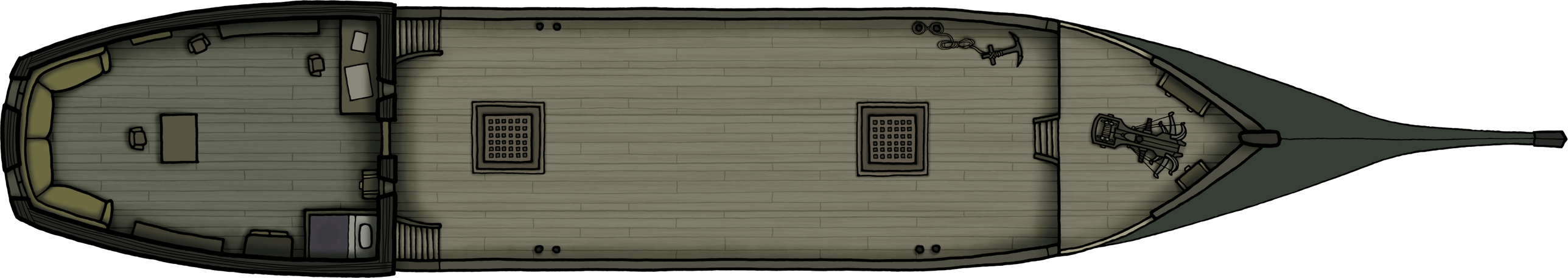
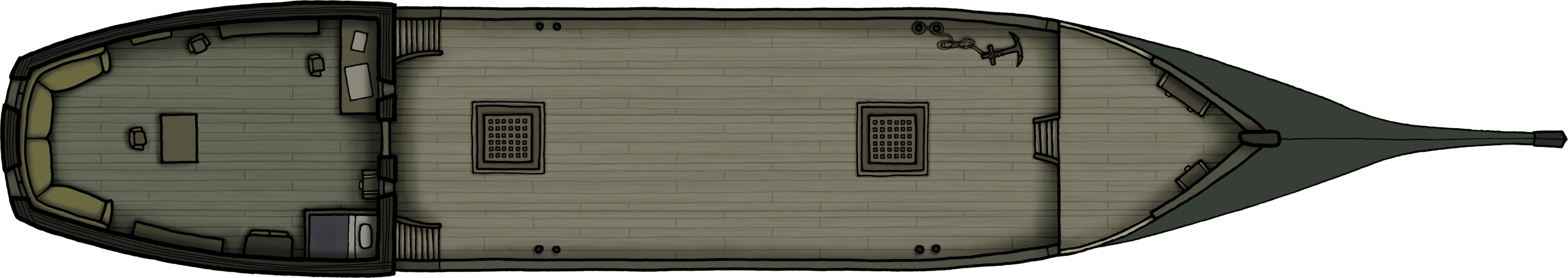
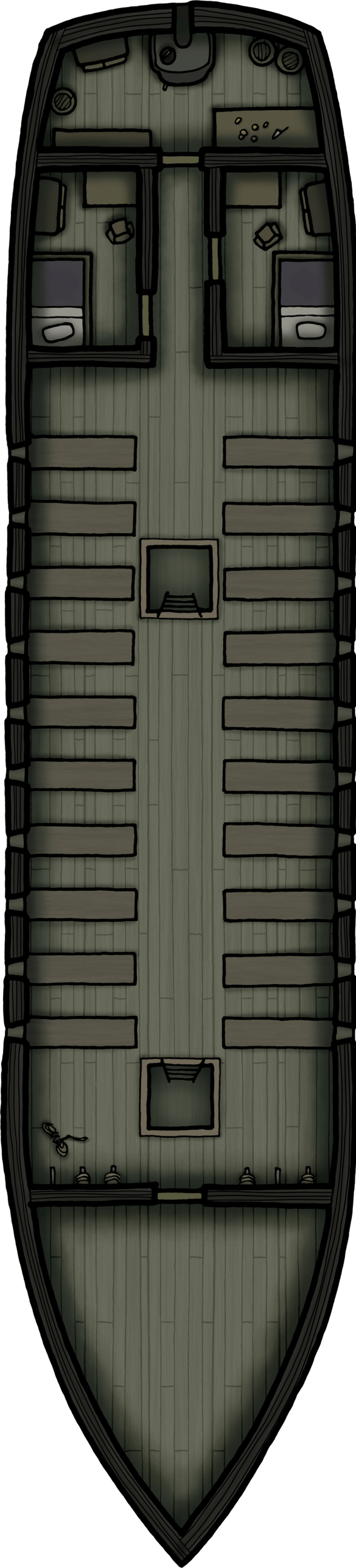
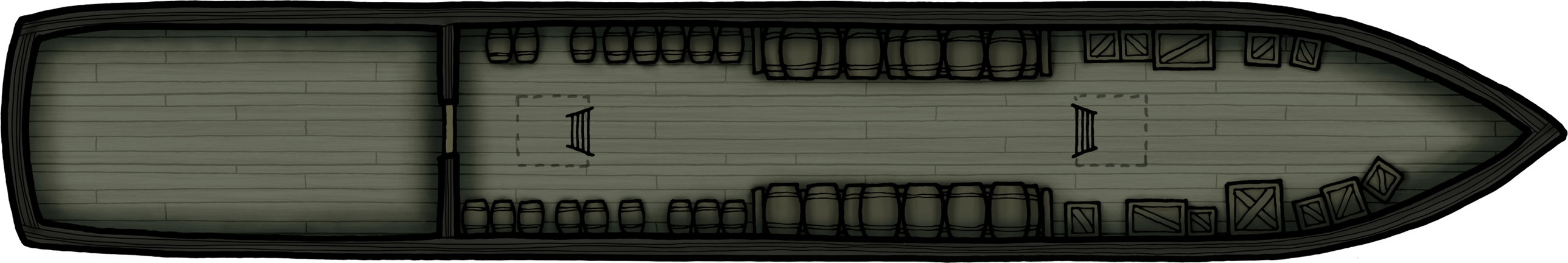








THE GRINNING WIDOW

ABOUT

•The Grinning Widow is a ship designed for the seas of the Underdark. With no wind to fill sails, rowers are the force that drives the vessel. For defence, the ship is armed with two ballistas and a ram.

•A version of this map showing only the uppermost deck is included. This version has a large amount of space around it to accommodate a naval battle.

•The forward berth on the rowing deck and the rear compartment of the hold were left empty so the ship could be customized to your party's needs. They can serve as sleeping quarters, a laboratory, etc.

•With the exception of the ship's three officers, the crew of the Grinning Widow would sleep in hammocks. These would be hung over the benches on the rowing deck and would be stowed away when the crew awakens.

•Due to its small size, the Widow does not have a mess hall or other dedicated dining area. The rowers eat at their benches and the ship's officers eat in the captain's cabin.

THE CREW

•The Grinning Widow's crew requirements may vary based on the ship's use. For example, a warship might have a complement of marines, whereas a trading vessel might not. In any case, these are the basic crew that would be needed under any circumstances:

-20 Rowers
-1 Captain
-1 First Officer
-1 Helmsman/Navigator
-1 Cook

•If this ship is to be used by a party of PCs, they will likely need a substantial number of NPC crew to help them operate it. Some parties may see this crew as their personal army and attempt to enlist their assistance in combat. While the crew would, of course, need to assist in a naval combat, they might not be willing to join the PCs in other battles. Here are a few things to consider if your party wants to enlist the crew in fights:

-The sailors get paid to crew the ship, not to go on adventures. If they're going to go on adventures, they will probably expect a cut of the loot.
-The crew are mostly 1st-level nobodies and probably aren't much use in combat (even though the rowers are likely to be quite strong).
-The crew aren't easy to replace, especially outside of a large settlement. 20 rowers are required to move the ship at a decent speed. 10 can barely get it moving and, unless the PCs want to row the ship themselves, they'd better keep the crew alive.

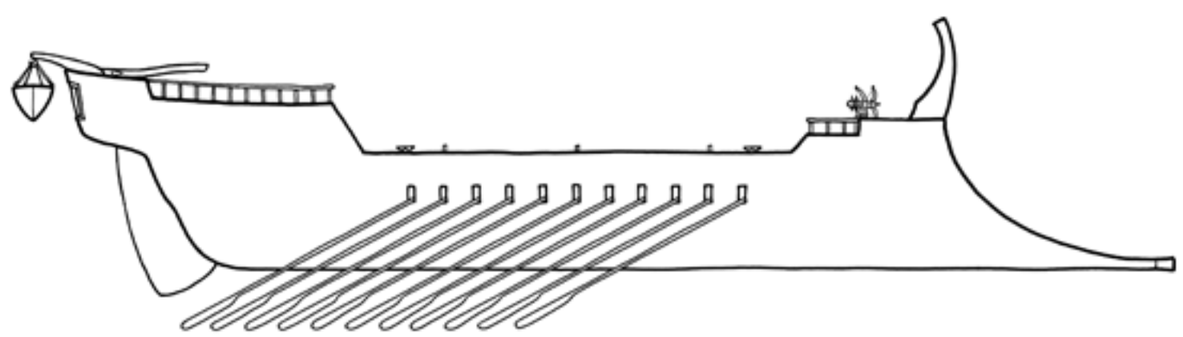
NOTES

•The Grinning Widow is armed with two projectile weapons, both ballistas. The one near the bow of the ship is a heavy ballista, which might use these special rules:

The weapon does twice the damage (6d10) and has a longer range (200/800) than a normal ballista. However, it requires two crew operating it in order to fire every turn. Either can be the one who makes the roll to hit. If there is only one person operating the weapon, it can only be fired once every two rounds.

•Aside from the slots for the oars, the ship has very few windows and the windows it does have can be shuttered. This is to prevent lights inside the ship from giving away its location in the sunless seas of the Underdark.

•The Widow could be used as a surface ship as well. Its design is fairly similar to Greco-Roman warships of the Bronze Age.

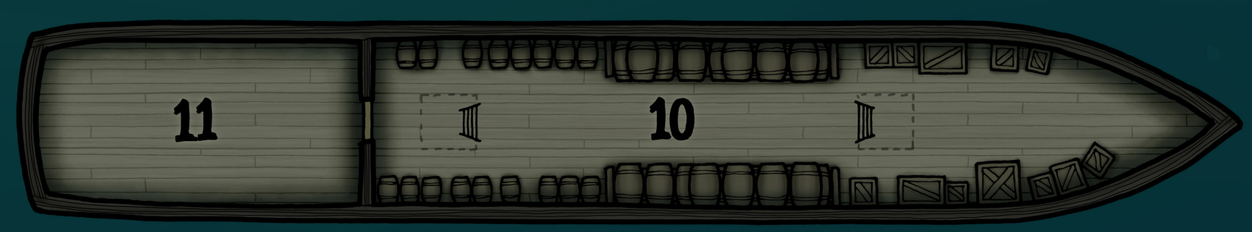


MAIN DECK

CAPT'S CABIN

ROWING DECK

HOLD



1 - Ship's Boat
2 - Helm (Tiller)
3 - Ballista
4 - Heavy Ballista
5 - Captain's Cabin
6 - Kitchen
7 - Officers' Cabins
8 - Rowing Deck
9 - Forward Berth
10 - Hold
11 - Aft Hold