

Book of  
**Multifarious Munitions**  
TO PIRATE SHIPS



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**JON BRAZER  
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**Dale C. McCoy, Jr.**

# Book of Multifarious Munitions

## 10 PIRATE SHIPS



**JON BRAZER  
ENTERPRISES**

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# INTRODUCTION

Back in June of 2011, I was in a hotel near Seattle, Washington, listening to Jason Bulmahn give us an exciting preview of the then-upcoming *Ultimate Combat*. I was rather excited when he got to the vehicle section, but I noticed two things: 1) all the vehicles appeared to be very basic—which was hardly unexpected since they would want to make sure the basics are covered first—and 2) none of the vehicles had a major image or any kind of map.

Seated right next to me at that very preview, not by coincidence, was an artist named Tim Green. After the preview he mentioned to me that he was interested in drawing maps for ships similar to what we had just seen. And with that, the idea for **Book of Multifarious Munitions: 10 Pirate Ships** was born.

Before Tim and I finalized the details for the artwork, *Ultimate Equipment* was announced. I figured more details on ships would be contained within those pages, so we put the project on hold. The project sat languishing for a solid year.

Once we got our hands on *Ultimate Equipment*, we saw that there were no additional vehicles contained within. Seeing no plans for a book in the near future that would reveal more details on vehicles, we decided to move forward on our own project.

We hope you enjoy the fruits of our labor: a collection of ready-made ships with multiple variations of the basic models ready for use in your own sea-faring game. It does not matter if you are playing through a pirate-themed adventure path or are playing in a long-anticipated pirate setting, ships are an essential element. If you're in need of some vessels that are mapped out, statted up, and populated with scurvy dogs to test your players' mettle (and their sea legs!), then you've come to the right place.

Tim Green is a talented artist, and I am most pleased that he approached us with his drawings. I look forward to working with him again in the future.

Dale C. McCoy, Jr.

January 2013

## BILANDER SAILING SHIP

Gargantuan water vehicle

**Squares** 18 (10 ft. by 45 ft.); **Cost** 5,000 gp

### DEFENSE

**AC** 6; **Hardness** 5

**hp** 270 (134)

**Base Save** +0

### OFFENSE

**Maximum Speed** 180 ft. (current); **Acceleration** 30 ft. (current)

**CMB** +4; **CMD** 14

**Ramming Damage** 4d8

### DESCRIPTION

This small cargo ship is used mainly by small private operations. It gets its name from the twin masts which hold two sets of sails. It is used mainly in coastal waters and can carry 80 tons of cargo.

**Propulsion** current (air; 2 masts, 18 squares of sails, hp 45)

**Driving Check** Knowledge (nature) or Profession (sailor) +10 to the DC

**Forward Facing** the ship's forward

**Driving Device** steering wheel

**Driving Space** the 4 squares containing the steering wheel at the aft of the ship

**Crew** 8

**Decks** 2

## GOOD WEATHER

Modified Bilander Sailing Ship

Gargantuan water vehicle

**Squares** 18 (10 ft. by 45 ft.); **Cost** 11,000 gp

### DEFENSE

**AC** 6; **Hardness** 5

**hp** 270 (134)

**Base Save** +0

### OFFENSE

**Maximum Speed** 210 ft. (current); **Acceleration** 45 ft. (current)

**CMB** +4; **CMD** 14

**Ramming Damage** 4d8

### DESCRIPTION

By all appearances, the *Good Weather* appears to be a normal bilander sailing ship, but this vessel is no ordinary cargo hauler. Its sails are magical (faint transmutation aura), allowing the ship to move at a faster speed and accelerate at a greater rate than a normal wind-powered vessel. The *Good Weather* is currently in the hands of the Speedy Dragon shipping company. The ship's ballista covers the ship's forward arc, since few pirates can keep pace with Captain Marcella once the ship has sailed past.

**Propulsion** magic (sails; 2 masts, 18 squares of sails, hp 90)

**Driving Check** Spellcraft or Use Magic Device +10 to the DC

**Forward Facing** the ship's forward

**Driving Device** steering wheel

**Driving Space** the 4 squares containing the steering wheel at the ship's aft

**Crew** 8

**Captain Marcella** (NG female halfling bard 6)

**Decks** 2

**Weapons** light ballista mounted to cover the forward arc

## IRON LIGHTNING

Modified Bilander Sailing Ship

Gargantuan water vehicle

**Squares** 18 (10 ft. by 45 ft.); **Cost** 9,000 gp

### DEFENSE

**AC** 14 (+8 armor, -4 size); **Hardness** 10

**hp** 270 (134)

**Base Save** +0

### OFFENSE

**Maximum Speed** 120 ft. (current); **Acceleration** 20 ft. (current)

**CMB** +4; **CMD** 14

**Ramming Damage** 4d8

### DESCRIPTION

Like all bilanders, the *Iron Lightning* is primarily made of wood. However, her exterior is coated in a heavy layer of metal armor. This grants the ship additional protection in terms of armor class and hardness. However, the ship's speed and acceleration are reduced. Privateer Captain Kincade Strauss keeps a considerable supply of bows and arrows and trains his crew in their use. Capturing a ship with its cargo intact is how his crew earn their cut.

**Propulsion** current (air; 2 masts, 9 squares of sails, hp 45)

**Driving Check** Knowledge (nature) or Profession (sailor) +10 to the DC

**Forward Facing** the ship's forward

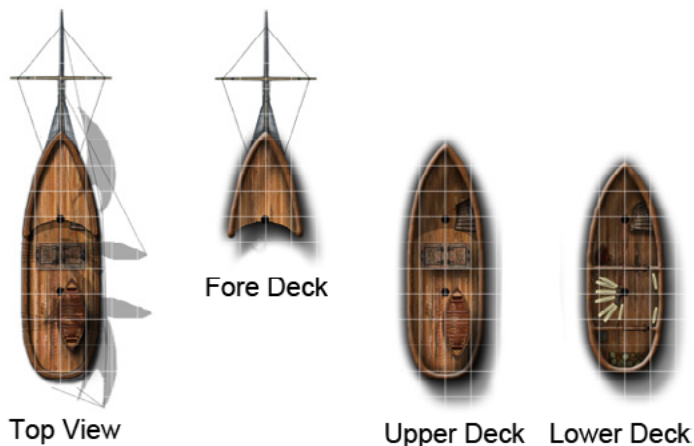
**Driving Device** steering wheel

**Driving Space** the 4 squares containing the steering wheel at the aft of the ship

**Crew** 10

**Captain Kincade Strauss** (LG male human fighter 10)

**Decks** 2



CARAVEL SAILING SHIP

Colossal water vehicle  
Squares 52 (20 ft. by 65 ft.); Cost 9,500 gp

DEFENSE

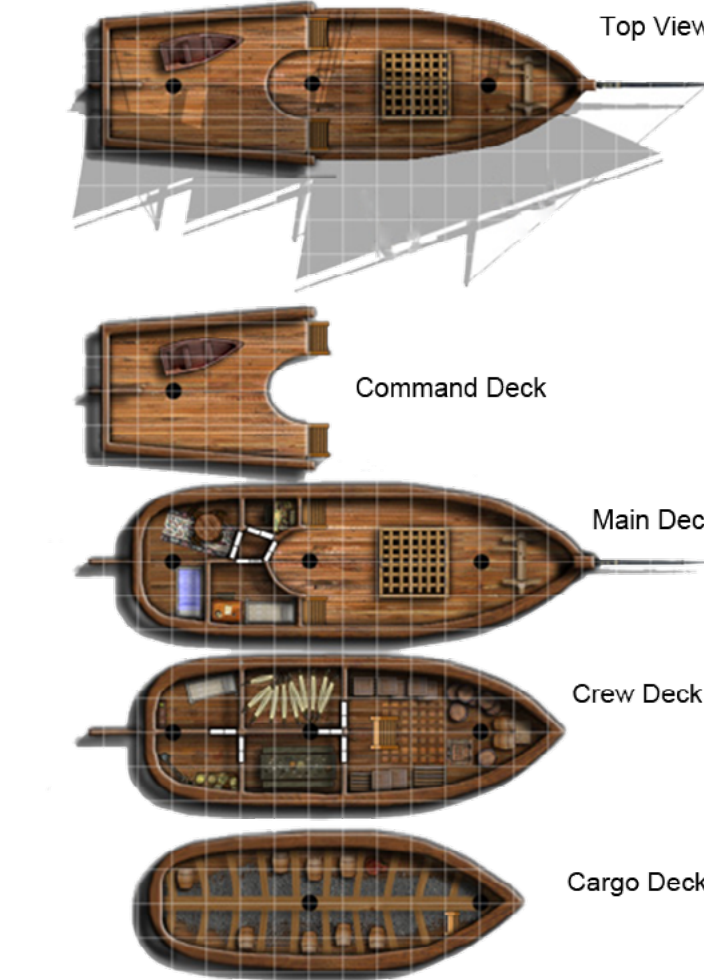
AC 2; Hardness 5  
hp 780 (389)  
Base Save +0

OFFENSE

Maximum Speed 180 ft (current); Acceleration 30 ft. (current)  
CMB +8; CMD 18  
Ramming Damage 8d8

DESCRIPTION

This model of sailing ship forms the backbone of most trade fleets. It can carry about 140 tons of cargo on top of a full crew and passenger complement. Its two masts allow it to move at a more rapid pace than smaller vessels. This ship can hold 130 tons of cargo.  
Propulsion current (air; 2 masts, 30 squares of sail, hp 150)  
Driving Check Knowledge (nature) or Profession (sailor) +10 to the DC  
Forward Facing the ship's forward  
Driving Device steering wheel  
Driving Space the nine squares around the steering wheel, located in the aft of the ship  
Crew 20  
Decks 3



INDEFATIGABLE

Modified Caravel Sailing Ship  
Colossal water vehicle  
Squares 52 (20 ft. by 65 ft.); Cost 50,000 gp

DEFENSE

AC 12 (+10 armor, -8 size); Hardness 10  
hp 780 (389)  
Base Save +0

OFFENSE

Maximum Speed 120 ft (current); Acceleration 20 ft. (current)  
CMB +8; CMD 18  
Ramming Damage 8d8

DESCRIPTION

The *Indefatigable* serves as a small frigate, patrolling common trading routes and hunting down pirates. She briefly served in the Orc-Minotaur War assisting the *Renown* in holding off the monstrous forces until reinforcements arrived. Like many ships owned by resourceful kingdoms, the *Indefatigable* is protected by metal armor which increases its AC and hardness but lowers its speed and acceleration. The *Indefatigable* is home to one of the most famous sailors on the seas, Harrietta Hornblower. Her daring plans and cunning traps has helped make her ship one of the most talked about on the waters as well as increased her own renown. Between the ship's cannons and ammunition, the *Indefatigable's* cargo space is reduced to 60 tons, most of which is used for food for the crew, allowing the ship to stay at sea for quite some time.  
Propulsion current (air; 2 masts, 30 squares of sail, hp 150)  
Driving Check Knowledge (nature) or Profession (sailor) +10 to the DC  
Forward Facing the ship's forward  
Driving Device steering wheel  
Driving Space the nine squares around the steering wheel, located in the aft of the ship  
Crew 24  
Captain Edith Pellew (LG female human gunslinger 12)  
First Mate Stonesail (LG male dwarf fighter 6/gunslinger 2)  
3rd Lieutenant Harrietta Hornblower (NG female human gunslinger 2/rogue 4)  
Decks 3  
Weapons 8 cannons, 4 on the port arc, 4 on the starboard arc.

DHOW SAILING VESSEL

Gargantuan water vehicle  
Squares 16 (40 ft. by 10 ft.); Cost 4,000 gp

DEFENSE

AC 6; Hardness 5  
hp 240 (119)  
Base Save +5

OFFENSE

Maximum Speed 180 ft.; Acceleration 30 ft.  
CMB +4; CMD 14  
Ramming Damage 4d8

DESCRIPTION

This small vessel is primarily used as a river or coastal pleasure craft. It has one main deck with a raised second deck for steering the rudder. Its speed and maneuverability make it a favorite among rebels, smugglers and blockade runners. The few owners that regularly use it as a cargo vessel typically use it for small, high-priced cargo. The Dhow holds 20 tons of cargo.

**Propulsion** current (air, 2 masts, 15 squares of sails, hp 75)  
**Driving Check** Knowledge (nature) or Profession (sailor) +10 to the DC  
**Forward Facing** the ship's forward  
**Driving Device** rudder  
**Driving Space** the two squares at aft of ship on top deck  
**Decks** 2  
**Crew** 4  
**Weapons** This vessel does not normally carry weapons, but up to two large direct fire weapons can be added. While they do not swivel, they can be remounted to a different firing arc within 2 minutes.



Top View

NIGHT STAR

Modified Dhow Sailing Vessel  
Gargantuan water vehicle  
Squares 16 (40 ft. by 10 ft.); Cost 6,000 gp

DEFENSE

AC 6; Hardness 5  
hp 240 (119)  
Base Save +5

OFFENSE

Maximum Speed 180 ft.; Acceleration 30 ft.  
CMB +4; CMD 14  
Ramming Damage 4d8

DESCRIPTION

The *Night Star* will carry just about any cargo that fetches a high price. However, Captain Quicksilver specializes in getting weapons past authoritarian governments. A few, well-hidden compartments under the sail box are big enough to carry a few magic weapons or a number of smaller magic items. The cargo hold is always filled with legitimate cargo and they always operate using legal documentation. Even so, the crew always finds ways to work against the law.

**Propulsion** current (air, 2 masts, 15 squares of sails, hp 75)  
**Driving Check** Knowledge (nature) or Profession (sailor) +10 to the DC  
**Forward Facing** the ship's forward  
**Driving Device** rudder, magically treated (provides a +8 to all drive checks made with Profession [sailor])  
**Driving Space** the two squares at aft of ship on top deck  
**Decks** 2  
**Crew** 5

**Captain Jellico "Quicksilver" Mastis**  
(CG male human fighter 3/rogue 2)  
**First Mate Sarodenia** (CN female gnome sorcerer 4)

**Weapons** The *Night Star* is not equipped with any weapons; however, Captain Quicksilver and his crew are expert archers and Sarodenia specializes in protecting the ship with illusions.



Lower Deck

Command Deck



## DROMOND LONG WARSHIP

Colossal water vehicle

**Squares** 112 (145 ft. by 20 ft.); **Cost** 16,000 gp

### DEFENSE

**AC** 2; **Hardness** 5

**hp** 1,680 (839)

**Base Save** +0

### OFFENSE

**Maximum Speed** 120 ft. (current and muscle) or 30 ft. (muscle only); **Acceleration** 30 ft. (current and muscle) or 15 ft. (muscle only)

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

### DESCRIPTION

Commonly used by slave armies, a dromond warship carries about one slave driver for every six or seven slaves aboard. Slave-taking races use it less as a warship and more as a heavy raiding ship or a commerce-disrupting pirate ship. It is more common to see this vessel on shore lines and large lakes and deep rivers, although it does sometimes travel the deep oceans.

**Propulsion** current (air; 2 sails, 50 squares each, hp 250 each), current (water), or muscle (pushed; 124 Medium rowers)

**Driving Check** Diplomacy or Intimidate while rowed, or Profession (sailor) or Knowledge (nature) +10 to the DC when sail is used, +20 to DC when slaves are used

**Forward Facing** the ship's forward

**Driving Device** two rudders

**Driving Space** the 4 squares around each rudder (for a total of 8 squares), located in the aft of the ship

**Decks** 4

**Crew** 150 (20 crew, 130 slaves)

**Weapons** 2 light ballistae, 1 each mounted to cover the left and right firing arcs (included with the ship's price).

## HORN OF DOOM

Modified dromond long warship

Colossal water vehicle

**Squares** 112 (145 ft. by 20 ft.);

**Cost** 24,000 gp

### DEFENSE

**AC** 2; **Hardness** 5

**hp** 1,680 (839)

**Base Save** +0

### OFFENSE

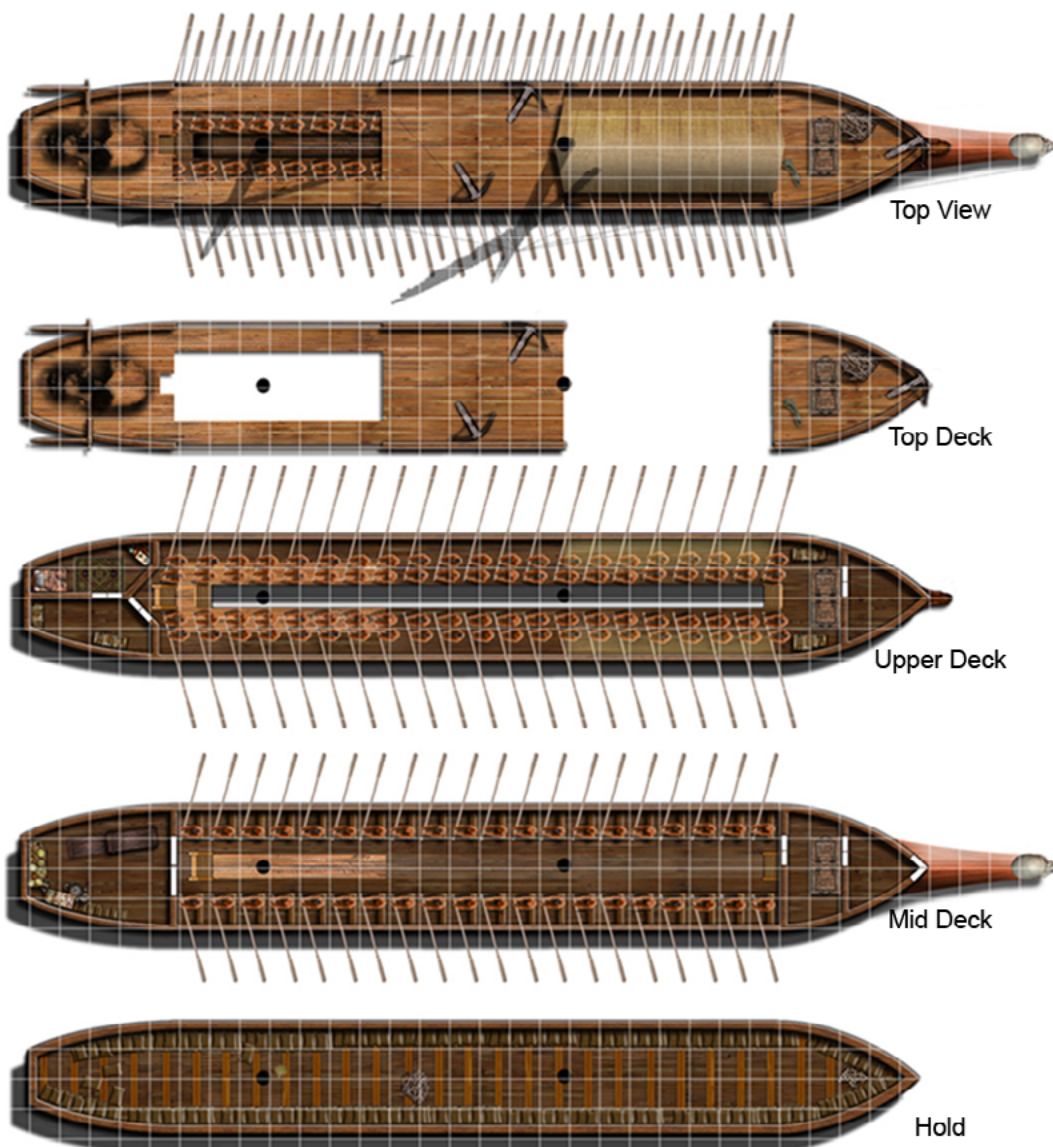
**Maximum Speed** 120 ft. (current and muscle) or 30 ft. (muscle only); **Acceleration** 30 ft. (current and muscle) or 15 ft. (muscle only)

**CMB** +8; **CMD** 18

**Ramming Damage** 10d8

### DESCRIPTION

One of the great terrors of the high seas and port towns alike, the *Horn of Doom* devastates commercial traffic lines by ramming vulnerable ships and just letting cargo and crew sink to the bottom. However, they are most notorious for sailing into a port town under the cover of fog or black night, quickly destroying its defenses and letting its minotaurs and chained human raiders loose upon the town. The minotaurs will steal anything they deem valuable and kill anyone who crosses their path. The citizens of town and cities unprepared for the *Horn of Doom* have a better chance of survival if they hide than if they attempt to resist these damnable raiders. Unlike many human slave crews, the crewmen of the *Horn of Doom* cooperate with their captors because they know the minotaurs will, without remorse, execute anyone causing trouble. That does not mean that the slave crew will go along with their minotaur captors forever. The leader of the slaves, Vincent Trueheart, is waiting for the right time, and the



slave crew knows to follow his lead the moment he acts.

**Propulsion** current (air; 2 sails, 50 squares each, hp 250 each), current (water), or muscle (pushed; 124 Medium rowers)

**Driving Check** Diplomacy or Intimidate while rowed, or Profession (sailor) or Knowledge (nature) +10 to the DC when sail is used, +10 to DC when intimidating the slaves

**Forward Facing** the ship's forward

**Driving Device** two rudders

**Driving Space** the 4 squares around each rudder (for a total of 8 squares), located in the aft of the ship

**Decks** 4

**Crew** 150 (20 minotaurs, 130 slaves)

**Warmaster Tallik the Broken Horn** (CE male minotaur barbarian 9)

**Slavelord Garithba** (CE female minotaur fighter 7)

**Slave Leader Vincent Trueheart** (CG male human fighter 2/rogue 5)

**Weapons** 6 heavy ballistae, 2 each mounted to cover the left and right firing arcs, 1 each mounted to cover the forward and rear firing arcs.

## TERROR TRIDENT

Modified Dromond Long Warship

Colossal water vehicle

**Squares** 112 (145 ft. by 20 ft.); **Cost** 90,000 gp

### DEFENSE

**AC** 2; **Hardness** 5

**hp** 1,680 (839)

**Base Save** +0

### OFFENSE

**Maximum Speed** 180 ft.; **Acceleration** 90 ft.

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

### DESCRIPTION

Few need to see the flag of the *Terror Trident* to recognize this ship. Unlike most ships that sail the high seas, this ship lacks sails. The pair of eerily empty masts does not prevent this ship from moving. The goddess of piracy gifted her high priest, Captain Gavin Seawave, with 13 water elementals to push his ship. In return, the goddess demands that the crew of every ship they board be killed and thrown into the sea. The treasure, however, is to be divided by the crew according to their worth. The only exception the goddess allows to her mandate of death is if a prisoner bows in worship to the pirate goddess and will swear fealty to the hierophant and serve him faithfully.

**Propulsion** muscle (pushed; 13 Huge water elementals)

**Driving Check** none (Gavin Seawave commands the water



elementals with his thoughts)

**Forward Facing** the ship's forward

**Driving Device** the 13 Huge water elementals under the ship

**Driving Space** the area under the ship

**Decks** 4

**Crew** 48 (35 crew, 13 Huge water elementals)

**Captain Gavin Seawave** (NE male half-elf cleric 14)

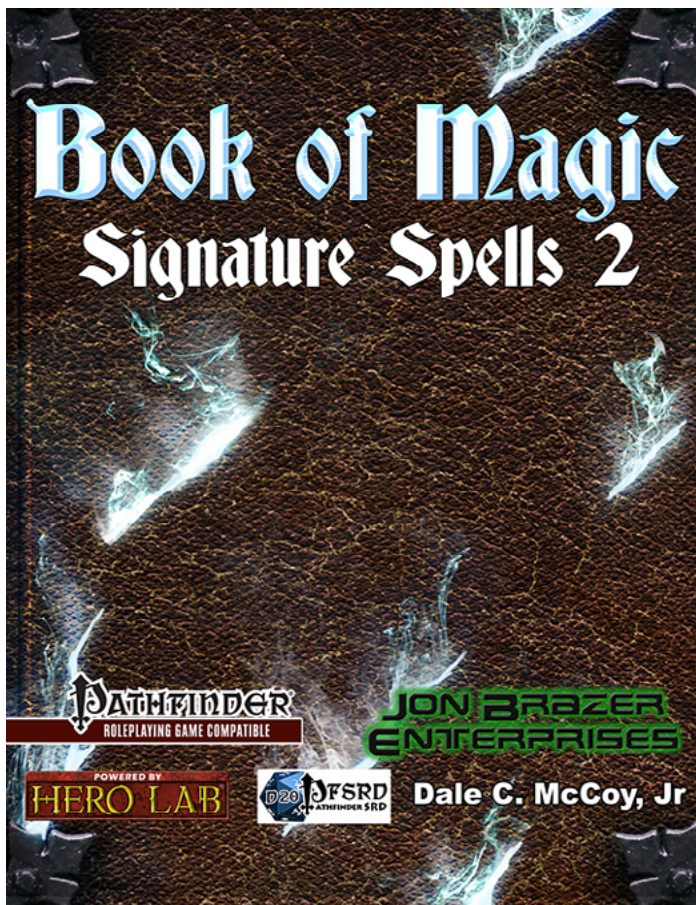
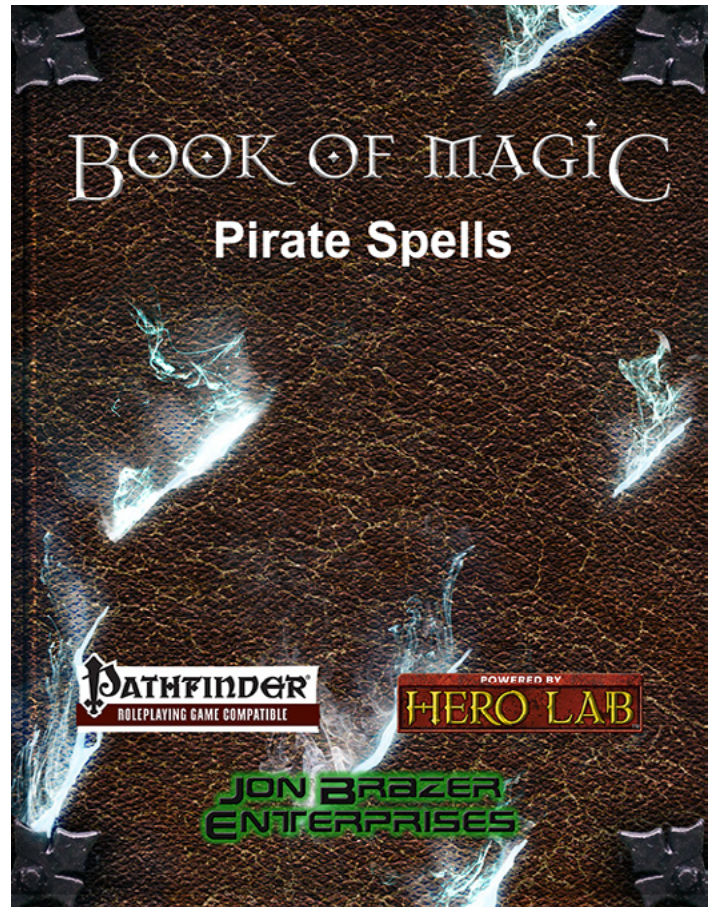
**High Acolyte Shirisha "Grunt" Bloodaxe** (NE female half-orc cleric 3/fighter 10)

**Weapons** 4 +2 *shocking light ballistae*, 2 each mounted to cover the left and right firing arcs.

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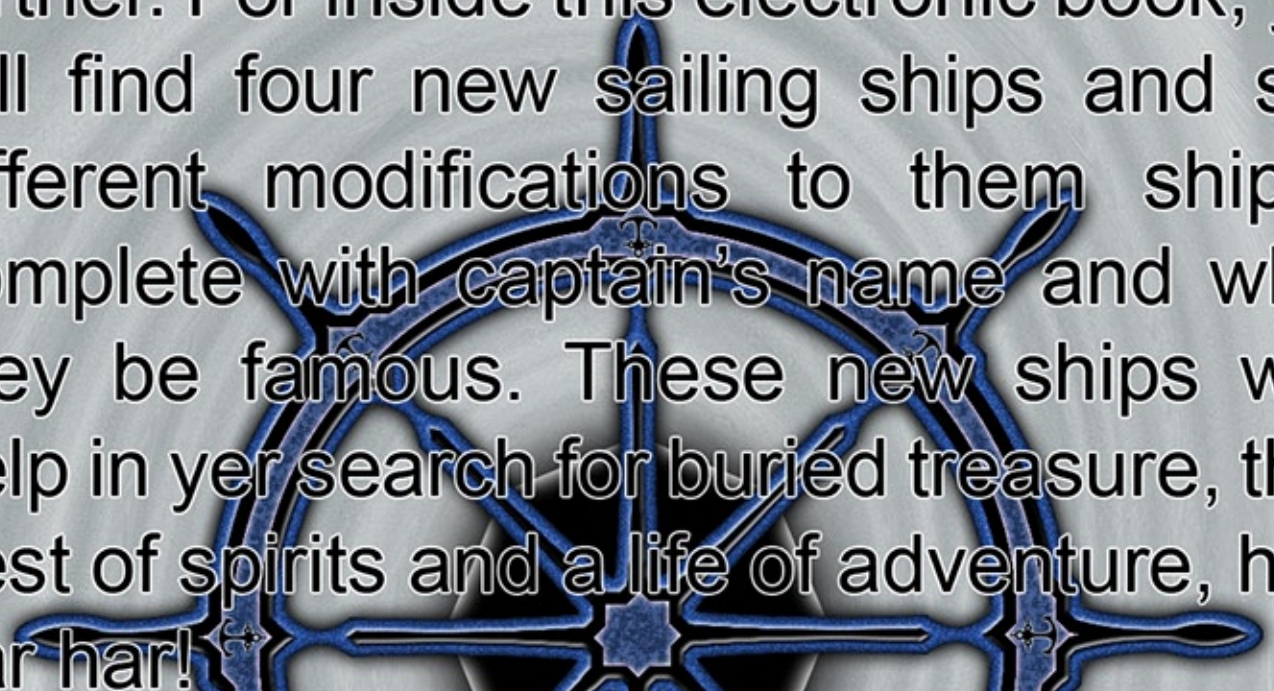
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