider using some of its available upgrade slots to improve its defensive abilities or increase its speed, just to be safe.

UPGRADE SLOTS

The Kun-lun Po boasts a very flexible design, with four available upgrade slots. If this isn’t enough, some or all of the passenger quarters can be remodeled to free up space in the ship’s frame. See “Removing an Upgrade” on page 25 for more.

SLOTS AVAILABLE



SLOTS IN USE



In use (Quarters: Passenger Expansion)



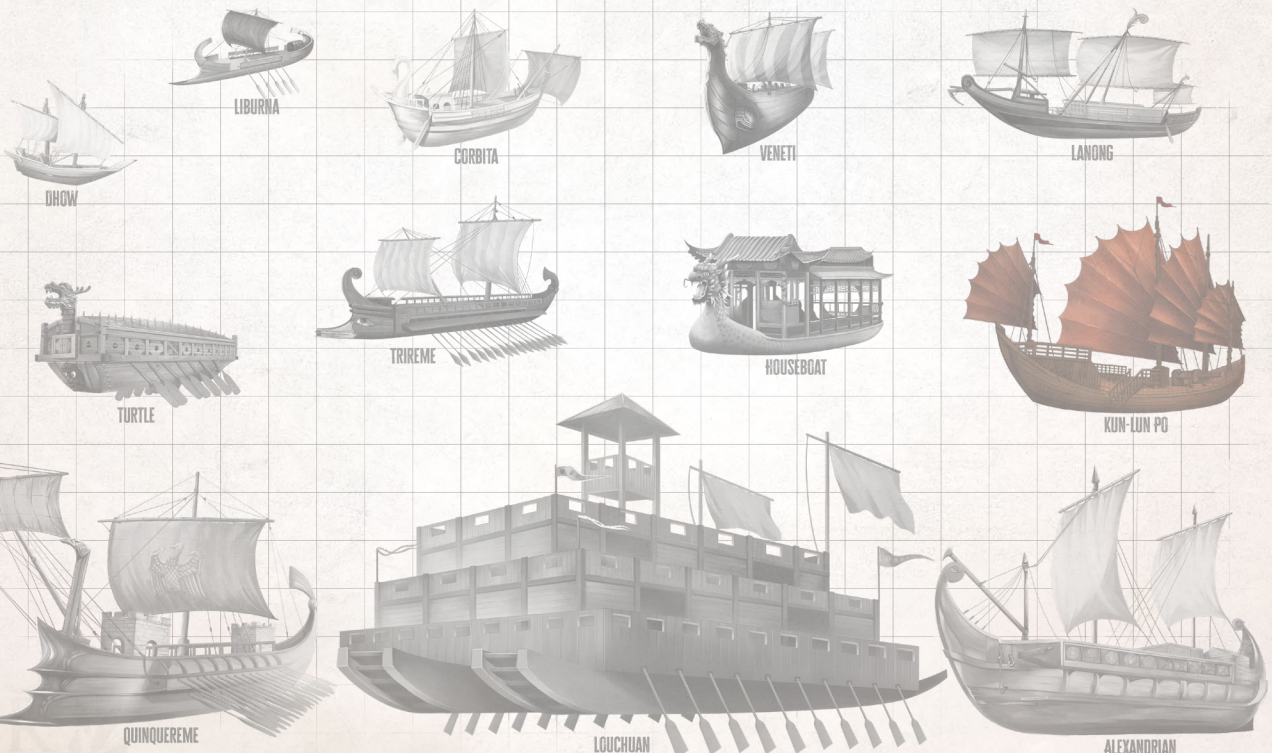
In use (Quarters: Passenger Expansion)



In use (Quarters: Passenger Expansion)



In use (Smuggler’s Hole)





KUN-LUN PO

Gargantuan Vehicle, 120 ft by 20 ft

Armor Class: 15

Hit Points: 250 (damage threshold 10, mishap threshold 20)

Base Speed: 60 ft. (90° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
18 (+4)	10 (+0)	17 (+2)	(+6)	(+2)	(+6)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Flammable: Its wood construction makes this ship susceptible to catching fire. If the ship takes any fire damage, it begins *Burning*, as though by the mishap described on page 24.

Expanded Passenger Quarters: The quarters aboard this ship are small but functional, with a bunk bed and possession

Creature Capacity: 100

Cargo Capacity: 75 tons

locker for each passenger that travels aboard your ship. Your passenger capacity is expanded to 100.

Smuggler's Hole: There is a false wall in the cargo hold of your ship that conceals a secret compartment. This compartment can either be converted into a modest living space that can comfortably hide up to 10 medium sized creatures, or into a cargo hold that can contain up to 10 tons of secret cargo (you choose which when you purchase this ship). A creature searching for secret compartments must succeed on a DC 20 Investigation check to discover the smuggler's hole.

ACTION STATIONS

Helm: (requires 1 creature). The **Helm** can choose to spend half of the ship's movement to turn the ship up to 90°.

Rigging: (requires 1 creature). The **Bosun** must spend their action once per turn during combat, or once per 8 hours when not in combat, to maintain control of the rigging. Losing control of the rigging causes the ship's base speed to drop to 0.

LANONG

Purchase Cost: 13,000 gp

Patron Cost: 5 talents

The Lanong was first designed as a raiding ship by pirates operating in and around the islands that would later become known as the Philippines. The pirate activity in this area prompted the communities in cities like Maynila and Tagloc to shore up defenses to ward off attacks from these raiding parties. This, in turn, caused the pirates to spread as far west as India in search of new victims, which eventually led other factions to discover more legitimate uses for the Lanong. The Lanong boasts an impressive speed, and its versatile design makes it an extremely efficient ship for almost any purpose, making it a popular choice for merchants and explorers alike. Lanongs are still widely used as pirate ships in the east, but have also become popular in the navy of the Three Crowned Kings for enforcing the trade routes in and out of Muziris.

PROS AND CONS

The Lanong has a very flexible design, and its base speed should not be overlooked. While some core elements of its design (such as the restraining mast) were clearly designed with piracy in mind, the Lanong can be outfitted to perform almost any task. The influence of the Southern Islanders is clear in its construction, with a keel that makes it feel at home on the rough waters of the

open sea, but may cause it to struggle when navigating the unpredictable shallows of rivers. The Lanong can outrun most other ships, but its core design is weak in ranged combat situations.

UPGRADE SLOTS

With 4 open Upgrade slots the Lanong can become almost anything you want it to be. A wise crew should consider spending some of these slots either on siege weapons (to increase its combat abilities) or on increasing its speed (to make sure it never needs to fight). Other than this, the Lanong is a good, versatile choice that is not overly specialized, making it ideal for a range of uses.

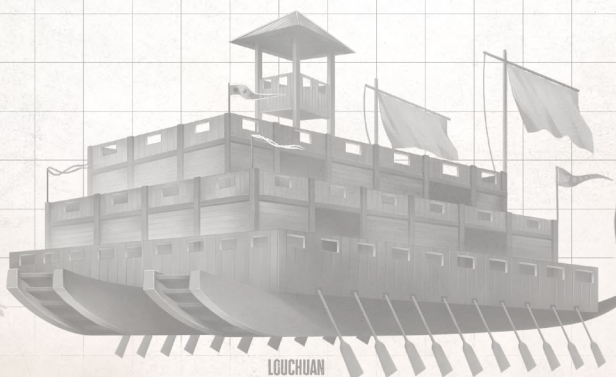
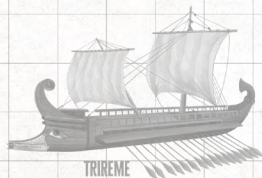
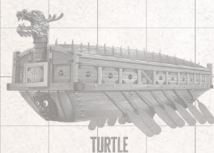
SLOTS AVAILABLE

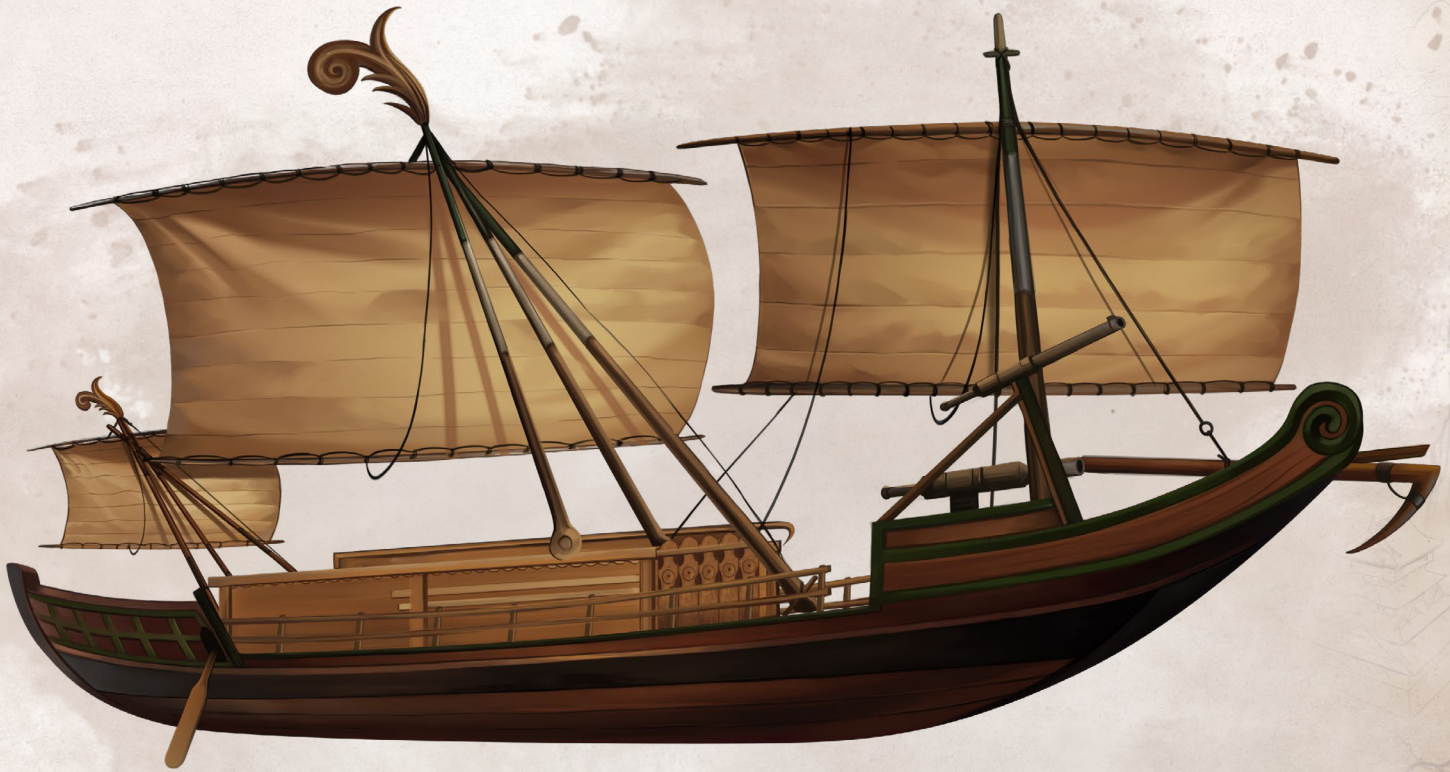


SLOTS IN USE



In use (Harpoon Ballista)





LANONG

Gargantuan Vehicle, 100 ft by 20 ft

Armor Class: 17

Hit Points: 225 (damage threshold 10, mishap threshold 20)

Base Speed: 80 ft. (90° turn max)

Creature Capacity: 16
Cargo Capacity: 150 tons

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
16 (+3)	14 (+2)	16 (+2)	SEA (+1)	COAST (+0)	RIVER (-1)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Flammable: Its wood construction makes this ship susceptible to catching fire. If the ship takes any fire damage, it begins *Burning*, as though by the mishap described on page 24.

Restraining Mast: The masts of the Lanong are hinged to be able to drop suddenly onto the deck of an enemy ship, where they serve the dual purpose of both restraining the ship as well as creating a makeshift plank for boarding it. As an action, the **Bosun** can command the masts to drop onto a ship within 20 feet. The target ship must succeed on a DC 16 Dexterity saving throw or become restrained (escape DC 14). While restrained in this way, a creature can pass back and forth between the ships by moving carefully at half speed or at full speed by making a DC 16 Acrobatics check, and falling into the water on a failure.

ACTION STATIONS

Helm: (requires 1 creature). The **Helm** can choose to spend half of the ship's movement to turn the ship up to 90°.

Rigging: (requires 1 creature). The **Bosun** must spend their action once per turn during combat, or once per 8 hours when not in combat, to maintain control of the rigging. Losing control of the rigging causes the ship's base speed to drop to 0.

Harpoon Ballista: The ballista is bolted to the frame of the ship and has a limited ability to aim. It can only fire from the side of the ship in which it is installed (chosen when you purchase this ship). It is a large object with an AC of 15, 50 hit points, and immunity to poison and psychic damage. The ballista requires an action to load it, and an action to fire it.

Harpoon: *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 16 (3d10) piercing damage and the target is grappled (escape DC 15). If the target is a ship, a member of the crew can attempt to end this grapple with their action if they are within 5 feet of the harpoon. Until this grapple ends, the ballista cannot be fired again.

Reel: The creature that fired the harpoon can use its action to reel in the harpoon back to the ballista that fired it. A target grappled by the harpoon must succeed on a DC 15 Strength saving throw or be pulled 25 feet in a straight line toward the ballista that fired it. On a successful saving throw, the harpoon is dislodged and the grapple ends.

LIBURNA

Purchase Cost: 3,000 gp

Patron Cost: 1 talent

The Liburna is the ship of choice for pirates, assassins, and spies. During the era of silk road trade, many simple fishermen and farmers became desperate for a better life outside of the oppressive regimes of powerful empires, and the Liburna provided a way out for those willing to work outside the law. The very low purchase cost of the Liburna meant that even poor fishermen could pool their savings to purchase one and embark on a life of crime.

As such, the Liburna is closely associated with piracy, especially in waters near known pirate coves.

PROS AND CONS

The great strength of the Liburna is how cost-effective it is. For the exceptionally low price of 1 talent, a crew of adventurers gain a very functional ship. While it may not come with the bells and whistles of larger warships, the Liburna's simple design makes it an effective option for quick missions where the safety of one's ship is not guaranteed. Its simple (but effective) breaching ram combined with its high AC also allows the Liburna to challenge ships three times its size in open combat.

The weakness of the Liburna is its relatively low Constitution and hit point maximum. Its speed and AC makes it hard to hit with siege weapons, but the Liburna can't take much punishment once the hits start landing. All in all, the Liburna is a great investment as a scouting vessel... just don't get too attached to it.

UPGRADE SLOTS

The Liburna's basic design leaves very little room for modifications. An open section of the deck allows for a single upgrade slot worth of space, and the rostrum of the breacher ram can be remodeled to free up more space, if desired. See "Removing an Upgrade" on page 25 for more.

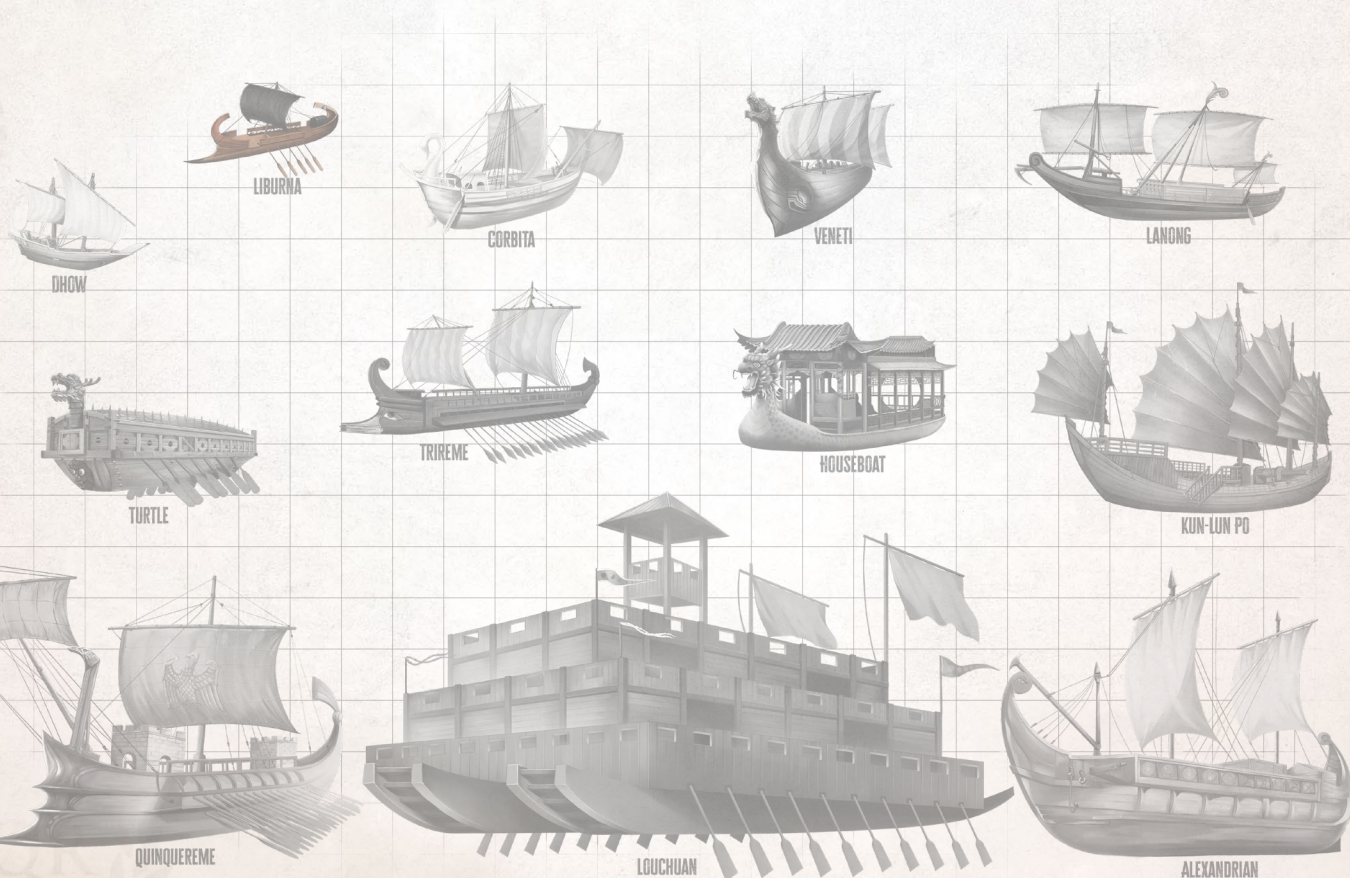
SLOTS AVAILABLE



SLOTS IN USE



In use (Ram: Breacher)





LIBURNA

Huge Vehicle, 60 ft by 10 ft

Armor Class: 18

Hit Points: 100 (damage threshold 10, mishap threshold 10)

Base Speed: 100 ft. (90° turn max)

Creature Capacity: 12
Cargo Capacity: 25 tons

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
16 (+3)	16 (+3)	15 (+1)	-2 (-2)	+3 (+3)	+1 (+1)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Flammable: Its wood construction makes this ship susceptible to catching fire. If the ship takes any fire damage, it begins *Burning*, as though by the mishap described on page 24.

Breaching Ram: If the Liburna enters another ship's space after moving at least 20 feet straight toward it, it crashes. The Liburna takes no damage from the crash, and the target must make a DC 18 Constitution saving throw or it takes 7 (2d6) piercing damage and gains a "Breached Hull," as though by the Mishap described on page 28.

Quiet: The Liburna has advantage on Stealth checks.

ACTION STATIONS

Helm: (requires 1 creature). The **Helm** can choose to spend 25 feet of the ship's movement to turn the ship up to 90°.

Rigging: (requires 1 creature). The **Bosun** must spend their action once per turn during combat, or once per 8 hours when not in combat, to maintain control of the rigging. Losing control of the rigging causes the ship's base speed to drop to 0.

LOUCHUAN

Purchase Cost: 55,000 gp

Patron Cost: 16 talents

The Louchuan is the undisputed power of silk road era seas. This floating fortress is a marvel of Chinese engineering, and should cause even entire fleets of warships to think twice before attacking. Veterans of naval combat will readily share a general piece of advice: if you see a Louchuan on the horizon, you run.

Because of its reputation as an invincible opponent, the Louchuan functions as more of a symbolic flagship of the Chinese empire, and rarely engages in combat directly. Louchuan encountered on the open sea are typically used for transporting royalty or imperial ambassadors, since no pirate captain in their right mind would even approach a Louchuan, let alone attack it.

However, given the high cost of constructing and operating a Louchuan, these floating weapons of mass destruction are rarely, if ever, seen during the era of silk road trade.

PROS AND CONS

The Louchuan's obvious weakness is its speed and turn radius. The crawling pace of the fortress requires two full rounds of combat to make a single 90-degree turn, which could put it at a tactical disadvantage in close-combat situations. To make up for this, Louchuan captains will usually choose to spend their available upgrade slots on additional siege weapons (like ballistae or catapults), so that there are always weapons ready to fire, regardless of the direction of the enemy. A well-prepared Louchuan should never need to turn during combat.

However, in terms of advantages, the Louchuan is the preeminent combat vessel. Its twin Thunder-Throwers should be able to obliterate enemy ships and even level port cities long before drawing in range of smaller siege weapons. Additionally, the Louchuan's reputation might mean that enemies will turn tail and run before combat

even begins.

A crew looking to engage in trade or passenger transport will also be frustrated by the Louchuan's inability to navigate rivers and clumsy maneuvering. Such a crew should also invest in a *Small Vessels* for transporting passengers and cargo up and down rivers while the Louchuan floats off the coast.

UPGRADE SLOTS

The Louchuan's tiered design leaves plenty of room for installing upgrades and organizing troops. Typically, these slots will be used for additional siege weapons. However, some crews might decide to modify or remove the Louchuan's existing weapons and repurpose the ship entirely. See "Removing an Upgrade" on page 25 for more.

SLOTS AVAILABLE



(Tower)->

SLOTS IN USE



In use (Thunder-Thrower 1)



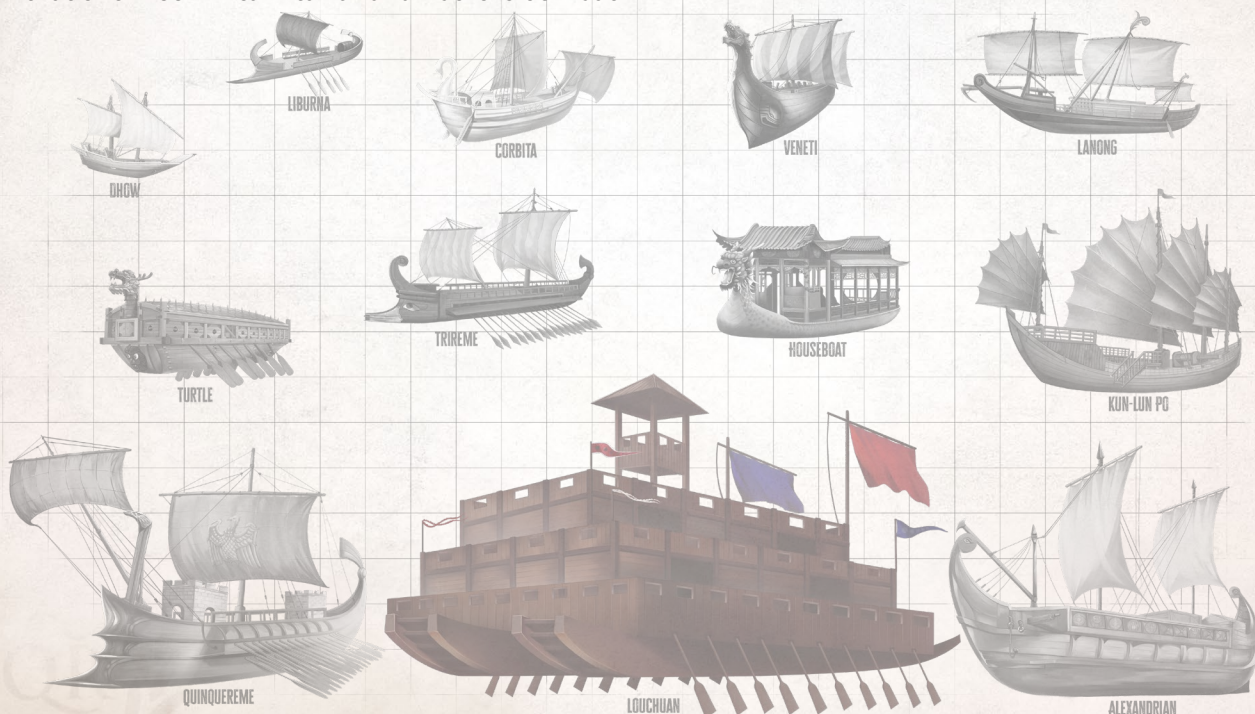
In use (Thunder-Thrower 1)



In use (Thunder-Thrower 2)



In use (Thunder-Thrower 2)





LOUCHUAN

Gargantuan Vehicle, 300 ft by 300 ft

Creature Capacity: 100
Cargo Capacity: 500 ton

Armor Class: 10

Hit Points: 626 (damage threshold 10, mishap threshold 30)

Base Speed: 25 ft. (45° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
27 (+9)	4 (-3)	23 (+6)	(+8)	(+0)	(-20)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Flammable: Its wood construction makes this ship susceptible to catching fire. If the ship takes any fire damage, it begins *Burning*, as though by the mishap described on page 24.

Tower: A siege tower is built at the top level of the Louchuan. Creatures in the top of the tower gain the benefits of half cover (+2 bonus to AC), and have advantage on ranged weapon

attacks made from the top of the tower. (An additional upgrade may be installed in this tower, provided it only uses 1 upgrade slot).

ACTION STATIONS

Helm: (requires 1 creature). The **Helm** can choose to spend half of the ship's movement to turn the ship up to 45°.

Rigging: (requires 1 creature). The **Bosun** must spend their action once per turn during combat, or once per 8 hours when not in combat, to maintain control of the rigging. Losing control of the rigging causes the ship's base speed to drop to 0.

Thunder-Thrower (x2): A Thunder-Thrower is bolted to the frame of the ship and has a limited ability to aim. It can only fire from the side of the ship in which it is installed. The Louchuan has 2 Thunder-Throwers, which are usually installed facing forward. Each is a huge object with an AC of 12, 150 hit points, and immunity to poison and psychic damage. Each Thunder-Thrower requires 2 actions to load it, and 1 action to fire it.

Stone: *Ranged Weapon Attack:* +6 to hit, range 1000/2000 ft. (cannot hit targets within 240 ft.), one target. *Hit:* 55 (10d10) bludgeoning damage.

QUINQUEREME

Purchase Cost: 10,000 gp

Patron Cost: 4 talents

The Quinquereme is the flagship of the Roman empire, and every part of it is built for sea combat. In some ways, the Quinquereme functions as an oversized Trireme, with much of the same functionality. However, where the Trireme thrives on coastal routes, the Quinquereme performs better in the deep water of the open sea.

With tall walls and a distinctive “corvus” gangplank that can be dropped to pierce the deck of an enemy ship, the Quinquereme is designed for boarding enemy vessels. Thus, Quinquereme are often encountered floating off the coast of imperial port cities, waiting to seize and search merchant vessels to look for fugitives or ill-gotten gains.

In the event that the Quinquereme is attacked (which is rare), it is outfitted with twin siege towers, each with a catapult for ranged combat, and a “cleaver” style ram designed for slicing enemy vessels in half.

PROS AND CONS

The Quinquereme is designed front-to-back for sea combat, and this is where it thrives. Like the Trireme, the Quinquereme functions best when fully crewed by oarsmen to bolster its speed. When piloted as a warship, the Quinquereme has few weaknesses.

Thus, the real disadvantage of the Quinquereme is its operation when not engaged in combat. With below-average terrain modifiers and slow base speed, the Quinquereme is ideal for guarding imperial ports, but

suffers when sailing long distances or when used for exploring in unfamiliar territory.

UPGRADE SLOTS

The Quinquereme comes outfitted as a warship, including integrated seating for up to three crews of oarsmen who, if hired, can increase its cruising speed to 60 feet, and its “double time” speed to 90 feet. However, by remodeling the built-in seating and crew quarters, player characters can free up a significant number of upgrade slots, thus sacrificing the ship’s speed for greater utility. See “Removing an Upgrade” on page 25 for more.

SLOTS AVAILABLE

none

SLOTS IN USE

- ☒ (Tower)-> Catapult
- ☒ (Tower)-> Catapult
- ☒ Ram: Cleaver
- ☒ Crew: Oarsmen 1
- ☒ Crew: Oarsmen 1
- ☒ Crew: Oarsmen 2
- ☒ Crew: Oarsmen 2
- ☒ Crew: Oarsmen 3
- ☒ Crew: Oarsmen 3



DHOW



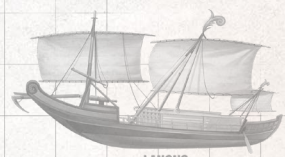
LIBURNA



CORBITA



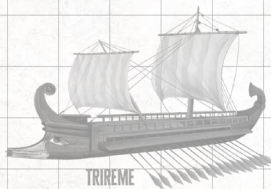
VENETI



LANONG



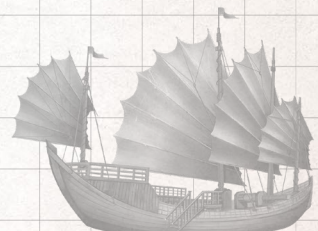
TURTLE



TRIEME



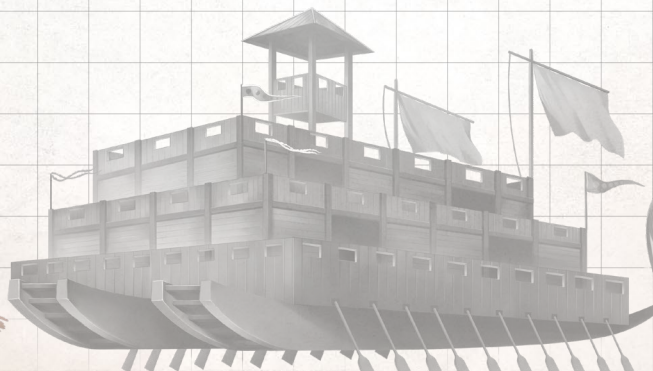
HOUSEBOAT



KUN-LUN PO



QUINQUEREME



LOUCHUAN



ALEXANDRIAN



QUINQUEREME

Gargantuan Vehicle, 150 ft by 25 ft

Creature Capacity: 25
Cargo Capacity: 200 tons

Armor Class: 13

Hit Points: 400 (damage threshold 10, mishap threshold 30)

Base Speed: 30 ft. (90° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
24 (+7)	7 (-2)	20 (+5)	(+2)	(+1)	(-5)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Flammable: Its wood construction makes this ship susceptible to catching fire. If the ship takes any fire damage, it begins *Burning*, as though by the mishap described on page 24.

Integrated Oarsmen Seating (x3): The ship's base speed is its speed with sails only, and can be increased by purchasing the "Crew: Oarsmen" upgrade. You must still pay the gold cost to hire a crew of oarsmen, but this ship's built-in seating and crew quarters allow you to ignore the upgrade slot requirement when hiring a crew of oarsmen (up to three times).

Cleaving Ram: If the Quinquereme enters another ship's space after moving at least 20 feet straight toward it, it crashes. The Quinquereme takes no damage from the crash, and the target must make a DC 16 Dexterity saving throw. The target takes 1d8 slashing damage for every 10 feet the Quinquereme moved since its last turn (maximum 10d8) on failed saving throw, and half as much on a success. If taking this damage reduces the target's hit points to fewer than half of what they were before taking the damage, the target is instantly destroyed as the cleaver carves the ship in half.

(Each time the ram deals more than 20 points of damage to a target, roll a d20. On a 1, the ram shatters and becomes unusable.)

Tower (x2): Two siege towers are built in the front and rear of the Quinquereme. Each tower contains a catapult. Creatures in the top of the tower gain the benefits of half cover (+2 bonus to AC), and have advantage on ranged weapon attacks made from the top of the tower (including with the catapults).

ACTION STATIONS

Catapult (x2): A catapult is mounted at the top of each of the Quinquereme's two towers, aiming in a direction chosen when the ship is purchased. Each catapult is a large object with an AC of 14, 80 hit points, and immunity to poison and psychic damage. Each catapult requires an action to load it and an action to fire it.

Stone: *Ranged Weapon Attack:* +6 to hit, range 500/1000 ft. (cannot hit targets within 100 ft.), one target. *Hit:* 26 (4d12) bludgeoning damage.

Corvus: As an action, the creature operating the corvus can force a ship within 10 feet to make a DC 18 Dexterity saving throw, taking 7 (2d6) piercing damage and becoming restrained on a failure. While restrained in this way, creatures can move back and forth between the ships with ease. As an action, a creature on the restrained ship can attempt a DC 18 Strength check, dislodging the corvus on a success. The corvus is a large object with an AC of 14, 25 hit points, and immunity to poison and psychic damage).

Helm: (requires 1 creature). The **Helm** can choose to spend half of the ship's movement to turn the ship up to 90°.

Rigging: (requires 1 creature). The **Bosun** must spend their action once per turn during combat, or once per 8 hours when not in combat, to maintain control of the rigging. Losing control of the rigging causes the ship's base speed to drop to 0.

TRIEME

Purchase Cost: 10,000 gp

Patron Cost: 4 talents

The Trireme is the most widely used warship in the world, with a design that has been perfected over the last several hundred years. Originally used by the Greeks, the *trireme* (a name meaning “with three rows of oars”) was designed to be the perfect balance of speed, durability, and combat efficiency. The design comes with three tiered rows of built-in seating for oarsmen, an “oculus” ram, and a flat, open deck for easily installing, operating, and transporting siege weapons.

The primary function of the Trireme was as a troop transport vehicle over short distances. Although the innate design is made to accommodate a large crew of oarsmen and marines, the crew quarters are small and cramped, making for uncomfortable voyages in the open sea or over long distances. The Trireme thrives on coastal routes, and it is along the coastline of imperial territory that these ships will most often be encountered - a constant reminder of the strength and reach of distant empires.

PROS AND CONS

The Trireme is a great ship for combat, and player characters interested in finding work as pirates, bounty hunters, or mercenaries would do well to consider a Trireme. The catapult provides a fair amount of ranged damage output in a compact frame. Also, if the player characters can afford hire one or more upgrades of “oarsmen,” the Trireme can boast an impressive speed and deal devastating blows with its oculus ram.

The drawbacks of a Trireme are its range and utility.

This ship is simply not built for long oversea voyages, and its minimal cargo and passenger capacities might mean missing out on lucrative work in most major ports. On the other hand, a bit of creativity might go a long way in remodeling the Trireme.

UPGRADE SLOTS

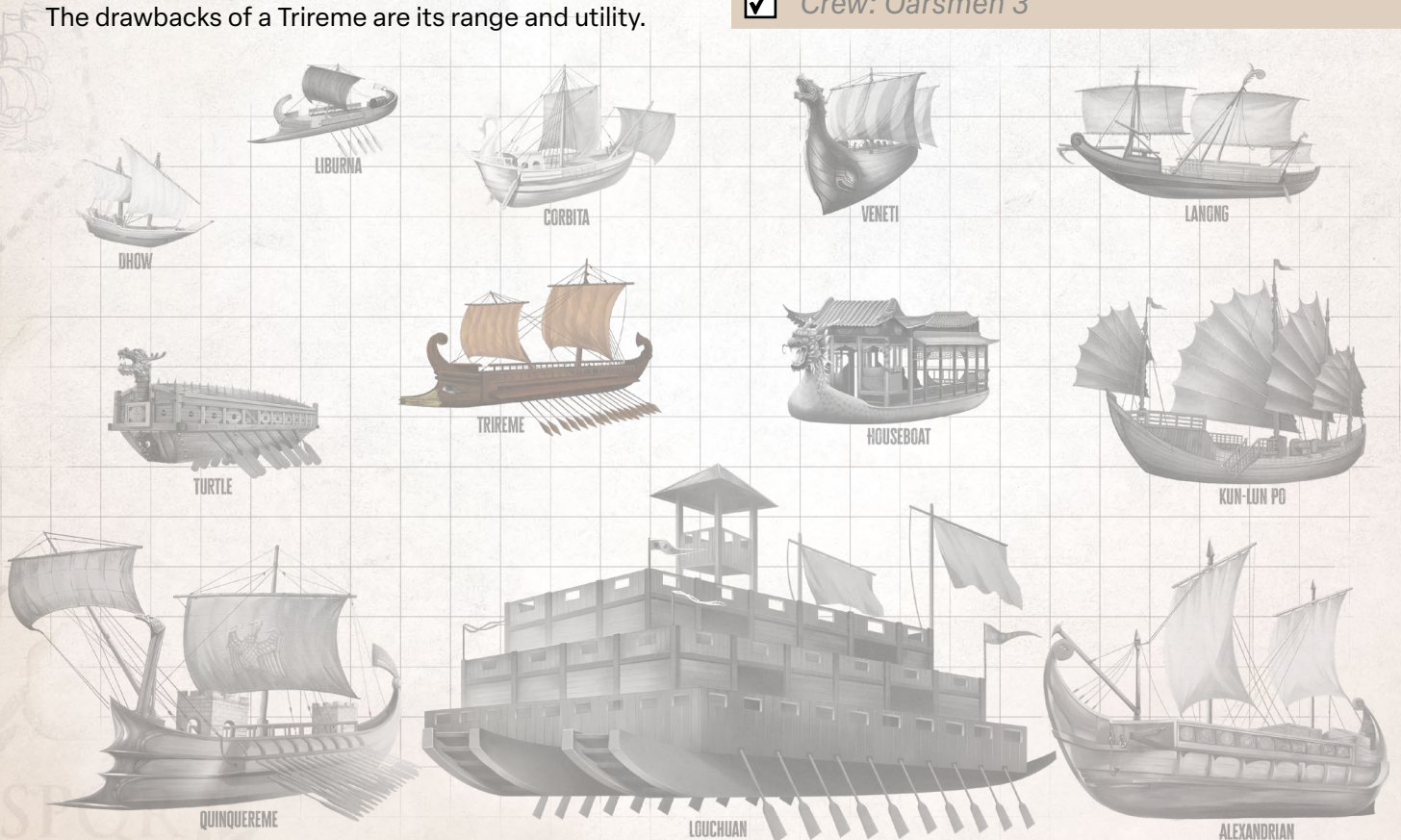
The Trireme comes outfitted as a warship, including integrated seating for up to three crews of oarsmen who, if hired, can increase the Trireme’s cruising speed to 70 feet, and its “double time” speed to 100 feet. However, by remodeling the built-in seating and crew quarters, player characters can free up a significant number of upgrade slots, thus sacrificing the ship’s speed for greater utility. See “Removing an Upgrade” on page 25 for more.

SLOTS AVAILABLE

none

SLOTS IN USE

- ☒ Catapult
- ☒ Ram: Oculus
- ☒ Crew: Oarsmen 1
- ☒ Crew: Oarsmen 1
- ☒ Crew: Oarsmen 2
- ☒ Crew: Oarsmen 2
- ☒ Crew: Oarsmen 3
- ☒ Crew: Oarsmen 3





TRIREME

Gargantuan Vehicle, 100 ft by 20 ft

Armor Class: 15

Hit Points: 300 (damage threshold 10, mishap threshold 20)

Base Speed: 40 ft. (90° turn max)

Creature Capacity: 10
Cargo Capacity: 50 tons

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
18 (+4)	10 (+0)	17 (+2)	(-3)	(+1)	(+0)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Flammable: Its wood construction makes this ship susceptible to catching fire. If the ship takes any fire damage, it begins *Burning*, as though by the mishap described on page 24.

Integrated Oarsmen Seating (x3): The ship's base speed is its speed with sails only, and can be increased by purchasing the "Crew: Oarsmen" upgrade. You must still pay the gold cost to hire a crew of oarsmen, but this ship's built-in seating and crew quarters allow you to ignore the upgrade slot requirement when hiring a crew of oarsmen (up to three times).

Oculus Ram: If the Trireme enters another ship's space after moving at least 20 feet straight toward it, it crashes. The Trireme takes no damage from the crash, and the target must make a DC 16 Constitution saving throw, taking 1d10 bludgeoning damage for every 10 feet the Trireme moved since its last turn (maximum 10d10).

ACTION STATIONS

Catapult: The catapult is bolted to the frame of the ship and has a limited ability to aim. It can only fire from the side of the ship in which it is installed (usually over the side). It is a large object with an AC of 14, 80 hit points, and immunity to poison and psychic damage. A catapult requires an action to load it, and an action to fire it.

Stone: *Ranged Weapon Attack:* +6 to hit, range 500/1000 ft. (cannot hit targets within 100 ft.), one target. *Hit:* 26 (4d12) bludgeoning damage.

Helm: (requires 1 creature). The **Helm** can choose to spend half of the ship's movement to turn the ship up to 90°.

Rigging: (requires 1 creature). The **Bosun** must spend their action once per turn during combat, or once per 8 hours when not in combat, to maintain control of the rigging. Losing control of the rigging causes the ship's base speed to drop to 0.

TURTLE

Purchase Cost: 25,000 gp

Patron Cost: 12 talents

The Turtle is a military ship of Chinese design. This ship was originally conceptualized as a way to defend against the powerful ranged attacks from catapults or ballistae, but eventually grew to epitomize the defensive capabilities of the Han military. Generally used as a troop and cargo transport ship, the Turtle could guarantee safe delivery of personnel and supplies, even when under heavy fire from artillery.

PROS AND CONS

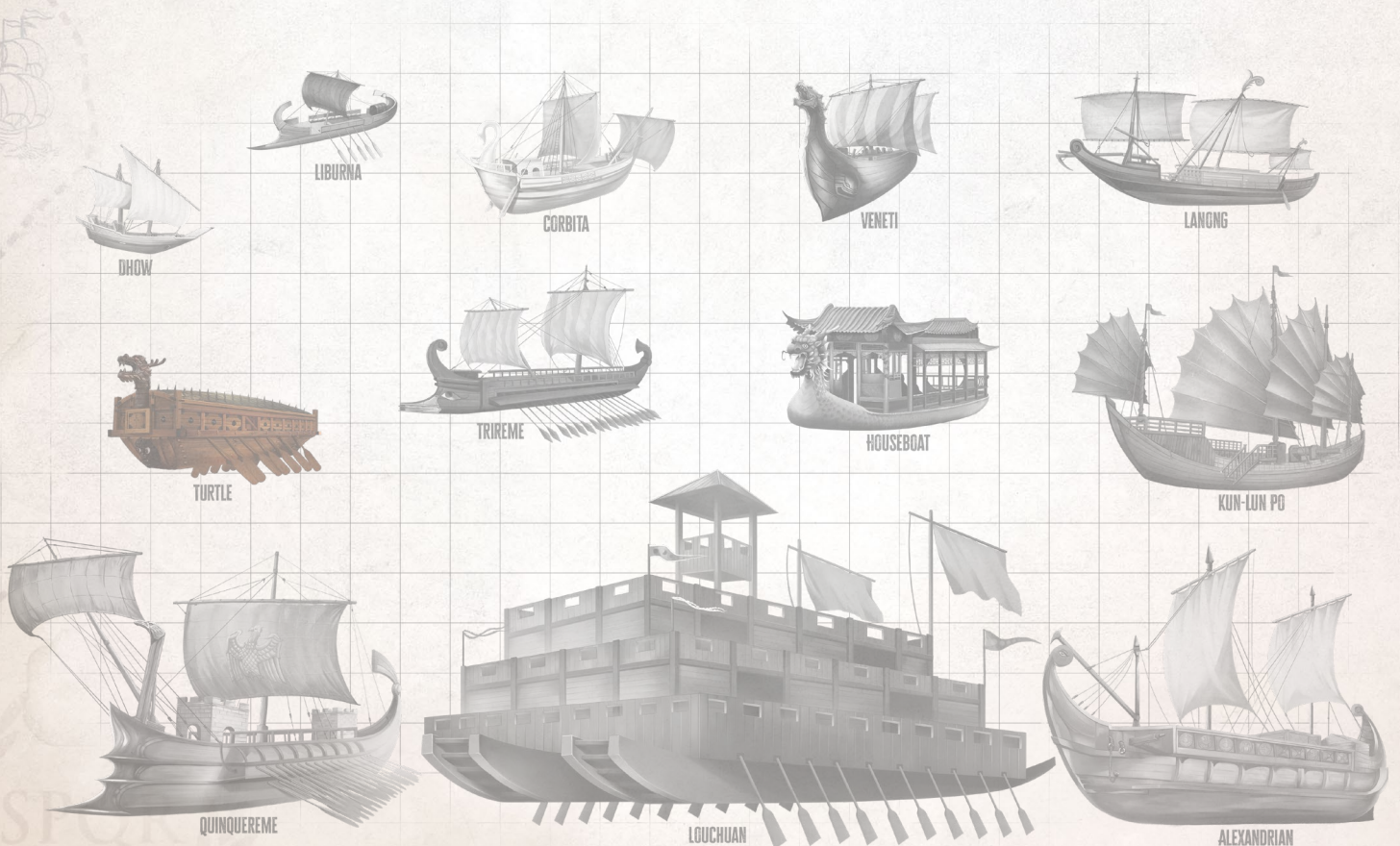
Although difficult and expensive to build, the Turtle ship has a simple concept which makes both its pros and cons fairly obvious at first glance. The clear advantage of the Turtle is its resiliency. With an impressive AC, a high damage and mishap threshold, and immunity to fire damage, the Turtle can take a beating better than any other ship on the market.

However, its paddle wheel gives it a very slow base speed and with only 3 upgrade slots, there isn't much room to improve this weakness. The Turtle is all but guaranteed to get where its going in one piece, but it may take longer than you would like to get there.

UPGRADE SLOTS

The Turtle features three available upgrade slots.

SLOTS AVAILABLE





TURTLE

Gargantuan Vehicle, 100 ft by 30 ft

Armor Class: 20 (armored dome)

Hit Points: 200 (damage threshold 20, mishap threshold 20)

Base Speed: 30 ft. (90° turn max)

Creature Capacity: 30
Cargo Capacity: 350 tons

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
17 (+3)	17 (-3)	18 (+4)	(+0)	(+1)	(+1)

Damage Immunities: fire, poison, psychic

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

FEATURES

Armored Dome: Creatures inside the Turtle have full cover against attacks and other effects outside the ship.

Fireproof: The Turtle is coated in a flame-retardant seal. It has immunity to fire damage and immunity to the *Burning* mishap.

Paddle-Powered: The ship's base speed is generated by a paddle wheel, rather than by sails. A paddle-powered craft requires the **Bosun** (or other member of the crew) to operate the paddle mechanics, rather than the rigging. A paddle-powered ship is immune to any mishap that affects a ship's mast or sails.

ACTION STATIONS

Helm: (requires 1 creature). The **Helm** can choose to spend half of the ship's movement to turn the ship up to 90°.

Paddle Wheel: (requires 1 creature). A creature must spend its action each turn to maintain control of the paddle mechanics. Failing to do so causes the ship's base speed to drop to 0.

VENETI

Purchase Cost: 20,000 gp

Patron Cost: 7 talents

When Rome first launched its invasion into Britain, the emperor knew that crushing the Celt navy and controlling the northern seas would be key to victory in the north. The emperor subsequently built a great many Triremes and Quinqueremes, outfitted with the best Roman rams and artillery, and sailed confidently into Celt waters. However, Rome had vastly underestimated the boats of the seafaring Veneti tribe. The Veneti ships were sturdier, taller, and thicker than the Roman Triremes, and Rome found itself at a disadvantage, despite outnumbering the Celt fleet. The Roman navy had always relied on a strategy of ramming and boarding enemy vessels, but the Veneti ships were resistant to their rams and maneuvered around the Roman fleet while raining down projectiles from a distance. Although Rome eventually defeated the Celt fleet and successfully invaded Londinium, it was only through far superior numbers. The emperor, watching from shore, learned an important lesson that day: do not underestimate the Veneti.

PROS AND CONS

The Veneti is an incredibly resilient ship, and its resistance to ramming damage leave it little to fear from traditional combat tactics. Its additional resistances to cold and fire should also not be overlooked.

On the other hand, the Veneti has a smaller-than-

average cargo and passenger capacity, and its unremarkable speed make it less than ideal for long oversea voyages.

UPGRADE SLOTS

Much of the Veneti's frame is taken up with reinforcing beams that give it its durability. However, it still has three upgrade slots available. Its only weapon - the Dragon's Breath ballista - is affixed to the main deck where it is taking up two slots. Some crews may feel that these slots would be better used in other ways, and may decide to remove the Dragon's Breath to free up more space. See "Removing an Upgrade" on page 25 for more.

SLOTS AVAILABLE



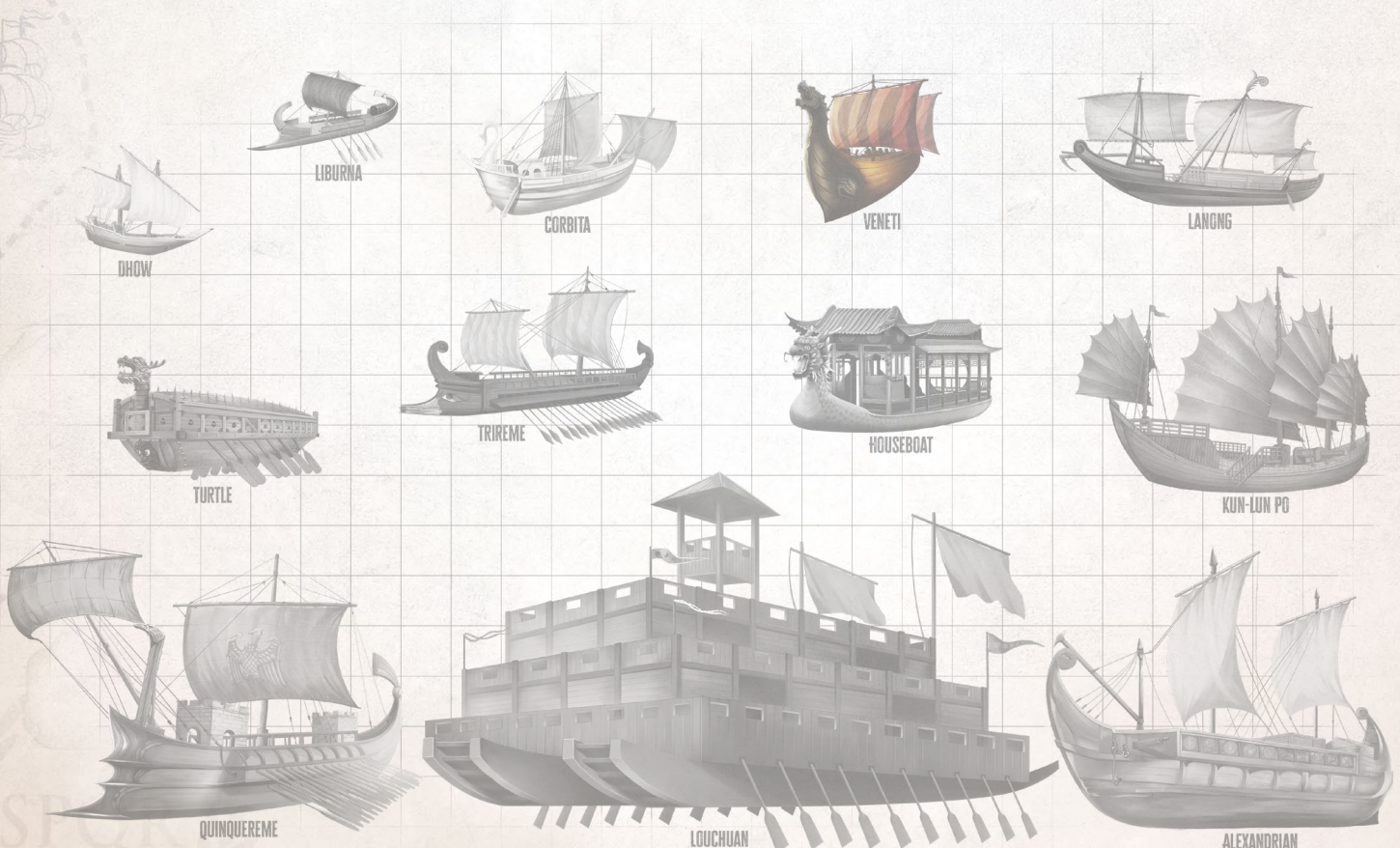
SLOTS IN USE



In use (Dragon's Breath)



In use (Dragon's Breath)





VENETI

Gargantuan Vehicle, 75 ft by 20 ft

Armor Class: 16

Hit Points: 375 (damage threshold 20, mishap threshold 20)

Base Speed: 40 ft. (90° turn max)

Creature Capacity: 16
Cargo Capacity: 100 tons

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
18 (+4)	10 (+0)	17 (+2)	(+2)	(+2)	(+0)

Damage Resistances: damage from rams

Damage Immunities: cold, fire, poison, psychic

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

FEATURES

Fireproof: The Veneti is coated in a flame-retardant seal. It has immunity to fire damage and immunity to the *Burning* mishap.

Icebreaker Prow: The Veneti is immune to cold damage and the *Breached Hull* mishap.

Ironsides Hull: The Veneti is resistant to damage dealt as a result of being rammed by another ship.

ACTION STATIONS

Dragon's Breath: The Dragon's Breath is bolted to the frame of the ship and has a limited ability to aim. It can only fire from the side of the ship in which it is installed (chosen when you purchase this ship). It is a large object with an AC of 14, 150 hit points, and immunity to fire, poison, and psychic damage. The Dragon's Breath requires an action to load it, and an action to fire it.

Fire Bolt: *Ranged Weapon Attack:* +6 to hit, range 800/1600 ft. (cannot hit targets within 400 ft.), one target. *Hit:* 26 (4d12) piercing damage plus 14 (4d6) fire damage, and if the ship is flammable it begins *Burning*, as though by the *Mishap* described on page 24.

Helm: (requires 1 creature). The **Helm** can choose to spend half of the ship's movement to turn the ship up to 90°.

Rigging: (requires 1 creature). The **Bosun** must spend their action once per turn during combat, or once per 8 hours when not in combat, to maintain control of the rigging. Losing control of the rigging causes the ship's base speed to drop to 0.

SMALL VESSELS

The ships below have basic functionality, few features, and no upgrade slots. These might be effective “starter ships” for adventurers on a budget looking to work their way up in the world. Or, perhaps some crews may wish to purchase a smaller vessel as a life boat, or as a scout vessel to explore narrow rivers or rocky coasts while their larger ship stays anchored at sea. Small vessels may be purchased in any port worldwide.



CATAMARAN

Purchase Cost: 450 gp

Patron Cost: 1 talent

The catamaran is the favored vessel of the seafaring people of the Southern Islands. With a stabilizing outrigger and weather-proof “crab claw” style sails, this vehicle handles exceptionally well on the open sea, despite its small size.

CATAMARAN

Large Vehicle

Creature Capacity: 6
Cargo Capacity: 1 ton

Armor Class: 15

Hit Points: 50 (damage threshold 5, mishap threshold 10)

Base Speed: 60 ft. (90° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
12 (+1)	16 (+3)	12 (+1)	(+5)	(+1)	(+0)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Outrigger: This boat is immune to the *breached hull* and *capsize* Mishaps.

Secondary Vessel: This boat can be lashed to the outside of a larger ship as a secondary vessel. Doing so uses 10 tons of the host ship's cargo capacity.

Simple Controls: This boat can be operated by 1 creature.

FISHING BOAT

Purchase Cost: 750 gp

Patron Cost: 1 talent

A common sight in most coastal cities and towns, the fishing boat is often purchased by commoners as a way to earn a living.

FISHING BOAT

Huge Vehicle

Creature Capacity: 8
Cargo Capacity: 5 tons

Armor Class: 12

Hit Points: 65 (damage threshold 5, mishap threshold 10)

Base Speed: 30 ft. (90° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
13 (+1)	11 (+0)	13 (+1)	(+1)	(+2)	(+0)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Fishing Equipment: This boat is equipped with nets and other basic fishing equipment. Survival checks made to forage for food or catch fish while on the water may be made with advantage.

Secondary Vessel: This boat can be lashed to the outside of a larger ship as a secondary vessel. Doing so uses 25 tons of the host ship's cargo capacity.

Simple Controls: This boat can be operated by 1 creature.

PEDDLER'S BOAT

Purchase Cost: 500 gp

Patron Cost: 1 talent

Traveling merchants often invest in peddler's boats as secondary vessels in order to sell their wares at towns along narrow rivers while their larger ship stays anchored.

PEDDLER'S BOAT

Huge Vehicle

Creature Capacity: 4
Cargo Capacity: 5 tons

Armor Class: 12

Hit Points: 55 (damage threshold 5, mishap threshold 10)

Base Speed: 30 ft. (90° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
13 (+1)	11 (+0)	13 (+1)	(+0)	(+1)	(+2)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Floating Shop: This boat is designed as a small but intriguing storefront. Any goods sold from this boat earn 25% more gold than they normally would have.

Secondary Vessel: This boat can be lashed to the outside of a larger ship as a secondary vessel. Doing so uses 25 tons of the host ship's cargo capacity.

Simple Controls: This boat can be operated by 1 creature.

RIVERBOAT

Purchase Cost: 375 gp

Patron Cost: 1 talent

Riverboats are a fast, efficient way to traverse rivers while avoiding the natural hazards of navigating shallow water.

RIVERBOAT

Large Vehicle

Creature Capacity: 6
Cargo Capacity: 1 ton

Armor Class: 14

Hit Points: 40 (damage threshold 5, mishap threshold 10)

Base Speed: 50 ft. (90° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
12 (+1)	15 (+2)	12 (+1)	(-5)	(+0)	(+5)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Secondary Vessel: This boat can be lashed to the outside of a larger ship as a secondary vessel. Doing so uses 10 tons of the host ship's cargo capacity.

Simple Controls: This boat can be operated by 1 creature.

SHUTTLE RAFT

Purchase Cost: 1,000 gp

Patron Cost: 1 talent

Shuttle rafts are designed to maximize passenger capacity. Large passenger ships often use Shuttle Rafts as secondary vessels, both as a passenger ferry as well as a lifeboat in the event of a wreck.

SHUTTLE RAFT

Huge Vehicle

Creature Capacity: 50
Cargo Capacity: 5 tons

Armor Class: 11

Hit Points: 45 (damage threshold 5, mishap threshold 10)

Base Speed: 25 ft. (90° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
13 (+1)	9 (-1)	13 (+1)	(-5)	(+0)	(+2)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Double Deck Seating: This boat is equipped with two decks with rows of seating stacked on top of each other to maximize its creature capacity.

Secondary Vessel: This boat can be lashed to the outside of a larger ship as a secondary vessel. Doing so uses 25 tons of the host ship's cargo capacity.

Simple Controls: This boat can be operated by 1 creature.

SCAVENGER VESSEL

Purchase Cost: 1,500 gp

Patron Cost: 1 talent

Scavenger Vessels are a great investment for treasure hunters and adventurers. Finding a sunken treasure isn't worth anything unless you can salvage it!

SCAVENGER VESSEL

Huge Vehicle

Creature Capacity: 8
Cargo Capacity: 25 tons

Armor Class: 12

Hit Points: 75 (damage threshold 5, mishap threshold 10)

Base Speed: 25 ft. (90° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
16 (+3)	11 (+0)	14 (+2)	(+0)	(+0)	(+0)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Jib Crane: This boat is outfitted with a winch crane mounted on a jib arm designed for salvaging cargo from shipwrecks. Provided a creature can swim to the wreck to secure the crane to the cargo, the jib crane can lift 1 ton of cargo for every 10 minutes spent scavenging a wreck site.

Secondary Vessel: This boat can be lashed to the outside of a larger ship as a secondary vessel. Doing so uses 25 tons of the host ship's cargo capacity.

Simple Controls: This boat can be operated by 1 creature.

SKIFF

Purchase Cost: 250 gp

Patron Cost: 1 talent

Skiffs are small, quiet, and fast. They are often used as secondary vessels for scouting missions ahead of a larger ship, or as a primary ship for scouts, spies, and assassins.

SKIFF

Large Vehicle

Creature Capacity: 4
Cargo Capacity: 0 tons

Armor Class: 16

Hit Points: 25 (damage threshold 5, mishap threshold 10)

Base Speed: 100 ft. (120° turn max)

TERRAIN MODIFIERS

STR	DEX	CON	SEA	COAST	RIVER
9 (-1)	18 (+4)	11 (+0)	(-10)	(+1)	(+1)

Damage Immunities: poison, psychic

Damage Vulnerabilities: fire

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

FEATURES

Quiet: This boat has advantage on Stealth checks.

Secondary Vessel: This boat can be lashed to the outside of a larger ship as a secondary vessel. Doing so uses 5 tons of the host ship's cargo capacity.

Simple Controls: This boat can be operated by 1 creature.

Upgrades

UPGRADES

The following pages outline the upgrades that can be purchased for your ship. This section lists all upgrades that appear in this module; however, certain upgrades may only be available for purchase in particular ports or from particular sellers, at the discretion of the GM.

Purchase Cost. The “purchase cost” represents either a one-time payment made to install an upgrade on a ship, or else the amount of money that must be set aside to be paid out over the course of a year, such as the salaries of crew members or operational cost of equipment.

Patron Cost. If the player characters are being funded by a patron, that patron may have access to certain connections that provide them with a discount when upgrading ships. All patron costs are listed in “talents.” For more on this, see “A Ship’s Stat Block” on page 23.

ANTIKYTHERA MECHANISM

Purchase Cost: 1,750 gp

Patron Cost: 2 talents

Upgrade Slots Required: none

This clockwork device is built into the frame of the ship, usually near the helm or in the navigator’s quarters. An intricate array of gears and springs, designed by the Greek astronomer Archimedes, carefully tracks and charts the movements of the planets and stars, as well as seasonal weather patterns, tides, and undersea currents. The display face is similar to that of a clock, but with multiple hands indicating information relevant to the navigator.

This mechanism grants a +5 bonus to both Navigation checks and Random Encounter rolls, regardless of terrain.



BALLISTA

Purchase Cost: 300 gp each

Patron Cost: 1 talent for 2 ballistae

Upgrade Slots Required: 1 slot per two ballistae

The ballista is a large missile-throwing weapon powered by torsion springs. Ballista can be converted to fire either bolts or stones (chosen when you purchase this upgrade). A ballista is a large object with an AC of 15, 50 hit points, and immunity to poison and psychic damage.

A ballista is bolted to the frame of the ship and has a limited ability to aim. It can only fire from the side of the ship in which it is installed: front, rear, right, or left (chosen at the time you purchase this upgrade).

A ballista requires an action to load it and an action to fire it. If two creatures within 5 feet of the ballista are using their actions to operate it, then the ballista can fire during each of the ship’s turns during combat.

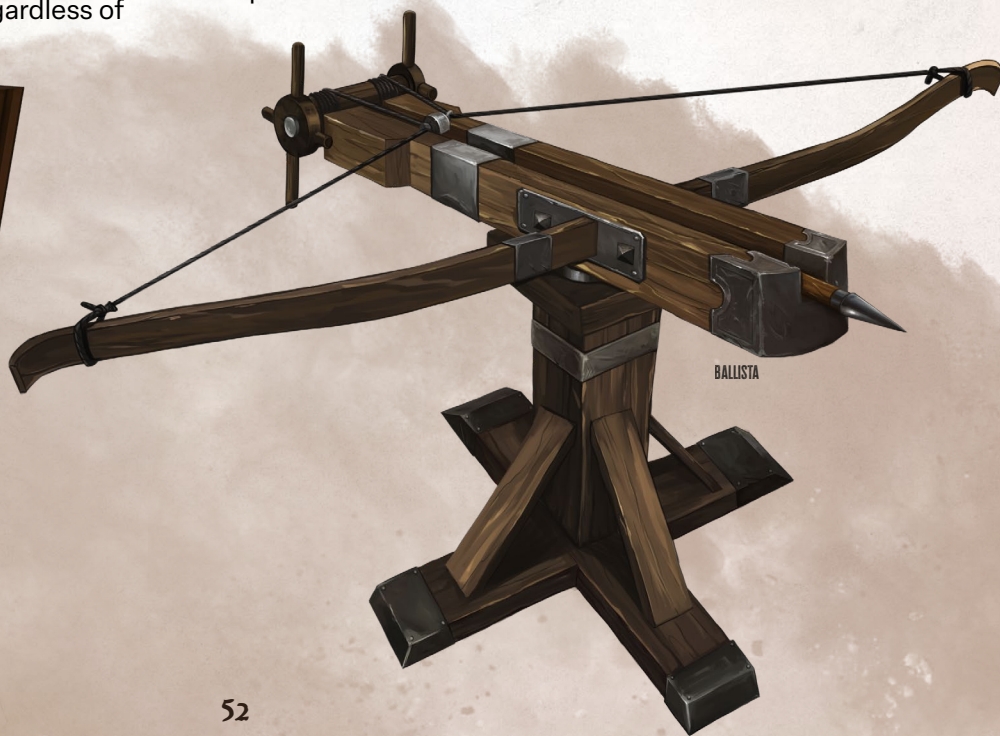
Bolt: *Ranged Weapon Attack:* +6 to hit, range 400/800 ft. (cannot hit targets within 60 ft.), one target. *Hit:* 16 (3d10) piercing (bolt) or bludgeoning (stone) damage.

BANNER OF DIPLOMACY

Purchase Cost: cannot be purchased, only given.

Upgrade Slots Required: none

A banner of diplomacy is a special flag that is affixed to the main mast of the ship, indicating that the vessel is transporting an ambassador or diplomat of some kind. Ships flying this flag enjoy a kind of “diplomatic immunity,” and most major factions know that it is more trouble than it is worth to interfere with the business of politicians.



While the banner of diplomacy is visible, your ship is immune to any random encounters that involve your ship being detained and searched by major factions, even if they are actively searching for fugitives or contraband. Likewise, this banner will prevent local law enforcement from investigating your ship while it is docked in port cities.

A faction that is hostile toward you may still decide to ignore this banner, at the discretion of the GM, and this banner does not prevent attacks from pirates.

BANNER OF THE SMUGGLER

Purchase Cost: *cannot be purchased, only given.*

Upgrade Slots Required: none

Unlike other nautical flags that are meant to draw attention, the banner of the smuggler is so discrete that you will only notice it if you know what to look for. Usually taking the form of an inconspicuous, tattered rag draped over the side of the ship or tied to the mast, the banner of the smuggler signals your willingness to do trade with the criminal underworld. From transporting stolen goods to ferrying wanted criminals, a variety of high-paying jobs might be available to those willing to break the law of the land.

While flying the banner of the smuggler, every time you are allowed to roll on an “open contracts” table to look for work in a port city, you may also roll on the “Black Market contracts Table” on page 92.

BANNER OF PIRACY

Purchase Cost: *cannot be purchased, only given.*

Upgrade Slots Required: none

A jet black banner emblazoned with a white ram's skull strikes fear into the hearts of merchants on the open ocean. The ram skull is the symbol of the silk road pirate alliance, and flying this banner from your main mast signals that you count yourself among them. While flying the banner of piracy, you gain the following benefits.

- You are immune to random encounters that involve being attacked by other pirate ships.
- As an action you can unfurl the banner, making it visible out to a radius of 1,000 feet. Each creature within this area must succeed on a DC 14 Wisdom saving throw or become frightened until the end of its next turn. Creatures with an Intelligence score of 7 or lower are immune to this effect. If a creature that is frightened of the banner is the captain of a ship, it will order its crew to retreat or surrender. Each time you use this ability to force a ship to retreat or surrender, you gain a level of “Infamy” on page 13.

CARCHESIUM (CROW'S NEST)

Purchase Cost: 500 gp

Patron Cost: 1 talents

Upgrade Slots Required: none

The carchesium, better known to sailors as a crow's nest, is a goblet-shaped platform at the top of the main mast of the ship. A creature situated in the carchesium has a 360-degree view of its surroundings, and a better chance of noticing approaching dangers, gaining a +5

bonus to Perception checks.

Additionally, whenever the Lookout is required to roll for a random encounter, they may roll twice instead of once. The GM will then provide a vague description of the two encounters as they appear at a great distance. The crew may then choose, based on these two descriptions, which encounter to navigate towards. It is up to the GM how much detail is visible at a distance, and the GM does not reveal which encounter is more desirable beyond what can be seen.

CARGO HOLD EXPANSION

Purchase Cost: 450 gp

Patron Cost: 1 talent

Upgrade Slots Required: 1 slot

This upgrade converts unused space in your ship's hull into shelving for securely storing crates, barrels, and other cargo. Each time you gain this upgrade, your cargo capacity increases by 100 tons.

CARGO HOLD SEALANT

Purchase Cost: 1,000 gp

Patron Cost: 2 talents

Upgrade Slots Required: none

Your cargo hold is sealed, inside and out, with three coats of moisture-and-mold-resistant resin. Additionally, your cargo hold gains a tight-fitting hatch to prevent airflow, seal in freshness, and keep out vermin and other pests. Cargo stored in a sealed hold is immune to random encounters that would cause it to be damaged or destroyed (such as by rats, diseases, or weather).

CATAPULT

Purchase Cost: 800 gp

Patron Cost: 1 talent

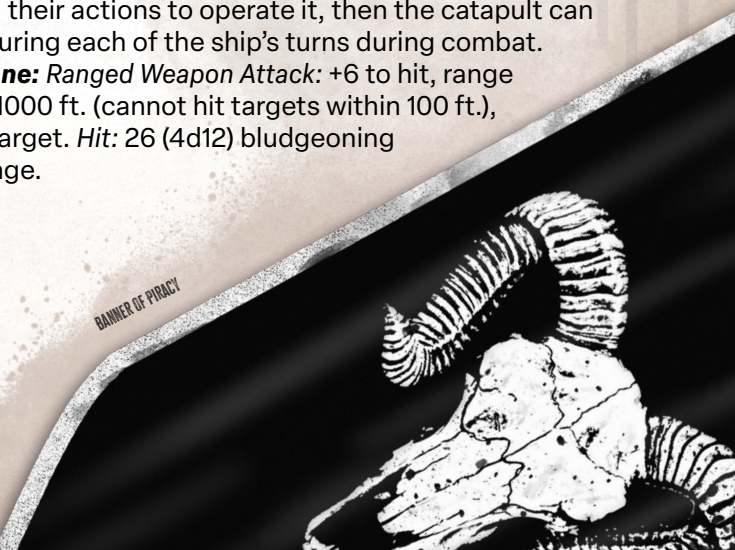
Upgrade Slots Required: 1 slot

A catapult is a large siege weapon that uses torsion springs to launch projectiles over a great distance. A catapult is a large object with an AC of 14, 80 hit points, and immunity to poison and psychic damage.

A catapult is bolted to the frame of the ship and has a limited ability to aim. It can only fire from the side of the ship in which it is installed: front, rear, right, or left (chosen at the time you purchase this upgrade).

A catapult requires an action to load it, and an action to fire it. If two creatures within 5 feet of the catapult are using their actions to operate it, then the catapult can fire during each of the ship's turns during combat.

Stone: Ranged Weapon Attack: +6 to hit, range 500/1000 ft. (cannot hit targets within 100 ft.), one target. **Hit:** 26 (4d12) bludgeoning damage.



CORVUS

Purchase Cost: 250 gp

Patron Cost: 1 talent

Upgrade Slots Required: none

The “corvus” is a spring-loaded gangplank that can be dropped onto the deck of an enemy ship. A sharpened metal spike, fashioned after a raven’s beak (*corvus* is Latin for “raven”) is designed to pierce the deck of the enemy ship, locking the two ships together to provide access for marines to board the enemy vessel.

When your ship rams or otherwise comes within 10 feet of an enemy ship, a creature within 5 feet of the corvus can use its reaction to force the enemy ship to make a DC 18 Dexterity saving throw, taking 7 (2d6) piercing damage and becoming restrained on a failure. While restrained in this way, creatures can move back and forth between the ships with ease.

As an action, a creature on the restrained ship can attempt a DC 18 Strength check, dislodging the corvus on a success. The corvus is a large object with an AC of 14, 25 hit points, and immunity to poison and psychic damage).

As an action, a creature within 5 feet of the corvus’s controls can pull a lever to retract the gangplank, disconnecting the ships.

CREW: DECK HANDS

Purchase Cost: 400 gp

Patron Cost: 1 talent

Upgrade Slots Required: 1 slot

Deck hands can be hired in most major ports throughout the world, and there are usually laborers hanging around port cities looking for work. The “purchase cost” for this upgrade represents the budget that must be set aside for a year’s salary for a crew of 5 deck hands. The “upgrade slot” requirement represents the space on the ship that must be set aside for extra crew quarters, possessions, and rations for the deck hands.

Deck hands are semi-trained sailors that are useful in completing chores, making repairs, and generally overseeing the maintenance of the ship. If required to make a roll, an individual deck worker uses **commoner** stats.

As long as at least one deck worker is within 5 feet of the source of the problem, all rolls made to make repairs to the ship as well as any rolls made to end Mishaps may be made with advantage.

CREW: MARINES

Purchase Cost: 3,000 gp

Patron Cost: 3 talents

Upgrade Slots Required: 1 slot

Marines can be hired in most major ports throughout the world, so long as your status with the faction that controls the port is “allied” or “neutral.” The “purchase cost” for this upgrade represents the budget that must be set aside for a year’s salary for a crew of 5 marines. The “upgrade slot” requirement represents the space on the ship that must be set aside for extra crew quarters, weapon storage, rations, and equipment for the marines.

Marines provide a security force for your ship and fight under your command, either as hand-to-hand combatants, or by operating siege weapons so that you don’t have to.

The stat block for your marines depends on the port city and allied faction from which they are hired. Choose an appropriate stat block challenge rating 1/2 or lower from the “Factions” section on page 56.

If your status with the faction from which the marines were hired changes to “hostile,” you must make a DC 20 Persuasion check to maintain the loyalty of your marines. On a success, the marines betray their faction and remain loyal to your crew. On a failure, the marines mutiny and attempt to take control of your ship by force.

CREW: OFFICER

Purchase Cost: 500 gp

Patron Cost: 1 talents

Upgrade Slots Required: none

Experienced naval officers can be hired in most major ports throughout the world, so long as your status with the faction that controls the port is “allied” or “neutral.” The “purchase cost” for this upgrade represents the budget that must be set aside for a year’s salary for a trained officer to join your crew.

An officer can serve in whatever role is lacking aboard your ship, such as **Navigator** or **Bosun** or even **Captain**, if that is what your crew needs. The stat block for your officer depends on the port city and allied faction from which they are hired. Choose an appropriate stat block with a challenge rating 3 or lower from the “Factions” section on page 56. Your officer uses this stat block, except they add their proficiency bonus to all rolls made while performing their duties aboard your ship.

CREW: OARSMEN

Purchase Cost: 2,000 gp

Patron Cost: 2 talents

Upgrade Slots Required: 2 slots

Oarsmen can be hired in most major ports throughout the world, and there are usually laborers hanging around port cities looking for work. The “purchase cost” for this upgrade represents the budget that must be set aside for a year’s salary for a crew of 24 oarsmen. The “upgrade slot” requirement represents the space on the ship that must be set aside for extra crew quarters, rations, oars and seating.

Oarsmen are semi-trained sailors that are accustomed

to rowing at a moderate pace for 8 hours a day in shifts. If required to make a roll, an individual oarsman uses **commoner** stats.

Each time you purchase this upgrade, your ship's base speed increases by 10 feet.

Additionally, as an action, the captain of the ship can issue a command of "double time" to the oarsmen. Doing so increases the ship's speed by an additional 10 feet per 24 oarsmen employed. For each hour the boat spends traveling at double time, each oarsman gains a level of exhaustion

DINING ROOM AND GALLEY UPGRADE

Purchase Cost: 3,500 gp

Patron Cost: 3 talents

Upgrade Slots Required: 2 slots

Your ship's pantry is refurbished into a functioning galley with an adjoining dining room. The dining room allows crew and passengers to enjoy meals in comfort while traveling, and a portion of the purchase cost represents an ongoing budget to restock the pantry at each port of call. Each time your ship docks in a new port city, the menu of your dining room changes to reflect the local food and drink as described in its regional tavern menu. Your new dining room and galley upgrade grants the following benefits.

- All crew members gain advantage on Wisdom (Perception) checks and Wisdom saving throws, as long as they have enjoyed a meal in the dining room within the past 4 hours.
- Passengers will pay a premium rate to travel with your luxury dining experience. The amount of gold you earn for transporting paying passengers is doubled.

DRAGON'S BREATH

Purchase Cost: 2,000 gp

Patron Cost: 3 talents

Upgrade Slots Required: 2 slots

The "Dragon's Breath" is an oversized ballista that is designed to fire a long-range bolt over great distances. Additionally, the bolts of a Dragon's Breath ballista are coated in naphtha, which causes the end of the bolt to burst into flame once it has been drawn from its sheath and exposed to air. The dragon's breath is a large object with an AC of 14, 150 hit points, and immunity to fire, poison, and psychic damage.

The Dragon's Breath is bolted to the frame of the ship and has a limited ability to aim. It can only fire from the side of the ship in which it is installed: front, rear, right, or left (chosen at the time you purchase this upgrade).

The Dragon's Breath requires an action to load it, and an action to fire it. If two creatures within 5 feet of it are using their actions to operate it, then the Dragon's Breath can fire during each of the ship's turns during combat.

Fire Bolt: Ranged Weapon Attack: +6 to hit, range 800/1600 ft. (cannot

hit targets within 400 ft.), one target. *Hit:* 26 (4d12) piercing damage plus 14 (4d6) fire damage, and if the ship is flammable it begins *burning*, as though by the mishap described on page 24.

If you roll a 1 on an attack roll with the Dragon's Breath, a bit of naphtha drips onto your deck. If your ship is flammable it begins *burning* as though by the mishap described on page 24

HOLDING CELLS

Purchase Cost: 575 gp

Patron Cost: 1 talent

Upgrade Slots Required: 1 slot

This upgrade converts unused space in your ship's hull into holding 4 cells reinforced with iron bars. Each holding cell can hold a single medium or large creature for secure transportation. This cell is fitted with a specialized lock that is difficult to pick. A creature with thieves' tools must succeed on a DC 25 Sleight of Hand check in order to open the holding cell door.

HULL: ARMORED PLATING

Purchase Cost: 6,500 gp

Patron Cost: 5 talents

Upgrade Slots Required: none

This upgrade can take a week or more to install, and involves bolting metal plating to the outside of your hull. Doing so gives your ship the following benefits:

- Your ship gains a +2 bonus to its AC.
- Your ship is immune to the **Breached Hull** Mishap. If you ever gain a result of **Breached Hull** when rolling on the Mishap table, you may ignore the result and do not gain a Mishap.



HULL: FLATTENED BOTTOM

Purchase Cost: 4,000 gp

Patron Cost: 2 talents

Upgrade Slots Required: none

This upgrade can take a week or more to install, and involves removing the keel of your ship and flattening the overall shape of your ship's hull. Doing so allows your ship to avoid many hazards that lie hidden in the murky shallows of rivers.

Your ship's **river route** terrain modifier increases by 5, and your ship's **open sea** terrain modifier decreases by 5.

HULL: STABILIZED KEEL

Purchase Cost: 4,000 gp

Patron Cost: 2 talents

Upgrade Slots Required: none

This upgrade can take a week or more to install, and involves lengthening the keel of your ship and streamlining the overall shape of your ship's hull. Doing so gives your ship a smoother ride and stabilizes it against the harsh weather of the open sea.

Your ship's **open sea** terrain modifier increases by 5, and your ship's **river route** terrain modifier decreases by 5.

HULL: FRAME REINFORCEMENT

Purchase Cost: 8,000

Patron Cost: 6 talents

Upgrade Slots Required: none

This upgrade can take a week or more to install, and involves bracing the interior of your hull with an improved frame, and higher quality wood. Doing so increases your ship's hit point maximum by 100.

HULL: FIREPROOFING

Purchase Cost: 10,000 gp

Patron Cost: 10 talents

Upgrade Slots Required: none

This upgrade can take a week or more to install, and involves coating your hull with a flame-retardant seal. Doing so gives your ship immunity to fire damage, and immunity to the **Burning** Mishap.

NAPHTHA SIPHON

Purchase Cost: 8,000 gp

Patron Cost: 5 talents

Upgrade Slots Required: 1 slot

The Naphtha Siphon is a metal cannon powered by a bellows. Pressurized air from the bellows causes the siphon to expel naphtha, which ignites into flame upon contact with the air. The Naphtha Siphon was originally invented by the Greeks, but has been enhanced by a special Roman compound, which causes the Naphtha to continue burning even if doused with water.

Due to safety concerns, the Naphtha Siphon is bolted to the frame of the ship with the siphon extending out over the water, and has a limited ability to aim. It can only fire from the side of the ship in which it is installed: front, rear, right, or left (chosen at the time you purchase this upgrade).

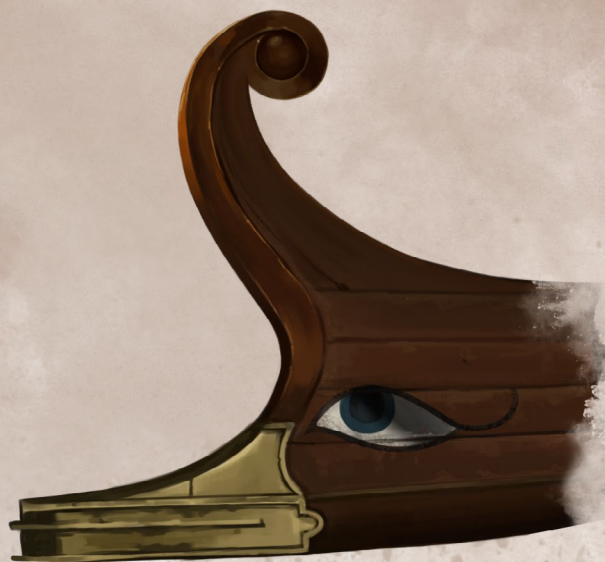
The Naphtha Siphon requires an action to charge it, and an action to fire it. If two creatures within 5 feet of it are using their actions to operate it, then the Naphtha Siphon can fire during each of the ship's turns during combat.

As an action, the creature operating the Naphtha Siphon can expel a blast of flame in a 60-foot-cone. Each creature and vehicle within this area must make a Dexterity saving throw, taking 44 (8d10) fire damage on a failed saving throw, or half as much on a success.





CLEAVER RAM



OCULUS RAM

NAVIGATIONAL BIRDS

Purchase Cost: 750 gp

Patron Cost: 1 talents

Upgrade Slots Required: none

A cage containing four specially trained navigational birds is mounted to the roof of your ship, usually above the helm or the navigator's quarters. Each bird has been trained to fly back and forth between a predetermined port city and your ship. Once the bird arrives at a designated communication outpost in its destination city, it is fed by the resident bird-keeper and then released to return to your ship. Each bird can only fly between back and forth between two locations: your ship, and its designated port city. When you purchase this upgrade, choose four port cities as designations for your four birds. Some locations may not have a designated communication outpost (at the discretion of the GM), and therefore cannot be chosen.

These birds are bred for the purpose of navigation and long distance travel. Navigational birds cannot become lost and, unless captured or killed, will unfailingly reach their destinations.

Send Message. As an action, you can insert a small message into a navigational bird's designated pouch and release the bird. Messages sent in this way are received and delivered by local couriers within that bird's designated port city. Navigational birds travel at a rate of 500 miles (1 hex on the world map) per day. Once the message has been delivered, a navigational bird needs 1 day of rest before making the return journey to your ship.

Triangulate Location. As an action, you can release three of your birds simultaneously. As long as all three birds have different designated destinations, you can use their flight paths to triangulate your location. If you are lost, triangulating your location immediately returns your ship to the correct course. If you were not lost, triangulating your location gives you advantage on your next navigation check. You cannot triangulate your location again until at least three of your birds have

returned from their journeys.

QUARTERS: COMFORTABLE

Purchase Cost: 1,800 gp

Patron Cost: 2 talents

Upgrade Slots Required: none

This upgrade refurbishes existing quarters for all passengers and crew. Cots and bunks are replaced with comfortable mattresses and outfitted with soft pillows and warm blankets. This upgrade grants the following benefits.

- A long rest in comfortable quarters removes 2 levels of exhaustion, rather than 1.
- A well-rested crew is always ready for action. Your ship gains a 1d8 bonus to initiative rolls.
- Passengers will pay a premium rate to travel on your ship. The amount of gold you earn for transporting paying passengers is doubled.

QUARTERS: PASSENGER EXPANSION

Purchase Cost: 625 gp

Patron Cost: 1 talent

Upgrade Slots Required: 1 slot

This upgrade converts unused space in your ship's hull into a room with modest bunk beds and trunks for personal belongings. Each time you purchase this upgrade, your passenger capacity increases by 25 passengers.

RAM: BREACHER

Purchase Cost: 200 gp

Patron Cost: 1 talent

Upgrade Slots Required: 1 slot

The Breacher Ram is a sharpened spike affixed to the bow of the ship, just below the surface of the water. A favored weapon of pirates, the breacher is designed to puncture the hull of a ship, allowing smaller and faster vessels to inflict mortal wounds to even the biggest and strongest.

If you ship enters another ship's space after moving



at least 20 feet straight toward it, it crashes. The target must succeed on a DC 18 Constitution saving throw or it takes 7 (2d6) piercing damage and gains a *breached hull*, as described on page 24.

RAM: CLEAVER

Purchase Cost: 500 gp

Patron Cost: 1 talent

Upgrade Slots Required: 1 slot

The cleaver is the favored ram of the imperial Roman flagship, the Quinquereme. This ram may not as reliable or sturdy as the oculus, but can have great effect when wielded properly.

If your ship enters another ship's space after moving at least 20 feet straight toward it, it crashes. Your ship takes no damage from the crash, and the target must make a DC 16 Dexterity saving throw. The target takes 1d8 slashing damage for every 10 feet your ship moved since its last turn (maximum 10d8) on failed saving throw, and half as much on a success. If taking this damage reduces the target's hit points to less than half of what they were before taking the damage, the target is instantly destroyed as the cleaver carves the ship in half.

The cleaver's massive, sharpened blade is unreliable and prone to breaking. Each time you deal more than 20 points of damage to a target, roll a d20. On a 1, the ram shatters and becomes unusable. In this event, the ram's upgrade slot may be used for new upgrades, but you must still pay the cost associated with "Removing an Upgrade" on page 25.

RAM: OCULUS

Purchase Cost: 300 gp

Patron Cost: 1 talent

Upgrade Slots Required: 1 slot

The oculus ram (so named for the decorative *oculus* or eye that is usually painted on or above it), is a solid bronze ram affixed to the bow of the ship, at the water line. The oculus is one of the most reliable and devastating rams

on the market, dealing maximum damage to the target ship while ensuring that your ship remains intact.

If your ship enters another ship's space after moving at least 20 feet straight toward it, it crashes. If your ship is outfitted with an oculus ram, it takes no damage from the crash. The target must make a DC 16 Constitution saving throw, taking 1d10 bludgeoning damage for every 10 feet your ship moved since its last turn (maximum 10d10) on failed saving throw, and half as much on a success.

SAIL: HEADSAIL IMPROVEMENT

Purchase Cost: 250 gp

Patron Cost: 1 talent

Upgrade Slots Required: none

The headsail is a small, triangular sail placed forward of the mast at the front of the boat. The headsail works in tandem with the mainsail to provide better control and stability to the ship.

When you gain this upgrade, your ship's Dexterity score increases by 3, to a maximum of 20.

SAIL: MAINSAIL IMPROVEMENT

Purchase Cost: 500 gp

Patron Cost: 1 talent

Upgrade Slots Required: none

The mainsail is the primary source of speed on long, overseas voyages. A variety of styles of mainsails exist, depending on the model of your ship. Although not effective in combat situations, improving the placement and quality of your mainsail can drastically improve your long-distance travel time.

If your ship is outfitted with an improved mainsail, the **Bosun** can use their action to expand to "full sail." Traveling at full sail increases your ship's speed by 5 feet in *River Routes*, 10 feet in *Coastal Lanes*, or 25 feet in *Open Sea*. This speed increase remains in effect unless the ship enters combat, loses its source of wind, or the Bosun uses their action to end it.

SALOON

Purchase Cost: 2,225 gp

Patron Cost: 3 talents

Upgrade Slots Required: 1 slot

This upgrade converts unused space in your ship's hull into a social lounge complete with comfortable couches, tables for gambling, and a small pantry to aid in the relaxation of the ship's crew and passengers. Additionally, a portion of the purchase cost represents an ongoing budget to restock the Saloon's pantry at each port of call. The pantry's supply changes to reflect the delicacies of the most recent port of call, but usually includes smoking tobaccos, tea or coffee, and a selection of alcoholic beverages. This upgrade grants the following benefits.

- A creature that spends a short rest relaxing and unwinding in the saloon gains Inspiration, if it didn't already have it.
- Passengers will pay a premium rate to enjoy themselves at sea. The amount of gold you earn for transporting paying passengers is doubled.



SCORPION

Purchase Cost: 200 gp each

Patron Cost: 1 talent for 4 scorpions

Upgrade Slots Required: 1 slot per 4 scorpions

The scorpion is small version of the ballista, but with greater range of motion and rate of fire. Like the ballista, a scorpion must be mounted to a fixed location on the ship's frame, usually on the port side of the ship or in a central tower on the ship's deck. Unlike the ballista, the scorpion has no minimum range, and does not require an extra action to load it, meaning a scorpion can be operated efficiently by a single creature.

A scorpion is a medium object with an AC of 15, 20 hit points, and immunity to poison and psychic damage.

The scorpion can rotate 360 degrees, allowing it to aim in any direction. Firing the Scorpion requires a creature to use an Attack. If the creature operating the Scorpion can make multiple Attacks per turn, it can also fire the Scorpion that many times.

Bolt: *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 7 (1d12) piercing damage.

SMUGGLER'S HOLE

Purchase Cost: 1,000 gp

Patron Cost: 1 talent

Upgrade Slots Required: 1 slot

This upgrade converts unused space in your ship's hull into a secret compartment. This compartment can either be converted into a modest living space that can comfortably hide up to 10 medium creatures, or into a cargo hold that can contain up to 10 tons of secret cargo (you choose which when you purchase this upgrade). The entrance to the smuggler's hole is concealed behind a false wall in the hull of your ship, which can only be noticed with a DC 20 Investigation check.

TOWER

Purchase Cost: 2,000 gp

Patron Cost: 2 talents

Upgrade Slots Required: 1 slot

This upgrade can take up to a week to install, and involves building a siege tower on the deck of your ship. The siege tower rises 20 feet above the surface of the upper deck, and is topped with a 10-foot-square platform surrounded by a protective parapet. Climbing from the

deck of the ship to the top of the tower requires 15 feet of movement.

Creatures in the top of the tower gain the benefits of half cover (+2 bonus to AC), and have advantage on ranged weapon attacks made from the top of the tower.

If desired, you may also install certain other ship upgrades (such as a ballista or catapult) to the top of your tower. If an upgrade requires no more than 1 upgrade slot to install, you may install the upgrade at the top of an existing siege tower. Installing an upgrade in this way does not use extra space on your ship's deck, and therefore may be installed without consuming an upgrade slot. Weapons (such as ballistae, catapults, or scorpions) installed at the top of a tower also benefit from half cover and advantage on ranged attack rolls.

The tower is a huge object with an AC of 12, 150 hit points, and immunity to fire, cold, poison, and psychic damage.

THUNDER-THROWER

Purchase Cost: 1,500 gp

Patron Cost: 2 talents

Upgrade Slots Required: 2 slots

The weapon that would eventually become known as the *trebuchet* is technological marvel, and a weapon of mass destruction. This massive throwing arm uses a fulcrum and traction or counterweight throw a projectile of massive size over a great distance. On land, Thunder-Throwers commonly launch *Naphtha Bombs* to maximize damage, although this is less common when they are loaded onto wooden ships. A Thunder-Thrower is a huge object with an AC of 12, 150 hit points, and immunity to poison and psychic damage.

A Thunder-Thrower is bolted to the frame of the ship and has a limited ability to aim. It can only fire in the direction in which it is installed: front, rear, right, or left (chosen at the time you purchase this upgrade).

A Thunder-Thrower requires two actions to load it, and an action to fire it. If three creatures within 5 feet of the Thunder-Thrower are using their actions to operate it, then it can fire during each of the ship's turns during combat.

Stone: *Ranged Weapon Attack:* +6 to hit, range 1000/2000 ft. (cannot hit targets within 240 ft.), one target. *Hit:* 55 (10d10) bludgeoning damage.

Spells

BIND WITH WATER

4th-level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer

You stretch out your hand, causing tendrils of water to erupt upward from a point within range. Any creatures within a 20-foot wide, 50-foot tall cylinder centered on that point must make a Strength saving throw. A creature who succeeds on the save is ejected to the nearest empty space outside of the cylinder. On a failed save, a creature is restrained and held aloft by the tendrils of water. The cylinder can restrain up to 8 “points” worth of creatures. The number of “points” it takes to restrain a creature is determined by its size, shown in the chart below.

Size	Cost
Tiny or Small	1 point
Medium	2 points
Large	4 points
Huge	8 points
Gargantuan	16 points

At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the cylinder can restrain two additional “points” worth of creatures for each slot level above 4th.

BLOOD CURSE

5th-level Necromancy

Casting Time: 1 action

Range: unlimited

Components: V, S, M (a vial of the target’s blood, which must be free from contamination or debris)

Duration: 30 days

Classes: Cleric, Warlock, Wizard

You place a magical curse on a creature whose blood you are in possession of. The target must succeed on a Wisdom saving throw or become cursed by you for the duration. If the target’s blood was harvested within the last week, the target suffers a -10 penalty to this saving throw. If the target’s blood was harvested within the last 24 hours, the target automatically fails the saving throw.

When you cast this spell, choose the nature of the curse from the following options.

- While cursed, the target and its allies must make all

random encounter rolls with disadvantage (they roll twice on the random encounter table and take the less favorable option, as determined by the GM).

- While cursed, the target takes 4d6 necrotic damage each time it engages in an activity you specify when you cast the spell, but no more than once each day.
- While cursed, casting the *scrying* spell on the target does not consume a spell slot.
- While cursed, casting the *dream* spell on the target does not consume a spell slot.
- While cursed, if the target is killed, it is immediately resurrected with 1 hit point, and a loved one dies instead.
- While cursed, a fiend with a CR of 5 or lower becomes obsessed with the target, working tirelessly to bring about its destruction.

The curse lasts for 30 days, until the vial of blood is destroyed or contaminated, or until the cursed creature is targeted by a *remove curse* spell.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher, the duration is a year and a day. If you use a 9th level spell slot, the spell lasts until it is dispelled.

BREEZE

Evocation Cantrip

Casting Time: 1 action

Range: 20 feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Bard, Druid, Ranger

The subtle waving of your hand causes a gentle breeze to stir in a direction of your choice, filling a 20-foot-cube within range for the duration. Within this area, you can cause one of the following to take effect:

- You create a harmless and subtle affect, such as fluttering a flag, billowing a cloak, wafting a scent, or tousling hair.
- A book or scroll opens, closes, or its pages turn as directed by you.
- A candle or lamp is extinguished.
- The sails of a ship billow, and the ship’s base speed increases by 5 feet for the duration.

CHAOS WAKE

4th-level Evocation

Casting Time: 1 action

Range: touch

Components: V, S, M (a vehicle that is in motion)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You touch a vehicle that is in motion, causing chaos and destruction to follow in its wake. The chaos wake radiates out in a 60-foot-cone behind the vehicle as it moves (in the opposite direction of the vehicle's movement), and moves with the vehicle. All creatures and objects (including other vehicles) that enter this wake for the first time on a turn, or begin their turn inside of it, must succeed on a Constitution saving throw or suffer a random effect, determined by rolling on the table below.

d6	Chaos Wake Effect
1	The target takes 4d6 force damage.
2	The target is knocked off balance; its speed becomes 0 until the start of your next turn.
3	The target is magically teleported to an unoccupied space within 30 feet of where it started, determined randomly.
4	The target is pushed 20 feet away from your vehicle.
5	The target must make its next roll with disadvantage.
6	The target is knocked prone (if a creature), or must roll on its Mishap table (if a vehicle).

COVENANT

5th-level Divination

Casting Time: 1 action

Range: self

Components: V, S

Duration: 30 days

Classes: Bard, Cleric, Paladin

You make a promise or contract, binding any number of creatures with the magic of covenant language. The contract must be spoken out loud as the verbal component of the spell, but may take the form of a song, an impassioned speech, or a stern exhortation. If a creature can see, hear, and understand you, the spell marks that creature.

As part of this contract, you specify a triggering behavior, action, or event. Examples of triggers include "if you break your promise," "if you speak my name out loud," or "if any harm comes to this child." If a creature marked by this spell performs the triggering action before the spell ends, you are immediately alerted to this fact. If you are sleeping, this mental alert wakes you up.

At Higher Levels: When you cast this spell using a spell slot of 6th level, you are also alerted to the identity of the creature that performed the triggering action. When you cast this spell using a spell slot of 7th level or higher, you are alerted to the creature's distance and direction at the time of the triggering event, in addition to its identity.

DISORIENT

3rd-level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 hour.

Classes: Bard, Druid, Ranger

You create a 20-foot-radius sphere of shimmering silver mist, centered on a point within range. The sphere spreads around corners, and its area is heavily obscured.

The mist lasts for the duration, or until its effect is triggered.

The effect triggers when a creature, object, or vehicle moves into the area of the mist. The triggering target must succeed on a Wisdom saving throw or use the rest of its movement to move in a random direction. On a failed saving throw, the target is not aware that the direction of its movement has been changed. This may cause the target to become lost if it is in an unfamiliar environment with no remarkable features, such as in a network of underground caverns, a thickly wooded forest, or on the open water. A creature that becomes lost in this way can reorient itself by using an action to make a Nature check against your spell save DC.

Once the effect of this spell triggers, the mist dissipates and the spell ends.

DOZE

Enchantment Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute.

Classes: Bard, Sorcerer, Wizard

You whisper a soothing melody under your breath, forcing a creature you can see within range to make a Wisdom saving throw or become charmed by you for the duration. While charmed in this way, the target begins to feel drowsy and inattentive, and suffers a -5 penalty to its Perception checks and Passive Perception. Creatures that do not require sleep are immune to this effect.

ENTROPY

Evocation Cantrip

Casting Time: 1 bonus action

Range: touch

Components: V, S, M (a melee weapon, which must be made of metal)

Duration: 1 minute

Classes: Sorcerer, Warlock

A burst of chaos energy from before the dawn of time ripples from your hand to empower a melee weapon you are wielding. The weapon becomes magical, if it isn't already, and deals an extra 1d4 force damage on a successful hit. The spell ends once you deal this damage.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

GALE

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

Classes: Druid, Ranger, Sorcerer, Wizard

A 40 mph (64 km/h) wind whips past your outstretched arm and concentrates in a 30-foot-cube, blowing in a direction of your choice, affecting the environment in the following ways.

- All unsecured objects weighing 5 pounds or less

within this area are pushed 15 feet in the direction of the wind.

- All creatures within this area must succeed on a Strength saving throw or be knocked prone.
- All vehicles within this area have their speed increased by 20 ft (if moving in the direction of the wind) or reduced by 20 ft (if moving against the wind) until the start of your next turn.

MEND

5th-level Transmutation

Casting Time: 1 minute

Range: touch

Components: V, S, M (a fragment of a stone that once served as the cornerstone or keystone of a temple)

Duration: Instantaneous

Classes: Cleric

This spell repairs an object, structure, construct, or vehicle that you touch. You can mend massive amounts of damage, such as a shattered door, a collapsed bridge, or a breach in the hull of a ship, so long as the damaged area can fit within a 10-foot-cube (or eight connected 5-foot-cubes) and none of the original pieces of the target are missing. All damage within this area is mended, appearing exactly as it was before it was destroyed. This spell cannot, however, repair damage caused by the *disintegrate* spell.

If the repaired target uses hit points (such as a vehicle or a construct), this spell restores 5d8 hit points.

This spell even has the limited ability to restore enchantments to magic items that have been destroyed or dispelled. When cast at 5th level, this spell can repair and restore all properties to a magic item of Uncommon or lesser rarity.

At Higher Levels. When you cast this spell using a spell slot of 7th level, it can repair 50 hit points and restore the properties to a magic item of Rare or lesser rarity. When you cast this spell using a spell slot of 9th level, it can repair 200 hit points and restore the properties to a magic item of Very Rare or lesser rarity.

MONSOON

6th-level Conjuration

Casting Time: 10 minutes

Range: 1,000 feet

Components: V, S, M (a vial of rain water)

Duration: Concentration, up to 1 hour

Classes: Cleric, Druid

The wind abruptly changes direction and dark clouds appear in the sky within a 100-foot-radius-cylinder that is 50 feet tall, centered on a point you choose within range. Sheets of torrential rain begin to fall in this area, causing the following effects.

- This area is heavily obscured by high winds and heavy rain. Creatures within this area are considered blinded while outdoors.
- The movement speed for all creatures and vehicles that are outdoors in this area is halved.
- This area is warded against divination magic, and cannot be penetrated by *scrying* sensors.

When you cast this spell, you can designate up to 8 willing creatures that are immune to the negative effects within the target area. Chosen creatures can use their full movement speed and are not blinded; they are, however, still warded against divination magic for the duration.

If you maintain concentration on the monsoon for its full duration, all plants within the affected area are enriched for 1 year, and yield twice the normal amount of food when harvested.

REND

5th-level Transmutation

Casting Time: 1 minute

Range: touch

Components: V, S, M (a pinch of dust)

Duration: Instantaneous

Classes: Cleric, Warlock, Wizard

This spell causes catastrophic damage an object, structure, construct, or vehicle that you touch. This damage might include shattering a door to pieces, collapsing a bridge, or breaching the hull of a ship, so long as the damage you inflict can fit within a 10-foot-cube (or eight connected 5-foot-cubes).

If the target uses hit points (such as a vehicle or a construct), this spell deals 5d8 force damage.

This spell even has the limited ability to dispel the properties of magic items. When cast at 5th level, this spell can destroy a magic item of Uncommon or lesser rarity.

At Higher Levels. When you cast this spell using a spell slot of 7th level, it deals 50 points of force damage and can destroy a magic item of Rare or lesser rarity. When you cast this spell using a spell slot of 9th level, it deals 200 points of force damage and can destroy a magic item of Very Rare or lesser rarity.

RENDING

Transmutation Cantrip

Casting Time: 1 minute

Range: touch

Components: V, S, M (a lodestone)

Duration: Instantaneous

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

This spell creates a single break or tear in an object you touch, such as breaking a link in a chain, tearing a curtain, or causing a leak in a barrel or wineskin. This break or tear can be no more than 1 foot in any dimension. Magic items are immune to this effect.

RED SKY

3rd-level Transmutation

Casting Time: 1 hour

Range: sight

Components: V, S

Duration: 24 hours

Classes: Cleric, Druid, Ranger

The sun takes on a reddish hue, bathing the sky crimson as you mutter an ancient mariner's rhyme as the verbal component of the spell, imbuing it with powerful magic.

Red sky at night, sailors' delight.

Red sky at morning, sailors take warning.

The effects of this spell depend on the time of day in which it is cast.

Dusk. If cast at dusk, this spell grants you and your companions good fortune for the following day. For the duration, if you are required to roll a random encounter, you may roll twice on the encounter table, and take the more favorable outcome (as determined by the GM).

Dawn. If cast at dawn, the spell brings misfortune to your enemies. For the duration, the first hostile creature that starts its turn within 1,000 feet of you must immediately roll twice on a random encounter table (the same table you would normally be required to roll on in this terrain), taking the less favorable outcome (as determined by the GM), and the spell ends.

TEHOM

5th-level Conjuraton

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of water taken from any body of water, which this spell consumes)

Duration: Concentration, up to 1 minute

Classes: Druid, Warlock

A swirling whirlpool of 5-foot-deep water appears in a 30-foot-radius centered on a point you can see within range. The point must be on the ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that enters it for the first time on its turn or ends its turn there must make a Strength saving throw. A creature takes 4d8 bludgeoning damage and is pulled 15 feet toward the center of the whirlpool on a failure. A creature that succeeds on its saving throw takes half as much damage and is not pulled.

If a creature begins its turn at the center of the whirlpool, it must immediately repeat the saving throw. On a failure, it disappears and is magically teleported to the exact spot from which you drew the vial of water used as the material component of the spell. The target remains there until the spell ends, at which point the target reappears in the nearest unoccupied space to the one it left.

If you maintain concentration on the spell for the full duration, vanished creatures do not return.

TORRENT OF WATER

3th-level Conjuraton

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a smooth stone taken from a riverbed)

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer

A river of water flows from a point you choose within range. The point must be on the ground or in a body of water. You can make the river up to 60 feet long and 10 feet wide, and the river can be shaped in any way you choose, as long as it makes a continuous path along the ground or through a large body of water. The river is considered difficult terrain, and you choose the direction the water is flowing when you cast the spell. The river

lasts for the duration.

When the river appears, each creature, object, and structure within its area must make a Strength saving throw. On a failure, the target takes 2d10 bludgeoning damage and is pushed 10 feet in the direction of the water's flow. An target that is not able to move, such as a locked door or the foundations of a building, takes double damage instead of being pushed. On a successful saving throw, the target takes half as much damage and is not pushed. A creature must make this saving throw when it enters the river for the first time on its turn, or when it ends its turn there.

TRADE WINDS

6th-level Transmutation

Casting Time: 1 minute

Range: unlimited

Components: V, S, M (the feather of an albatross)

Duration: 8 days

Classes: Druid

As the verbal component of the spell, you name a destination on the same plane of existence, causing a strong easterly wind to pick up the direction of your outstretched hand. This current of wind forms a 50-foot-wide, 50-foot-tall line that stretches from the space in which you cast the spell to the destination you named. You can mentally shape this line in any way you wish, so long as it forms one continuous path along the ground. If you are unfamiliar with the route to the destination, or if you do not specify another shape, the line forms the most direct route to the destination. The named destination must be a place (it cannot be an object or a creature), but you need not be familiar with the destination or know its exact location to cast this spell. The winds last for the duration, or until you dismiss them as an action. This spell causes the following effects.

- Vehicles have their speed doubled while traveling within the line of the trade winds.
- Creatures with a fly speed have their speed doubled while traveling within the line of the trade winds.
- The trade winds disperse nonmagical storms, fog, smoke, clouds, and other gases. This spell even dispels such effects created by magic (such as *cloudkill*, *call lightning*, or *stinking cloud*), provided they are created by a spell of 5th level or lower.

TYPHOON

8th-level Transmutation

Casting Time: 1 action

Range: 1 mile

Components: S

Duration: Concentration, up to 1 hour

Classes: Druid, Sorcerer, Wizard

Dark storm clouds and howling winds sweep in to fill a swirling 1,000-foot-radius, 60-foot-high cylinder, centered on a point you can see within range. This area becomes ravaged by 100 mph (160 km/h) winds and pelting rain, and suffers the following effects.

- Massive waves and gale-force winds make travel nearly impossible. A vehicle that uses more than 5

feet of movement on its turn while in the affected area must immediately make a DC 18 Strength saving throw or gain a Mishap.

- Large or smaller siege weapons have a 50% chance of being instantly destroyed. Huge siege weapons have a 25% chance of being destroyed.
- Ranged weapon attacks and Perception checks have disadvantage.
- The air is filled with flying debris. Each creature that does not have total cover takes 2d6 bludgeoning damage when it enters the area for the first time, or starts its turn there and does not have total cover.
- Walls, fortifications, dwellings, and other structures within this area sustain heavy damage. Large and smaller structures have a 50% chance of being instantly destroyed. All other structures take 28 (5d10) bludgeoning damage.

When you cast this spell, you can choose to create a 60-foot-tall, 50-foot-radius cylinder at the center of the typhoon in which its effects are suppressed. Creatures and vehicles within the “eye of the storm” do not suffer from the effects described above.

As an action on each of your turns for the duration, you can command the typhoon to move up to 20 feet in any direction.

UNSEEN PILOT

1st-level Conjuration

Casting Time: 1 minute

Range: touch

Components: V, S, M (a vehicle that has physical controls, such as a helm)

Duration: 8 hours

Classes: Bard, Warlock, Wizard

This spell creates an invisible, mindless, shapeless force that takes control of the helm of a vehicle, which you must be touching during the casting of the spell. The unseen pilot has AC 10, 1 hit point, and a Strength of 2.

As the verbal component of the spell, you designate a simple course of travel, such as “keep heading north,” or “follow that ship.” While the spell lasts, the unseen pilot maintains a steady course for the vehicle, following your verbal command to the best of its ability. The unseen pilot can make simple course corrections, such as avoiding an obstacle in the vehicle’s path, but cannot make complex maneuvers or strategic decisions. If it encounters an impassable obstacle or dangerous situation, it brings the vehicle safely to a stop and the spell ends early.

If you wish to change the vehicle’s course once the spell is cast, you must cast this spell again. The spell ends early if the unseen pilot drops to 0 hit points, or if you end it early as a bonus action.

UPDRAFT

Evocation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

A sudden updraft of air blasts from beneath a creature you can see within range. If the target is Large or smaller, it must succeed on a Dexterity saving throw or be launched 10 feet straight into the air. If the target does not have a flying speed, it then plummets back downward, taking 1d6 bludgeoning damage as it strikes the ground.

If the target collides with a solid surface (such as a ceiling) on the way up, it takes this damage twice: once when impacting the ceiling, and then again when falling back to the ground.

The height to which the target is launched by this spell increases to 20 feet when you reach 5th level (2d6 falling damage), 30 feet when you reach 11th level (3d6 falling damage), and 40 feet when you reach 17th level (4d6 falling damage).

WATERSPOUT

3rd-level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Ranger, Warlock

A funnel cloud of whirling wind and salty sea mist descends in a 10-foot-radius, 40-foot-high cylinder, centered on a point you can see within range.

When a creature enters this space for the first time on a turn or starts its turn there, it must succeed on a Strength saving throw or become restrained by the waterspout.

Creatures restrained by the waterspout are lifted to hover 20 feet in the air, and take 7 (2d6) bludgeoning damage at the start of each of their turns while they remain restrained. When the waterspout moves, restrained creatures move with it. A restrained creature can try to escape by using an action to make an Athletics or Acrobatics check against your spell save DC. If the check succeeds, or the spell otherwise ends, the creature is no longer restrained by the waterspout and falls 20 feet to the ground, taking 2d6 bludgeoning damage on impact.

As a bonus action on each of your turns for the duration, you can command the waterspout to move up to 30 feet in any direction.

PERIPLUS OF AFRICA



PERIPLUS OF ASIA



PERIPLUS OF EUROPE



PERIPLUS OF INDIA

Frozen Lands



PERIPLUS OF THE SOUTHERN SEA



Get Inspired!

The following sources may be helpful for thinking about the flavor of the setting, either for players creating their characters or for GMs preparing or describing encounters. In any case, these references are here for igniting the imagination.

HAN DYNASTY CHINA

- **“Jen vs. Shu Lien Sword Fight” (youtube video)**, excerpt from “Crouching Tiger, Hidden Dragon” (2000 film) directed by Ang Lee. Retrieved from <https://youtu.be/DzkhVFRllg?si=f6CVA1BGtNt4i4>
Content Warning: Stylized Violence
 - The “Green Destiny” is a Jian similar to the Han Dynasty style, and this is easily the most famous fight scene featuring a Jian.
- **“Mulan” (1998 film)** directed by Barry Cook and Tony Bancroft. Buena Vista Pictures.
 - Despite being set in a different era, the set design and architecture for this film was based on Han Dynasty architecture, and the artists toured Luoyang and Xi’an specifically before animating the film.
- **“Women’s Jianshu - Heeju Seo” (youtube video)**, Retrieved from https://youtu.be/46K8_vHfsXE?si=PSs72bJ3wBgiOc6J
 - Traditional Jianshu form from the 2017 World Wushu Championships

SEA SHANTIES

- **“My Mother Told Me,”** traditional Norse sea shanty. Performed by Perly i Łotry. Retrieved from Spotify. <https://open.spotify.com/track/0cc6vT6QJA8e39CiCGmA8B?si=61df24d1a03444cc>
- **“Soran Bushi”** traditional Japanese sea shanty, english version performed by Storm Weather Shanty Choir. Retrieved from Spotify. <https://open.spotify.com/track/51ApCoQpGki4R9kfSx29d1?si=b14a409624cb433a>
- **“Spanish Ladies”** traditional British sea shanty, performed by Sarah Blasko. Retrieved from Spotify. <https://open.spotify.com/track/3gbrOEbjBSgyfY42B36f0u?si=7f66c0ff0800464e>
- **“Wellerman - Sea Shanty,”** traditional New Zealand sea shanty, performed by Nathan Evans, Polydor Records. Retrieved from Spotify. <https://open.spotify.com/track/54OBg00Xwu20Jak9TMXB7?si=6af0de9b06ac49f3>

SHIP COMBAT

- **“First Battle at Sea Scene” (youtube video)**, excerpt from “300: Rise of an Empire” (2014 film) directed by Noam Murro. Retrieved from <https://youtu.be/VA6nnlleAb4?si=Ei4b0hl8lp8BiS-h>
Content Warning: Strong bloody violence, gore.
 - This clip features a great depiction of silk road era naval tactics, including ship formations and ramming.
- **“The Battle of Noryang” (youtube video)**, excerpt from “Noryang: Deadly Sea” (2023 film) directed by Kim Han-min. Lotte Entertainment. Retrieved from <https://youtu.be/sxKc8YV4d0k?si=mn0bBzfMeMUzaTzw>
Content Warning: violence
 - Great depiction of early Japanese and Korean naval tactics, and features a Turtle ship in action at 2:35!
- **“Ben Hur 2016 The Battle” (youtube video)**, excerpt from “Ben-Hur (2016)” (2016 film) directed by Timur Bekmambetov. Retrieved from <https://youtu.be/76DeH2EDcVQ?si=zws1KWjEBULSbKOD>
Content Warning: strong violence, gore, claustrophobia
 - Great depiction of silk road era naval tactics and combat, viewed from the interior of a single ship.
- Honorable Mention: **“Gladiator II” (2024 film)**, directed by Ridley Scott. Paramount Pictures.
 - As of the writing of this book, this film has not yet been released. However, early previews of the film show images of Roman fleet combat, which appears promising!

MONSTER COMBAT

- **“Battles & Action Moments in The Sea Beast” (youtube video)**, excerpt from “The Sea Beast” (2022 film) directed by Chris Williams. Netflix Animation. Retrieved from <https://youtu.be/hOj1RQMn37A?si=GY9FOxQeTdQUpyb8>
- **“The Final Battle with Te Kāi” (youtube video)**, excerpt from “Moana” (2016 film) directed by John Musker and Ron Clements. Walt Disney Studios Motion Pictures. Retrieved from <https://youtu.be/aC1Pw806KxI?si=Kjz91SZM8MawGXBw>

WAYFINDING

- **“Maui Teaches Moana How To Sail” (youtube video)**, excerpt from “Moana” (2016 film) directed by John Musker and Ron Clements. Walt Disney Studios Motion Pictures. Retrieved from <https://youtu.be/hOt2bQ47Hpw?si=d1uFbuTe8b24cZNO>

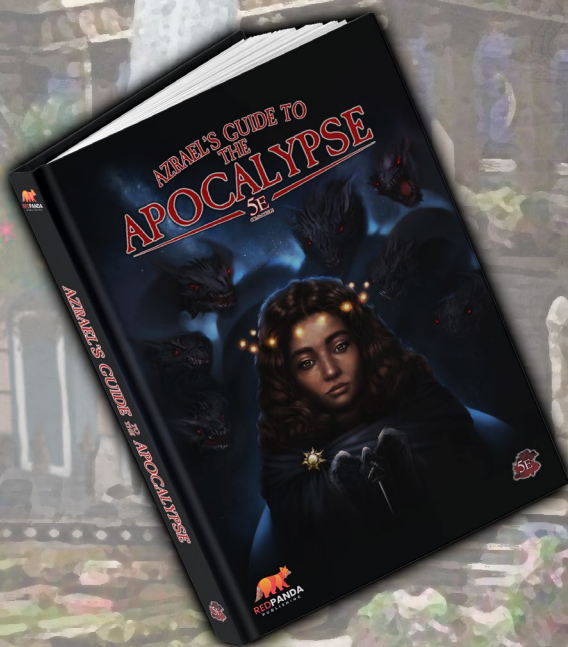


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Go back to how it all began with *The Adventurer's Guide to the Bible*. This campaign setting and adventure module is set 20 years before the start of *Silk Road Guide to Seafaring*, and explores the events leading up to the death of Jesus. Root out political corruption, negotiate peace between Rome and Parthia, and uncover a sinister plot at the core of the world in this adventure for levels 1-10. Like *Silk Road Guide to Seafaring*, this module is steeped in history and includes maps, monsters, and magic items all inspired by ancient folklore.



Encounter cosmic horrors at the end of the world with *Azrael's Guide to the Apocalypse*. This high-level, apocalyptic adventure for levels 10 - 20 takes player characters on a journey through different Realms of Existence as they follow the Angel of Death into the front lines of spiritual warfare, with the fate of the cosmos at stake.



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