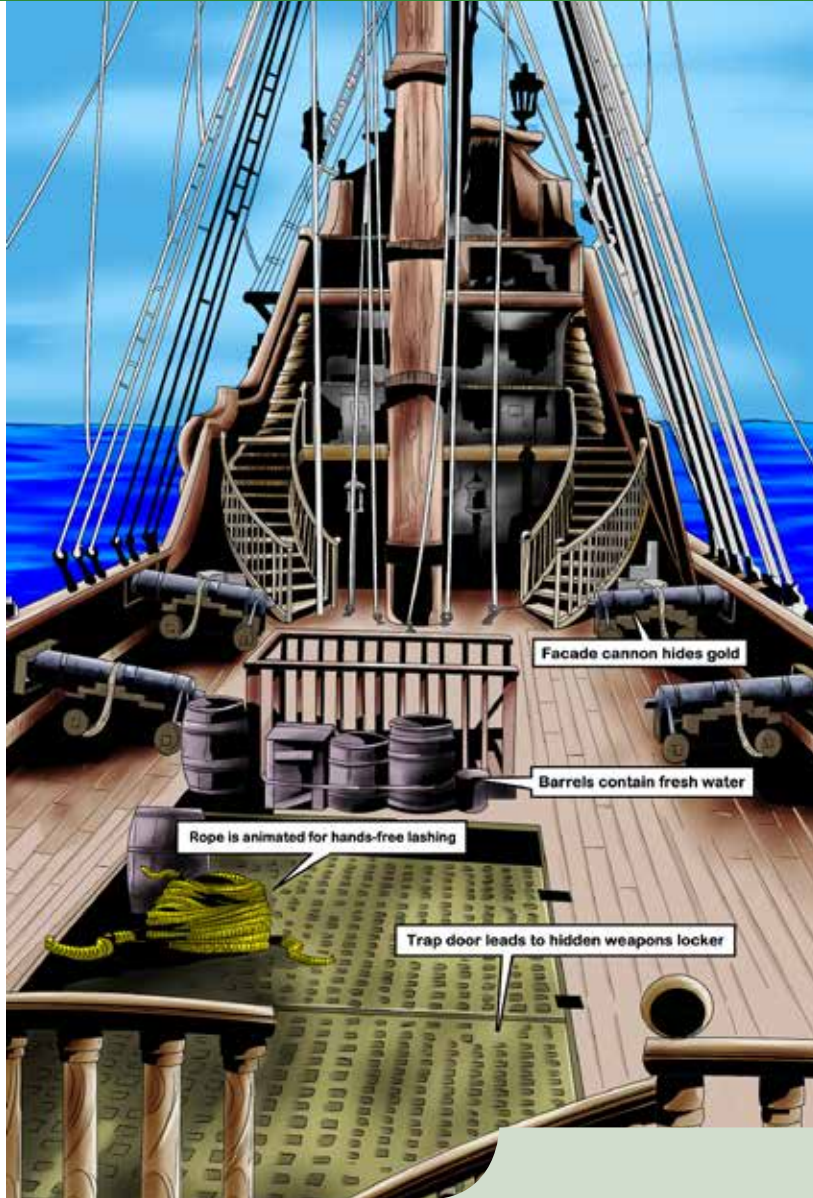


ANATOMY OF A

Ship



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There is little that compares to adventure on the high seas: crashing surf, whirling storms, bloodthirsty pirates, and even deadly krakens. Use the following tables to generate a living and dynamic ship to sail the waves!

NAME

No ship sails without a name. This name is often given by the owner, but is sometimes changed when the ship switches hands or after an important event. A ship's masthead usually reflects its name. Choose two items or roll 2d20 on the table to generate an exciting name. This is "The ..."

1. Azure	1. Dancer
2. Black	2. Dragon
3. Blood-stained	3. Dread
4. Cursed	4. Ghost
5. Deadly	5. Griffon
6. Flaming	6. Knife
7. Free	7. Lion
8. Gentle	8. Mermaid
9. Green	9. Moon
10. Grinning	10. Pearl
11. Lonely	11. Rider
12. Pale	12. Ruby
13. Reckless	13. Runner
14. Red	14. Spear
15. Shining	15. Spirit
16. Smiling	16. Star
17. Sunken	17. Tooth
18. Swift	18. Treasure
19. Wicked	19. Trident
20. Windborne	20. Wraith

CARGO

Ships always transport *something* from one port to another. Use the following table to generate the contents of a worthy hold. Choose one or roll a d20.

- 1. Alchemical/Arcane Materials.** This ship carries some rare materials, such as mushrooms, minerals, monster organs, or ancient machines. Be careful! Many such ingredients are explosive.
- 2. Alcohol.** Large barrels of rum or whiskey are any pirate's dream. However, the higher-proof drinks are extremely flammable.
- 3. Books.** Rare books are worth their weight in gold—to the right buyer, that is. Be warned! These ships usually have a spellcaster or two on board and the valuable tomes are often hidden in waterproof containers.
- 4. Coin.** It is hard to beat straight currency. This ship is likely either a tax collector or a pirate ship. It could also be filled with the ransom for a kidnapped nobleman.
- 5. Colonists:** This ship contains the ingredients for an entire village: livestock, settlers, tools and weapons. This is a ship on a mission, and its passengers are eager to get started. Unfortunately there are not many valuables *per se* on board.
- 6. Drugs.** Shipping drugs between nations is an excellent way to earn cash. However, rival drug lords and pirates are always interested in such wares.
- 7. Fish.** Ships that carry huge stores of fish stink to the high heavens. Such ships can create their own wares and the sailors are unlikely to go hungry.
- 8. Fruit.** Fruit is an expensive delicacy wherever it cannot be grown. While bananas are almost worthless in the tropics, they are a rare and valuable treat elsewhere. However, fruit deteriorates quickly without the proper precautions.
- 9. Gemstones.** There are few sights more welcome than a hold full of gemstones. Such ships sit low in the water, and make for prize targets.
- 10. Grains.** Grain shipments are often run by governments or philanthropists. There is little profit to be had in bread, but the peasants must eat somehow.
- 11. Gunpowder.** Gunpowder, cannons and alchemists fire are necessary for a well-equipped army or guard force. Ships carrying such materials do their best to stay safe, but it is difficult to forget about the potential for fireworks underneath your feet.
- 12. Livestock.** The manure from livestock ships stains the water in a long line that can extend many miles back. Sometimes crew gets sick of rations and breaks into the hold for a special meal.
- 13. Lumber.** High quality timber is valued at the same rate as gold. Sailors in particular appreciate the worth of this cargo.

14. **Metals.** Refined ores and ingots are shipped in innocuous chests or crates. Best not to attract anyone's attention with gleaming bars of gold.
 15. **Slaves.** Unfortunately, some civilizations treat people as cargo. Chained and living in misery, slaves drown if the ship is sunk.
 16. **Soldiers.** Moving troops by ship is far faster than by foot. And, of course, it is the only way to mount a naval invasion. Woe to the pirate that attacks this vessel!
 17. **Textiles.** This ship is filled with fine silks and other fabrics from far off lands. The ultra-wealthy pay handsomely for such items.
 18. **Tourists:** For those with enough gold and free time, travel is an exciting pastime. Conditions aboard the ship depend on the wealth of the tourists, and can range from extravagant to hideous.
 19. **Trained Animals:** The hold of this ship carries animals trained for war (usually warhorses, but possibly griffons, wargs or riding dogs). If the ship is attacked, the crew may try to enlist the cargo.
 20. **Wealthy Patron:** Some ships have the sole purpose of transporting a single rich patron or wealthy adventuring party. With enough coin, these passengers can buy any luxury available on the sea.
4. **Sailing Master/Navigator:** Often the most learned man aboard the ship, the Sailing Master (or Navigator) is responsible for plotting courses and general navigation.
 5. **Pilot/Helmsman:** The Pilot (or Helmsman) is the man at the wheel. He works closely with the Captain and First Mate in the moment-to-moment operations of the ship.
 6. **Gunner:** Gunners lead small crews that man the artillery. A Gunner has a challenging job, maintaining cannons and remaining calm in the face of mortal peril. The most experienced gunner is the Master Gunner, and leads the overall weapon operations.
 7. **Surgeons:** Some lucky ships have Surgeons aboard to tend to wounds and illness. Without these learned men, seagoing vessels can easily become hotbeds of disease. Such doctors are, of course, skilled in amputation and wooden replacements.
 8. **Boatswain:** Boatswains are any kind of junior officers. They run a range of activities aboard the boat, from anchors to provisions.
 9. **Cooks:** The Cook is usually a rotating job, loved or ridiculed by the rest of the crew depending on the quality of each meal.

CREW

To prevent chaos aboard a ship, most crews are broken down into hierarchies. These titles are provided from highest to lowest ranking.

1. **Captain:** The Captain is the undisputed master of his ship. While many crews (particularly pirates) are mostly democratic, the Captain ultimately makes the final decision.
2. **First Mate:** The First Mate is second in command to the Captain. He is the Captain's liaison with the crew, and takes on the Captain's duties if the Captain is sick.
3. **Quartermaster:** The Quartermaster manages supplies aboard the ship, primarily food and water. He is also responsible for punishments, such as the lash.

10. **Mate:** All those without other titles are Mates. Mates must be skilled and versatile sailors who perform every duty aboard a ship.

PROPULSION

A ship must move, or else it is no ship. Use the following table to generate a means of propulsion. Choose one or roll a d12. Reroll depending on the level of technology or magic available to the ship.

1. **Aquatic Chariot.** The ship is lashed to a pod of dolphins, whales or other aquatic creatures which pull it forward.
2. **Arcane Jets.** Cauldrons at the back of the ship spew an unending stream of magically summoned water or air. The force is enough to propel the ship forward.

3. **Bound Elemental.** A bound water or wind elemental provides the propulsion necessary to move the ship forward.
4. **Enchanted Sails.** The sails themselves are enchanted to generate their own breeze. They are surrounded by a permanent gust of wind.
5. **Living Ship.** The ship itself is a living, organic creature capable of swimming through the water.
6. **Oars.** Crew members take to oars to row the ship forward.
7. **Psychic Link.** The ship itself is tied to the psychic whims of its Helmsman. He simply wills it forward and it moves.
8. **Sails.** Clean white sails catch the wind, pulling the ship forward.
9. **Slave Oars.** Slaves are chained to the oars. They must row or face the whip.
10. **Steam Engine.** Coal, oil or a fire elementals heat water so the resulting steam powers a turbine which moves the ship forwards.
11. **Tattered Sails.** Ragged black sails flap violently in the breeze.
12. **Weather Witch.** A single spellcaster of moderate power ensures that the wind and tides are always favorable.

WEAPONS

Ships that travel in dangerous water will not last long without weapons (and pirates cannot do much without them). Use the following table to generate the weapons aboard a ship. *Choose one or roll a d12. Reroll depending on the level of technology or magic available.*

1. **Alchemist Fire.** On the open sea, there are few greater enemies than fire. Flame can consume a ship in minutes, and alchemist fire is the perfect means to deliver death to an enemy.
2. **Archers.** While a hail of arrows will not destroy a ship, it can decimate a crew. Some arrows are specially designed to tear sails to shreds.
3. **Attack Animals.** A skilled druid or beast keeper may sway a group of animals to his side. Usually birds or insects, these creatures are trained to attack enemy ships and then return after the crew is overwhelmed.
4. **Ballista.** A swivel mounted ballista can tear through the side of a ship or bring down a mast. While not as powerful as a cannon, ropes can be easily attached to the missile to expedite boarding.
5. **Boarding.** A crew skilled in melee combat may wish to board their enemy as quickly as possible. Using a combination of hooks and ropes, they attach themselves to their enemies and then pull the ships together.
6. **Cannons.** Cannons are a classic of high sea combat—and with good reason. The solid iron balls are fired faster than any arrow, as well as transforming a wooden deck into fatal shrapnel when hit.
7. **Catapult.** In a world where cannons are not available, catapults or trebuchets are the next best thing. Slow to load and horrifically inaccurate, a ship must fire a dozen times to hit its intended target.
8. **Crack Shot.** A single crack shot is worth a hundred of poorly fired arrows, and can pick off one crew member at a time from hundreds of yards away. Powerful adventurers sometimes rent their services to ships, earning both coin and practice.
9. **Mage.** Spellcasters are feared combatants on the high seas. Those with control over flame, water or weather are particularly prized, and can drive an enemy ship to ruin without a single friendly casualty.
10. **Ram.** Some ships are built for ramming. One solid hit from a reinforced masthead can cause more damage than 20 cannonballs.

