



AUTOMATON ATAKEBUNE

Automaton Atakebune is a Fifth Edition adventure designed for four to six 3rd-level characters, but the adventure includes guidelines for scaling encounters and treasure to suit parties of up to 10th-level. A massive floating fortress (atakebune) has been attacking towns and villages in the archipelago. The characters are hired to sneak on board the ship and disable its crew before it causes any more damage.

BACKGROUND

The Atakebune, once the jewel of the emperor's navy and a symbol of unparalleled maritime supremacy, has become a specter of dread along the coast. Commanded by the esteemed Shogun, General Yasunori Takahashi, this formidable warship was the embodiment of the empire's naval might and a beacon of security for its people. However, beneath its invincible exterior,

a sinister plot was brewing, masterminded by the ship's chief magician, Takumi no Jiro. With the guise of innovation and strengthening the ship's capabilities, Takumi deceitfully convinced General Yasunori to employ transmutation magic to animate the surplus suits of armor within the armory, promising an unbeatable crew that would never tire or fear.

Yet, Takumi's ambitions were dark and treacherous. Once the suits of armor were brought to life, he used these animated constructs to seize control of the Atakebune, imprisoning the General and subjugating the crew. The ship, now under his malevolent command, looms as an ominous threat to the coastal regions, its purpose twisted from protecting the empire to menacing its very shores. The identity of the ship's new master remains unknown to the outside world,

shrouded in mystery and fear. Takumi, wielding the might of the Atakebune, aims to leverage this reign of terror to extort a king's ransom from the emperor himself, demanding not only a vast fortune but also the release of General Yasunori as a display of his power and a testament to the empire's vulnerability under his magical dominion.

FINDING THE SHIP

The characters’ first challenge is to find the Atakebune. To do this, hey will need to make a skill challenge.

A skill challenge smulates an attempt perform a task tha ttakes a longe rtime and a greater effort than a single ability check or even a group check. In its most bsic form, the characters make a series of ability checks with the goal of earning a required number of successes before accumulating a maximum number of failed check (similar to how death saving throws work).

Overall Success Requires: 4 successes before 3 failures.

Possible Actions for Successful Checks

All checks are made at DC 12

- Listen for rumors and gossip regarding the ship’s current whereabouts: Charisma (Persuasion) or Wisdom (Insight)
- Find a pattern in the ship’s past attacks: Intelligence (Investigation) or Intelligence using proficiency in navigator’s tools
- Sail around the archipelago looking for clues of the ship: Intelligence using proficiency in waterborne vehicle, Wisdom (Perception), or Intelligence (Investigation).
- Set up bait that the ship can’t pass up: Charisma (Performance), Charisma (Deception), or Wisdom (Insight)
- Use divination magic combined with sleuthing: cast the *scrying* spell and Intelligence (Investigation), Wisdom (Perception), or Intelligence (History)
- Chase the ship with a speedy vessel:

Strength (Athletics), Constitution with proficiency in waterborne vessels, or Dexterity (Stealth)

Overall Success: The party discovers the Atakebune and finds a way to reach the ship either by sneaking onto it in the middle of a raid or catching up to it in a speedy vessel. Unless the characters have their own ship, assume that it costs 100 gp to find a ship’s captain crazy enough to approach the warship. Once the characters find the ship, proceed to the section titled “The Atakebune.”

Overall Failure: If the characters fail to find the ship, the Atakebune attacks another village, killing dozens and stealing even more wealth for itself. The party must start the skill challenge over.

Optional: Atakabune Stat Block

If you are using optional ship combat rules for this adventure, the stat block for the **Atakebune** is included in the appendix of this adventure.

THE ATAKABUNE

An Atakebune is a type of large, wooden warship used by the feudal lords of Japan during the Sengoku and early Edo periods, roughly from the 16th to the 17th centuries. These imposing vessels, often described as "floating fortresses," were the largest ships in medieval Japan's navy, designed for naval engagements and the transport of troops. Characterized by high sides and multiple decks, Atakebunes were equipped with thick wooden planks to protect against enemy fire, and featured a flat top deck used for archery and matchlock gun positions. Their size and construction allowed them to carry large numbers of samurai warriors, as well as cannons and other armaments, making them a formidable presence in naval battles. Despite their heavy armament and defensive capabilities, Atakebunes were not particularly maneuverable, relying more on their strength and firepower than on speed or agility.



DOORS

Material	Lockpicking DC	Breaking Down DC	AC	HP
Paper	12	12	11	5
Wood	15	18	15	18
Iron	16	21	18	35



Sneaking Onto the Ship

The first challenge the Atakebuke presents to the characters is finding a way to get onto the ship without attracting notice. If the characters did not approach the ship on an obvious vessel like a sailboat or another warship, then they can make a group DC 10 Dexterity (Stealth) check to sneak onto the ship. Climbing the sides of the ship without a grappling hook or similar device requires a successful DC 17 Strength (Athletics) check.

Alternatively, they can get onto the ship by stowing themselves in stolen cargo or offering themselves up as hostages. If they choose this route, then assume tha the start the ship in the appropriate part of the ship: the cargo hold’s storage is area 4-1a-d and the brig is 4-2.

General Features

Unless stated otherwise, the atakebune’s areas have the following features in common.

Ceilings. The ceilings of the ship’s lower decks are 8 feet high.

Doors. The doors on the atakebune are made from wood, paper, or iron. The Atakabune Doors table gives the DCs for ability checks made to open locked doors as well as the doors’ AC and hit points. All doors are immune to poison and psychic damage.

Light. The automons do not require light to see, therefore all of the hanging lanterns that once cast bright light over the ship are out.

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

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

Sails. The atakebune has one sail on a 30-foot tall mast that mostly remains unfurled. Instead, the ship relies on oars for propulsion.

New Monsters. Many of the encounters in this adventure feature new monsters. When a

creature is marked with an asterisk, it is pointing to a new monster detailed in the appendix. All other monsters are detailed in the Fifth Edition System Reference Document.

Main Deck Locations

The following locations are keyed to the map of the main deck above.

1-1. MAIN DECK

When the characters first get onto the ship, read the following:

As you step onto the main deck of the Atakebune, the sheer size of the ship becomes evident. Ahead, a single large mast towers over the deck, its sail billowing gently in the wind, guiding the vessel through the water with grace. At the center of the deck stands a striking building, its pitched roof and sturdy wooden structure suggesting it serves a significant purpose, possibly for command or ceremonies. Above, the sky is alive with the presence of massive birds, their broad wings casting fleeting shadows over you as they circle the ship, guardians of the sky surveying the sea below.

Encounter: Angry Birds. The ship’s “crew” isn’t present outside the deck. Instead, they rely on their specialy trained birds to watch for intruders. These flesh hungry birds eagerly watch for living creatures to get onboard the ship.

The nature of these beasts depends on the level of the adventure, as shown in the Area 1-1 Encounter table. Creatures marked with an asterisk are new monsters appearing in the appendix.

Sail (1-1b). The ship’s sail is located at the ship’s bow.

Stairs Down (1-1c). The stairs here lead down to the ship’s gun deck.

Obstacle: Locked Doors. The doors leading into the deck’s castle (1-2) are locked.

AREA 1-1 ENCOUNTER

Party Level	Encounter
3rd–4th	4 giant vultures
5th–7th	4 flying hunter sharks with a flying speed of 40 ft.
8th–10th	1 roc and 1d4 swarms of seagulls (ravens)

AREA 1-2 ENCOUNTER

Party Level	Encounter
3rd–4th	2 animated armors
5th–7th	2 animated armors and 1 rug of smothering
8th–10th	2 animated armors , 1 rug of smothering , and 2 animated vases*

AREA 1-3 ENCOUNTER

Party Level	Encounter
3rd–4th	2 flying katanas and 2 flying halberds
5th–7th	3 animated armor , 2 flying katanas , and 2 flying halberds
8th–10th	3 animated armor , 2 flying katanas , 2 flying halberds , and 1 animated table*

1-2. FOYER

The doors connecting this area to area 1-1 are locked.

An ornate rug lies underfoot. On either side of the hallway, two imposing suits of samurai armor stand guard, their kabutos (helmets) adorned with fearsome masks that seem to watch your every move.

Encounter: Animated Objects. Unless the characters have a clever way to disguise their non-construct nature, the armor (and potentially other items in this hallway) spring to life and

attack. The nature of this encounter depends on the level fo the adventure as shown in the Area 1-2 Encounters table.

Treasure: Valuable Relics. If the characters defeat the items in this room without damaging them too badly, they all have value. The suits of armor are mastercrafted splint mail worth 300 gp per suit. The rug is worth 500 gp. And the four vases in the room are worth 100 gp each.

1-3. WAR ROOM

The war room you enter is expansive, its bamboo mat flooring stretching out beneath your feet. At the heart of the room sits a chabudai, a low, wooden table, around which eight tatami mats are neatly placed, offering a space for deliberation and planning. Atop the table, a meticulously arranged tea set awaits. Dominating the starboard side of the room, on a raised platform, an opulent armchair stands out—more a throne than a seat, commanding attention. It is flanked by ornate weapon racks, their contents glinting softly in the subdued light, a collection of swords and polearms ready for the call to battle.

Opposite, on the port side, a matching platform proudly displays three suits of ornate armor. Each suit, a masterpiece of craftsmanship, stands as if its invisible occupant were ready to step into battle at a moment's notice. The only sources of light in the room are the rays that filter through barred windows on both the port and starboard sides, casting long shadows.

Encounter: Animated Weapons. Although the room appears to be unoccupied, there are automated defenders hiding among the relics. The nature of this encounter depends on the level of the adventure, as shown in the Area 1-3 Encounter table. Flying katanas and halberds use the flying sword stat block, except flying halberds have a reach of 10 ft. and deal 6 (1d10 + 1) slashing damage on a hit.

Treasure: Art Objects and Weapons. Assuming that the characters don’t harm the attacking

weapons and armor too badly, the three suits of armor are splint, the two katanas are longswords, and the two halberds are just halberds. The tea set on the table is worth 250 gp.

Obstacle: Locked Doors. The wooden doors leading to the treasury (area 1-4) are locked.

1-4. TREASURY

The doors connecting this area to area 1-3 are locked.

Beneath your feet, an ornate rug stretches across the floor. On the port side of the room, two sturdy chests made of dark, polished wood and bound with iron catch your eye, each equipped with carrying yokes. Turning your gaze to the starboard side, you are greeted by the serene presence of a statue dedicated to a god of peace and harmony. Flanking this central statue, two formidable foo dogs stand watch, their expressions fierce yet protective.

Encounter: Six Demon Bag. By the time they reach this part of the ship’s castle, the characters should be ready for nearly anything to animated and attack. Curiously, the objects here are inanimate. However, a bag of holding containing six diabolical demons are kept within one of the chests (your pick, but I recommend you pick whichever one the characters pick second, to catch them off guard). These **quasits** (see the appendix) prefer mischief over malice, and work to make trouble for the characters.

Treasure: Chest and Statues. The two foo dog statues are worth 500 gp and the god of peace statue is worth 1,000 gp. All three statues are heavy, the dogs weighing 600 lb. each and the centerpiece weighing 800 lb.

The treasure the chests contain depends on the level of the adventure, as shown in the Area 1-4 Treasure table. Remember that the *bag of holding* holds six demons.

AREA 1-4 TREASURE

Party Level	Treasure
3rd–4th	1,200 sp, 50 gp, and a <i>bag of holding</i>
5th–7th	3,500 sp, 4,000 gp, and a <i>bag of holding</i>
8th–10th	4,500 sp, 5,000 gp, and a <i>bag of holding</i>

1-5 RESIDENTIAL CHAMBERS

This narrow hall divides the castle’s two residential chambers.

A faint, purplish cloud of vapor eerily fills the hallway, its swirling tendrils creeping along the floor and walls like a living, breathing entity.

Hazard: Poisonous Cloud. The cloud is poisonous, the result of a bad transmutation spell. The first time the creature enters the cloud on a turn or starts its turn in the cloud, it must make a DC 10 Constitution saving throw against poison. On a failed saving throw, refer to the Poison Cloud Effects table to determine what happens. All effects last until a *remove curse* spell or similar magic is cast on the target.

Obstacle: Locked Doors. The paper doors leading to either quarters are kept locked.

1-6. AID’S QUARTERS

The paper door to this room is locked.

Surrounded by paper walls and doors, this serene room features a chabudai tea table with four tatami mats on bamboo flooring, embodying minimalist elegance. A cauldron for boiling tea against the forward wall stands ready, symbolizing hospitality and the cultural significance of tea rituals.

Trap: Hidden Kimono. Characters who search the table find a kimono stashed under it. However, the kimono is a magical trap. A *detect magic* spell discerns as much, revealing

POISONOUS CLOUD EFFECTS

d8	Effect
1	The creature’s skin turns a vibrant of blue. The creature gains the ability to breathe water, but can no longer breathe air, suffocating when outside of water.
2	The creature’s hands become clawed. In place of its normal unarmed attack damage, the creature deals slashing damage equal to 1d6 + its Strength modifier. However, the creature suffers a -2 penalty to all weapon attacks and Dexterity and tool checks that require the use of its hands.
3	The target shrinks to half its normal size. If the creature is Medium it becomes Small and if the creature is Small it becomes Tiny. The creature’s Strength score reduces by 2 (to a minimum of 1) and its Dexterity score increases by 2.
4	The character’s voice becomes high-pitched and squeaky. All Charisma (Intimidation) checks are made with disadvantage, but the comedic effect gives it advantage on checks made to Charisma (Persuasion) checks.
5	The creature’s eyes glow brightly in the dark; the creature gains darkvision outto 60 feet. If the creature already has darkvision, its range increases by 60 feet. However, the creature has disadvantage on Wisdom (Perception) checks that require sight when in direct sunlight or bright light.
6	The creature sprouts feathers. When the creature falls from a height of 10 feet or higher, they glide slowly as if under the <i>feather fall</i> effect. However, the character’s Constitution score is reduced by 2, as their bones become hollow.
7	The creature’s hair turns into snakes. The creature has advantage on Charisma (Intimidation) checks, but has disadvantage on Charisma (Deception) and (Persuasion) checks.
8	The creature’s feet transform into those of a rabbit. Their movement speed increases by 10, and they can jump as if constantly under the effects of the jump spell. However, the target is restless, and has disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks as well as on Constitution checks made to concentration.

transmutation magic. When a creature touches the kimono, it springs to life and attempts to strangle the target. The target must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check (the target’s choice), or the kimono deals 2 (1d4) bludgeoning damage and wraps itself around the target’s neck. While the kimono is attached, the target can’t breathe. A creature, including the target, can take its action to deteach the kimono by succeeding on a DC 15 Strength check. The kimono can also be attacked; it has AC 13 and 10 hp. While attached to a creature, the kimono takes only half the damage dealt to it (rounded down), and that creature takes the other half. Destroying the

kimono, casting *dispel magic* on it (DC 15), avoiding its initial attack, or removing it from a target ends the enchantment on it.

Treasure: Kimono. So long as the characters don’t destroy the kimono, they can take it and sell it. It’s worth 50 gp. A tea set on the table is worth 50 gp as well.

Treasure: Bedroom Stash. The bedroom (1-6b) features a large bed and an armoire. The armoire holds more of the kimonos featured in area 1-6, albiet non-magical. The six kimonos are worth 50 gp each.

1-7. GENERAL’S QUARTERS

The paper door connecting this room to area 1-5 is locked.

Enclosed by paper walls and sliding doors, the room houses a chabudai desk strewn with scrolls, beside a foot locker under a barred window, and a cauldron for boiling tea, all resting on sleek bamboo flooring.

Investigation: Scrolls. Characters who read over the scrolls learn more about what happened to the ship and its crew. Give the players the General’s Notes Handout on the facing page. The scrolls are written in the native tongue of the ship’s original crew (a variant of Common), which may require the reader to speak the language or use a *comprehend languages* check to interpret it.

Investigation: Footlocker. The footlocker by the window is locked, requiring a successful DC 15 check using proficiency in thieves’ tools to unlock. Inside there is a large glass bottle containing the branch of a cherry blossom upon which small white writhe. There is also a gold coin stored in the jar. A detect magic spell reveals tha the jar exudes transmutation magic. If the characters break open the jar, the worms immediately grow to ten times their size and attack. The worms use the swarm of poisonous snakes stat block.

Investigation: Teapot. Characters who search the General’s bedroom (area 1-7b) discover a teapot stuffed under the sheets. It exudes necromancy magic. If the characters remove the pot’s lid, a spectral projection appears in the main room (area 1-7a). The projection claims that it is General Yasunori Takahashi, the captain of the atakebune. Yasunori explains that the ship’s chief magician, Takumi no Jiro, tricked the General and animated many of the objects on board the ship, including the suits of armor kept in the armory. The animated objects overthrew the crew, and Takumi used magic jar to place the General’s essence into the tea pot. The General suspects that no Jiro is still somewhere onboard the vessel, and that he must be stopped. If the characters think to carry the General’s teapot with them, the General can reveal any secrets that he would reasonably have known

prior to his imprisonment in the teapot.

Treasure: Gold Coin. In case there are any doubts, the gold coin is worth 1 gp.

Gun Deck Locations

The following locations are keyed to the map of the gun deck on page [x].

2-1. CANNONS

This deck features six cannon mounts—one facing port, one facing starboard, two at the bow, and two at the stern.

Encounter: Swarm of Origami Creatures. Dozens of tiny folded paper creatures swarm the area. The nature of the encounter depends on the level of the adventure, a shown in the Area 2-1 Encounter table.

AREA 2-1 ENCOUNTER

Party Level	Encounter
3rd–4th	3 swarms of origami creatures*
5th–7th	6 swarms of origami creatures*
8th–10th	6 swarms of origami creatures, and 1 large origami dragon*

Investigation: Cannon A cannon is a Large object with AC 19, 75 hp, and immunity to poison and psychic damage. It takes one action to load a cannon, one action to aim it, and one to fire it.

Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., One target. *Hit:* 44 (8d10) bludgeoning damage.

Stairs Up and Down. The stairs at the ship’s stern lead back up to the main deck and down to the oar deck.

Obstacle. The wooden double doors connecting this area to area 2-3 are kept locked and trapped. See area 2-3 for a complete description.

Honorable Lord Kazutogo,

I hope this letter finds you in good health and high spirits. I am writing to inform you of the recent developments aboard the Atakebune under my command. In our relentless pursuit of excellence and dominance on the seas, we have embarked upon an ambitious project that, if successful, could redefine naval warfare as we know it.

Under the guidance of our ship’s chief magician, Takumi no Jiro, we have begun experimenting with advanced transmutation magic to animate the surplus armor stored in our hold. Our aim is to create autonomous soldiers capable of rowing the Atakebune, thereby allowing our living crewmembers precious moments of rest between raids. This innovation promises to sustain our crew’s vigor, ensuring that they are always battle-ready and at their peak performance.

However, I must confess my reservations regarding this venture. While Takumi no Jiro possesses undeniable skill and has shown great dedication to our cause, there is a part of me that remains wary of placing complete trust in his magic. The realm of the arcane is unpredictable, and the consequences of these experiments could extend beyond our current understanding. It is a path fraught with uncertainty, and we tread it cautiously, fully aware of the potential risks involved.

Rest assured, my lord, that I will personally oversee this project, ensuring that every precaution is taken to safeguard the well-being of our crew and the integrity of our mission. We proceed with both ambition and caution, hopeful for the success of our endeavors but prepared for any eventuality.

I pledge to keep you informed of our progress and to seek your wisdom should any unforeseen complications arise. Your guidance has always been a beacon for us, and in these uncertain times, it is more valuable than ever.

With deepest respect,

General Yasunori Takahashi



2-2. GALLEY

This galley kitchen features three low tables at its heart, each surrounded by short stools. Along one side of the room, a cooking area is equipped with a pair of ovens with stove tops. Opposite, a spacious counter provides ample room for chopping, seasoning, and assembling dishes.

Obstacle: Locked Pantry. The wooden door to the pantry (area 2-2b) is kept locked.

Hazard: Diseased Rats. Three swarms of diseased rats lurk among the flour and grain sacks here and inside the pantry (area 2-2b). The rats don't attack, but will immediately bite anyone that enters the same space as the rats.

2-3. ARMORY

Both sets of wooden doors leading to the armory are kept locked and trapped.

Trap: Electrified Doors. Both sets of double doors leading into this area are trapped with magical sigils that electrocute anyone that attempts to open the door without the correct password, *akeru*. A detect magic spell cast on either door reveals as much. *Dispel magic* cast on a set of doors removes its enchantment. A creature that touches the door must make a DC 14 Constitution saving throw, taking 7 (2d6) lightning damage on a failed saving throw or half as much damage on a successful one.

Once inside the room, read the following:

This armory is a meticulously organized chamber of warfare. Wooden racks stand laden with an arsenal fit for a formidable crew: tanegashima rifles, shortbows, crossbows, and spears line up like silent sentinels. Suits of armor stand ready to encase warriors in protective steel. In a dedicated section, extra cannons are stored with neat stacks of cannonballs.

Treasure: Weapons and Armor. The room is packed with goods. There are:

- 3 tanegashima
- 2 tate shields
- 5 sets of do-maru armor
- 3 sets of splint armor
- 8 shortbows
- 100 arrows

- 3 crossbows
- 40 crossbow bolts
- 5 katanas
- 7 round shields
- 2 cannons
- 40 cannon balls

All new weapons are detailed on the 16th Century Weapons and Armor sidebar below.

2-4. COMPANIONWAY

The door connecting this area to area 2-3 is locked and trapped (see area 2-3).

The companionway here offers a quick way down to the oar deck and crew quarters.

Encounter: Clockwork Dragon. A clockwork dragon (see the appendix) guards this area.

16TH CENTURY WEAPONS AND ARMOR

Many of the weapons and suits of armor that the characters find in this adventure are items that don't traditionally appear in medieval-inspired Fifth Edition fantasy settings. These weapons and their statistics are detailed below.

Cannon. A Large weapon with AC 19, 75 hp, and immunity to poison and psychic damage. It takes one action to load a cannon, one action to aim it, and one to fire it. A cannon weighs 1,200 lb and costs 3,000 gp. Cannon balls weigh 6 lb.

Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., One target. *Hit:* 44 (8d10) bludgeoning damage.

Do-maru. Wraparound body armor. Treat it as leather armor.

Katana. A curved, single-edge sword. Treat it as a longsword.

Naginata. A pole weapon with a curved blade. Treat it as a halberd.

Ō-yoroi. A suit of heavy samuria armor. Treat it as splint mail.

Tanegashima. An early firearm with a matchlock mechanism. This ranged martial weapon costs 500 gp, weighs 3 lb. and deals 1d12 piercing damage on a hit. It has the ammunition (range 40/120 ft.), loading, and two-handed properties.

Tetsubo. An iron-studded wooden club. Treat it as a warhammer.

Wakizashi. A short companion sword. Treat it as a short sword that deals slashing damage.

Tate Shield. A large rectangular shield with a slot near the top to fire tanegashima. The shield weighs 50 lb, and requires a person to use both hands to move it and hold it in place. It provides full cover to anyone standing directly behind it. The shield has AC 15 and 35 hp, and is immune to poison and psychic damage.

Yari. A long, thrusting spear. Treat it as a pike.



Oar Deck Locations

The following locations are keyed to the map of the oar deck as shown above.

3-1. OAR POSTS

Trap: No Escape. The stairs at 3-1a leading up to 2-1a have been trapped by Takumi. A *detect magic* spell identifies the trap and a *dispel magic* spell disarms it. When any living creature other than Takumi steps onto the bottommost step of either staircase, a spectral arrow manifests and makes a +6 ranged weapon attack against the target. On a hit, the target takes 7 (2d6) necrotic damage and must succeed on a DC 15 Constitution saving throw, or have its hit point maximum reduced by the amount of necrotic damage taken.

Encounter: Blind Crewmen. When the characters first enter area 3-1b (either side), read the following:

The oar deck of the ship is a haunting vista of ceaseless toil and eerie silence. Dozens of humanoid figures are seated in rows, their wrists shackled to the massive oars that they laboriously pull back and forth. A grim uniformity marks their visages: each one has been grotesquely altered, stripped of their eyes and mouths, leaving only a single, centered nostril for the desperate intake of air.

The face eater (see area 3-1c) robbed these crewmen of their ability to see and speak. They can still hear, and immediately turn their head to the sound of approaching footsteps. Each side has 2d10 cursed crewmembers (use the

commoner stat block) working the oars. The remove curse spell cures a blind/mute crewmember of their condition. Killing the face eater in area 3-1c also removes the curse.

The manacles binding the crew members to their posts requires a successful DC 20 Strength check to break. One set of manacles opens every lock; otherwise, a creature proficiency with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Otherwise, the manacles have AC 17, 15 hit points, and immunity to poison and psychic damage.

If the characters free the crew members, they gladly join the characters in their fight against the cruel magician, Takumi no Jiro and his automaton minions. Since there are so many crew members, the easiest way to treat the group is like a swarm. See the "Crew Member Posse" stat block in the appendix for details.

Encounter: Face Eater. A ghoulish creature resembling a meatball covered in eyes levitates near the anchor winch in area 3-1c. It carefully watches the blind/mute crew members as they toil. This thing is a **face eater** (see the appendix), and it immediately attacks any living creature that it sees that still has its eyes and mouths intact. Destroying the face eater returns the eyes and mouths of any creature that it curses.

3-2. CREW QUARTERS

These crew quarters are a tightly organized space designed to maximize efficiency and comfort in the constrained confines of the ship. Thirty-six hammocks are suspended in a methodical arrangement, hung from sturdy poles in two levels of tiers, allowing each sailor a modest yet personal area to rest. Adjacent to each hammock, a pair of footlockers sit snugly, offering the crew members a secure place to store their belongings and treasures.

Hazard: Animated Hammocks. Many of the hammocks here have been animated by residual magic. When a living creature starts its turn within 5 feet of a hammock, roll a d20. On a result of 18, 19, or 20, the hammock animates and attacks.

Treat the animated hammock as a **rug of smothering**, but its movement speed is 0. For parties below 5th-level, no more than two hammocks attack this way at a time.

Treasure: Footlocker Goodies. There are 36 total footlockers here. All of the footlockers are locked, requiring a successful DC 13 Dexterity check with proficiency in thieves' tools to unlock. Use the Sailor and Pirate Loot table in the appendix to determine what each footlocker holds.

Cargo Hold Locations

The following locations are keyed to the map of the cargo hold, as shown on page [x].

Hazard: Poisonous Gas. A cloud of greenish poisonous gas fills this entire deck. When a creature enters the cargo hold or starts its turn there, it must make a DC 15 Constitution saving throw. The Cargo Hold Poison Gas table shows the poison damage that a character takes on a failed saving throw. A creature takes only half the damage on a successful saving throw. A creature is affected even if they hold their breath or don't need to breathe. Takumi no Jiro must concentrate on the fog to keep it up, as if concentrating on a spell. While concentrating on the fog, he can't cast any other spells requiring concentration. Casting *dispel magic* on the fog (DC 15) also eliminates it.

CARGO HOLD POISON GAS CLOUD

Party Level	Poison Damage
3rd–4th	1d8 poison damage
5th–7th	2d8 poison damage
8th–10th	3d8 poison damage

4-1. STORAGE

This cargo hold is stocked with essential supplies for long voyages: barrels of fresh water, salted meats, sacks of grains, and dried fruits to prevent scurvy. It also contains casks of lamp oil, rolls of rope, spare sails for repairs, and chests of trade goods like silks and spices. Some personal



belongings of the crew are also stored here, alongside navigational charts and basic medical supplies to ensure health and readiness for the journey ahead.

Encounters: Takumi's Minions. The ship's former chief magician, Takumi no Jiro, is working in area 4-3, trying to devise a way to create a gruesome gunpowder golem. Meanwhile, his servants wait within the hold, protecting him and awaiting his command. The nature of this combat depends on the level of the adventure, as shown in the Area 4-1 Encounter table.

Obstacle: Locked Door. The door to the brig (4-2) is locked and trapped. See 4-2.

AREA 4-1 ENCOUNTER

Party Level	Encounter
3rd–4th	1 flaming skull
5th–7th	1 invisible stalker
8th–10th	1 clay golem

4-2. BRIG

The iron door to the brig is locked and trapped.

Trap: Magic Jar. The door exudes a strong aura of necromancy magic. Casting dispel magic (DC 16) on the door disables the trap. A living creature that touches the door falls into a catatonic state as its soul leaves its bodies and enters the nearest random container. If you

aren't sure which container to use, roll on the Random Container table. While the target inhabits the container, the creature is aware of its surroundings as if it was in the container's space. The target can't move or use reactions. The only action the target can take is to project its soul up to 100 feet out of the container.

Regardless of the container's appearance, all containers are magically protected with AC 20, 50 hit points, and immunity to all bludgeoning, piercing, and slashing damage dealt by nonmagical weapons.

Destroying the container, the target's soul immediately returns to its body. If the target's body is more than 100 feet away from the target or if the target's body is dead when it attempts to return to it, the target dies.

Once the trap is triggered, it becomes inactive for 24 hours before it resets.

After the characters get past the door, read the following:

This brig is a grim and shadowy chamber, housing two empty, foreboding cages and several sets of manacles ominously dangling from the walls. In one corner, a catatonic man dressed in a shogun's uniform is hauntingly chained to the wall, his vacant gaze piercing the stifling silence.

Encounter: General Yasunori Takahashi's Body. The body belongs to General Yasunori Takahashi. Takumi used the magic jar trap to remove the General's soul and store it in the teapot in his quarters (see area 1-7a). So long as the General's body remains alive, the characters can use the teapot to return the General uses the **veteran** stat block, and happily joins the party in their fight against the chief magician.

Treasure: Necklace of Adaptation. The General wears a *necklace of adaption*, placed on him by Takumi, protecting his body from the poison permeating the area. Takumi is hoping to ransom the shogun back to the emperor.

RANDOM CONTAINERS

d10	Container
1	Empty glass vial with a cork stopper
2	Carved wooden chest with a brass lock (DC 15 lockpicking check to open)
3	Worn leather satchel
4	Iron-bound scroll tube
5	Small ceramic jar with lid
6	Rusted metal box
7	Cloth bag with drawstring
8	Bamboo basket with lid
9	Polished wooden box with intricate inlays
10	Sturdy barrel with metal bands

4-3. POWDER

This cramped space holds the atakebune's gunpowder supply.

Hazard: Explosives. This room contains 14 kegs of gun powder. Setting fire to a one of these containers can cause it to explode. Each creature within 10 feet of an exploding keg must make a DC 12 Dexterity saving throw, taking 24 (7d6) fire damage on a failed saving throw, or half as much damage on a successful one. If a keg explodes near the other kegs, all of the kegs ignite. If this happens, all creatures within 30 feet of the exploding kegs must make a DC 15 Dexterity saving throw, taking 63 (18d6) fire damage on a failed saving throw, or half as much damage on a successful one. The ship then begins to sink. See the Sinking Ship sidebar on page [x] to determine what happens.

Encounter: Takumi no Jiro. Unless already encountered, the ship's chief magician, Takumi no Jiro is here attempting to create a golem from the powder stored in this room. Takumi no Jiro wears a necklace of adaptation, protecting him from the poison spell permeating the area (see page [x]). Takumi uses the mage stat block, except he starts combat concentrating on the

poison gas cloud covering the entire area. In the 5th-level version of this adventure, he uses his first turn to speak the proper command word to bring his **gunpowder golem** (see the appendix) to life, which joins him in battle.

After the characters defeat Takumi no Jiro, all of the constructs, magical traps, and the poison cloud stop working, and the ship returns to normal.

AFTERMATH

Upon defeating Takumi no Jiro, the characters bring an immediate halt to the malevolent magic permeating the Atakebune. All magical constructs aboard the ship, including the animated armors and sentient machines, cease to function, collapsing into inanimate heaps. The ominous gas cloud that fill the residential quarters and the hold dissipate completely, and the myriad of magical traps scattered throughout the ship become harmless, securing the vessel and its treasures for the victors. This decisive victory not only liberates the seas from Takumi's grasp but also garners the characters fame and gratitude across the land.

However, if the characters fail to overcome Takumi no Jiro, his control over the Atakebune and its magical arsenal only grows stronger. His animated object crew and the ship itself continue to raid coastal towns and trade routes with increasing boldness, spreading fear and devastation. The continuous assaults and the display of formidable magical might eventually force the emperor himself to negotiate with Takumi, acknowledging his power and demands. This outcome not only cements Takumi's influence over the region but also marks a dark turning point in the empire's history, where evil magic dictates the balance of power. Ω

APPENDIX A: NEW MONSTERS

The new monsters featured in this adventure are detailed below.

ANIMATED OBJECT, TABLE

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (8d10 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	-4	-4	-5

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 3 (700 XP)

Special Traits

Antimagic Susceptibility. The table is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the table must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Constructed Nature. The dragon does not require air, food, water, or sleep.

False Appearance. While the table remains motionless, it is indistinguishable from a normal table.

Actions

Multiattack. The table makes two attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Fling Object (3/Day). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

ANIMATED OBJECT, VASE

Small construct, unaligned

Armor Class 13 (natural armor)
Hit Points 7 (2d6)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	-4	-4	-5

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/8 (25 XP)

Special Traits

Antimagic Susceptibility. The vase is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the vase must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Constructed Nature. The dragon does not require air, food, water, or sleep.

False Appearance. While the vase remains motionless, it is indistinguishable from a normal vase.

Actions

Smash. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage and the vase takes the same amount of damage.

Ash Cloud (1/Day). The vase exhales a 15-foot cone of smoldering ash. Each creature in that area muts succeed on a DC 10 Dexterity saving throw or be blinded until the end of the vase's next turn.

CLOCKWORK DRAGON

Medium construct, neutral

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+0	+2	+1	+0	+2

Damage Immunities poison, psychic
Condition Immunities paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Draconic and the languages of its creator, but can't speak
Challenge 3 (700 XP)

Special Traits

Death Burst. When the dragon dies, it explodes in a burst of gears and electricity. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 9 (2d8) slashing damage plus 4 (1d8) lightning damage on af ailed saving throw, or half as much damage on a successful one.

Constructed Nature. The dragon does not require air, food, water, or sleep.

Actions

Multiattack. The dragon makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage.

Gear Breath (Recharge 6). The dragon can't use this attack if it has 25 or fewer hit points remaining. The dragon exhales a torrent of razor sharp gears in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 5d8 slashing damage on a failed saving throw, or half as much damage on a successful one. The dragon then takes 9 (2d8) damage.

FACE EATER

Medium aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	+1	+2	+0

Skills Deception +4, Perception +6

Condition Immunities prone

Senses darkvision 120 ft., Passive Perception 16

Languages Deep Speech, telepathy 120 ft.

Challenge 3 (700 XP)

Special Traits

Mimicry. The face eater can mimic the voice of any creature whose face it has stolen. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw, or lose 5 (1d10) hit points at the start of each of its turns due to a grievous injury. Each time the face eater bites the wounded target with his attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Steal Face. The face eater targets a creature at a creature it can see within 90 feet of it. The target must succeed on a DC 12 Charisma saving throw, or become cursed. While cursed, the target does not have any eyes or a mouth, and is blinded and cannot speak. The target can still breathe through its nose, and it does not require food or water to survive. The curse ends if a remove curse spell is cast on the target or the face eater is destroyed.

GOLEM, GUNPOWDER

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	-4	+0	-5

Skills Deception +4, Perception +6

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., Passive Perception 10

Languages understands the languages of its creator, but can't speak

Challenge 8 (3,900 XP)

Special Traits

Amorphous. The golem can move through a space as narrow as 1 inch without squeezing.

Immutable Form. The golem is immune to

any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Fire Susceptibility. If the golem takes fire damage, it must make a Constitution saving throw with a DC of 5 + the fire damage taken. On a failure, the gunpowder is destroyed and it explodes in a fireball. Each creature within 10 feet of the golem must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed saving throw or half as much damage on a successful one.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage, and if the target is a creature, it must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

ORIGAMI DRAGON

Large construct, unaligned

Armor Class 12

Hit Points 16 (3d10)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	-2	+0	-2

Damage Vulnerabilities fire, slashing

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1 (200 XP)

Special Traits

Antimagic Susceptibility. The dragon is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the dragon must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Constructed Nature. The dragon does not require air, food, water, or sleep.

Actions

Multiattack. The dragon makes two paper claw attacks.

Paper Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Ink Breath (Recharge 6). The dragon exhales black ink in a 30-foot line that is 5 feet wide. Each creature in the line must succeed on a DC 10 Constitution saving throw or become blinded until the end of the dragon's next turn.

SWARM OF CREW MEMBERS

Gargantuan swarm of Medium humanoids, typically lawful neutral

Armor Class 10

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+0	+0	+0	+0

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages any one language

Challenge 1/2 (100 XP)

Special Traits

Disband. If the swarm's hit points drop to 0, the swarm disbands, and 4 commoners appear in the same space as the swarm.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes two clubs attacks. If the swarm starts its turn with half its hit points or fewer remaining, it can't use this action.

Clubs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target in the same space as the swarm. *Hit:* 5 (2d4) bludgeoning damage.

SWARM OF ORIGAMI CREATURES

Medium swarm of tiny constructs, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
-3	+2	+0	-4	+0	-3

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Special Traits

Antimagic Susceptibility. The swarm is

incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Constructed Nature. The swarm does not require air, food, water, or sleep.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny origami creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes two slash attacks. If the swarm starts its turn with half its hit points or fewer remaining, it can't use this action.

Slash. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the same space as the swarm. *Hit:* 9 (1d6 + 2) slashing damage.

APPENDIX B: SINKING SHIP

If the characters cause the kegs in area 4-3 to explode, or do something else to damage the ship’s outer hull, the ship begins to sink.

It takes 1d4 hours for the ship to sink. Divide the time by four, and use the steps below to determine what happens to the ship.

Quarter of the Way to Sinking. Water begins to enter the ship through a breach in the hull or due to damage from a collison, grounding, or other impact. Parts of the ship filled with water creates areas of difficult terrain. As water fills parts of the ship, the ship starts to list (tilt to one side) or pitch (tilt forward or backward). Roll a d4 to determine that way it tilts or list: 1—lists to starboard, 2—lists to port; 3—tilts to the bow; 4—tilts to the stern. Moving in the opposite direction of the tilt or list requires 2 feet of movement for every 1 foot moved.

Halfway to Sinking. The rate of water entering the ship accelerates as the breach widens or other compartments become compromised. The areas closest to the breach are half filled with water and requires creatures to swim through the area.

Three-Quarters of the Way to Sinking. The ship list/tilts severely. A creature moving in the opposite directino of the tilt or list must succeed on a Strength (Athletics) check before they can move. The DC for the check is 2d6 + 5. A creature that fails this check by 5 or more slides 30 feet in the direction of the tilt or list. If a sliding creature hits an object or ojbect, the sliding creature takes 1d6 bludgeoning damage for every 10 feet it slid. A creature hit by a sliding creature, must succeed on a DC 10 Dexterity saving throw or take the same amount of damage the target does.

Half of the ship’s compartments, those closest to the breach, flood.

Final Moments Before Sinking. Major structural failures occur; decks collapse, and the ship may break apart. The ship may capsize completely due to uneven weight distribution,

causing all creatures inside to fall. A creature that falls and hits anything but water takes 1d6 bludgeoning damage for every 10 feet it falls. All of the ship’s compartments submerge.

Submerged Ship. Once the ship is completely submerged, all creatures inside the ship are dragged down with it to the bottom of the ocean, 3d6 x 1,000 feet. Swimming away from the sinking ship requires a successful DC 15 Strength (Athletics) check.

APPENDIX C: SAILOR LOOT

While exploring the ship, the characters will have numerous opportunities to find loot on crew members, either on their bodies or in their foot lockers. Roll on the Sailor Loot table to determine what they find.

APPENDIX D. ATAKABUNE STATISTICS

Using these variant rules, Takumi no Jiro uses his magic to commandeer the ship’s weapons and attack the characters as they approach.

The ship uses a stat block similar to a monster, except it is composed of different components, each of which comprises multiple objects.

A component has its own AC, hit points, and damage threshold.

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

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

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

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

SAILOR LOOT

d100	Loot	d100	Loot
1	A piece of eight (silver coin).	33	A bottle of ink and quill.
2	A brass compass, slightly tarnished.	34	A bag of marbles.
3	A waterproof pouch of tobacco.	35	A sailor's knot guidebook.
4	A bone-handled dagger.	36	A tin of boot polish.
5	A leather-bound diary, water-stained.	37	A brass bell.
6	A flask of rum.	38	A wooden pipe.
7	A wooden holy symbol.	39	A patchwork quilt.
8	A set of dice made from bone.	40	A jar of salt.
9	A sailor's cap.	41	A piece of chalk.
10	A length of sturdy rope.	42	A fishing hook and line.
11	A map of local coastlines.	43	A hand mirror, slightly foggy.
12	A whistle made from carved bone.	44	A worn sea chart.
13	A spyglass, cracked lens.	45	A bag of coffee beans.
14	A belt with a hidden compartment.	46–55	4d6 silver pieces in a leather pouch
15	A pair of worn leather gloves.	56–65	3d6 gold pieces in a burlap purse
16	A small sack of hardtack.	66–75	A silver ring with nautical engravings (25 gp)
17	A tattoo needle set.	76–85	A gold locket containing a strand of hair (25 gp)
18	A locket with a portrait inside.	86	A pearl earring (250 gp)
19	A collection of seashells.	87	A brooch shaped like an anchor (250 gp)
20	A shark tooth on a leather cord.	88	A bracelet made from braided ship’s line and bright beads (5 gp)
21	A pouch of dried herbs.	89	A silver signet ring (100 gp)
22	A bundle of letters, tied with string.	90	A necklace with a ruby pendant (500 gp)
23	A book on celestial navigation.	91	A copper bracelet with etchings of the sun and moon (35 gp)
24	A handkerchief embroidered with initials.	92	A pair of silver cufflinks shaped like dolphins (250 gp)
25	A jar of pickled herring.	93	A toe ring with mystic symbols (5 gp)
26	A deck of playing cards.	94	An ivory hairpin (250 gp)
27	A copper kettle, small dent on one side.	95	A set of bangles, each from a different port (30 gp)
28	<i>A hand-carved wooden figurine.</i>	96	A silver anklet with small bells (150 gp)
29	<i>A harmonica.</i>	97	A seahorse gold brooch (350 gp)
30	<i>A bundle of wax candles.</i>	98	A silver ear cuff with sapphire accents (1,000 gp)
31	<i>A fishing net.</i>	99	<i>A potion of water breathing</i>
32	<i>A pair of socks, knitted.</i>	00	<i>A cloak of the manta ray</i>

ATAKEBUNE

Gargantuan vehicle (180 ft. By 50 ft.)

Creature Capacity 40 crew, 60 passengers

Cargo Capacity 200 tons

Travel Pace 4 miles per hour (96 miles per day)

STR	DEX	CON	INT	WIS	CHA
+5	-3	+5	—	—	—

Damage Immunities poison, psychic

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

Actions

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

While Takumi no Jiro is controlling the vessel, it can move and fire one of its weapons.

Hull

Armor Class 15

Hit Points 500 (damage threshold 20)

Control: Helm

Armor Class 18

Hit Points 50

Move up to the speed of one of the ship's movement components, with one 45-degree turn. If the helm is destroyed, the atakebune can't turn.

Movement: Oars

Armor Class 12

Hit Points 100; -5 ft. Speed per 25 damage taken

Speed (water) 20 ft. (requires at least 20 crew)

Movement: Sail

Armor Class 12

Hit Points 100; -10 ft. Speed per 25 damage taken

Speed (water) 30 ft.; 15 ft., While sailing into the wind; 40 ft. While sailing with the wind

Weapons: Cannons

Armor Class 19

Hit Points 75

Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage.