



**GOING MERRY**  
**- SHIPS IN**  
**D&D**

# GOING MERRY

Gargantuan vehicle, unaligned, unique ship

- Creature Capacity** 5 crew, 8 passengers  
**Minimum Crew** 3  
**Cargo Capacity** 5 tons  
**Travel Pace** 5 miles per hour, 120 miles per day  
**Size** about 45 ft. long  
**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

| STR     | DEX     | CON     | INT | WIS | CHA |
|---------|---------|---------|-----|-----|-----|
| 16 (+3) | 10 (+0) | 15 (+2) | 0   | 0   | 0   |

The Going Merry is smaller and more fragile than a standard D&D sailing ship, but it is much more personal, agile, and beloved by its crew. It is not a warship. It is a home, a companion, and a miracle waiting to happen.

# COMPONENTS

## Hull

- AC.** 15  
**HP.** 160  
**Damage Threshold.** 10

When the hull is reduced to 80 HP or fewer, the Going Merry becomes **Battered**.  
When the hull is reduced to 40 HP or fewer, the Going Merry becomes **Doomed**.

**Battered.** The ship's speed is reduced by 10 feet, and all repair checks have their DC increased by 2.

**Doomed.** The ship has disadvantage on saving throws against storms, waves, reefs, sea monsters, and other environmental hazards. After each long voyage, the DM may call for a DC 15 check using carpenter's tools or water vehicles. On a failure, the hull takes 2d10 damage.



## Helm

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AC. 12

HP. 40

If the helm is destroyed, the Going Merry cannot turn until it is repaired.

## Sails

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AC. 12

HP. 90

**Speed:** 45 ft.

**Against the Wind:** 20 ft.

**With the Wind:** 65 ft.

For every 25 damage dealt to the sails, the ship's speed is reduced by 10 feet.

## Cannons

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The Going Merry has four cannons: one at the front, one at the back, and one on each side.

AC. 15

HP. 35

**Cannon Shot.** Ranged Weapon Attack: +5 to hit, range 120/480 ft., one target.

**Hit:** 22 (4d10) bludgeoning damage.

**Reload.** A cannon must be reloaded before it can be fired again. Reloading a cannon requires 1 ship action, or the action of one creature proficient with water vehicles or siege weapons.

## Sheep Figurehead

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AC. 15

HP. 30

If the figurehead is destroyed, the Going Merry loses the Heart of the Ship trait until the figurehead is repaired.

## SHIP ACTIONS

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On its turn, the Going Merry can take 2 ship actions, choosing from the options below. If it has fewer than 3 crew members, it can take only 1 ship action. If it has no crew, it cannot take actions unless the Voice of Merry trait is active.

### MOVE

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The Going Merry moves up to its current speed and can make one 90-degree turn.

### SHARP TURN

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The Going Merry moves up to half its speed and can make two 90-degree turns.

The captain or navigator must make a DC 13 Dexterity or Wisdom check using proficiency with water vehicles. On a failure, the ship still moves, but each unsecured creature on deck must succeed on a DC 12 Dexterity saving throw or fall prone.

### FIRE CANNON

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The ship fires one loaded cannon.

### RELOAD CANNON

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The crew reloads one cannon.

### PATCH THE MERRY

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One creature aboard the ship makes a quick repair. The creature makes a DC 14 Intelligence or Dexterity check using carpenter's tools, tinker's tools, or water vehicles. On a success, one component regains 2d10 HP.

If the ship is **Battered**, the DC becomes 16.  
If the ship is **Doomed**, the DC becomes 18.



# UNIQUE TRAITS

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## Nimble Little Caravel

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The Going Merry has advantage on checks made to escape a larger ship, sail through narrow rocks, avoid cannon fire, or perform a sudden maneuver.

However, it is not built for long naval battles. Whenever the Going Merry takes damage from a cannon, ballista, ram, or Huge or larger sea creature, it takes an extra 1d10 damage.

## Home of the Crew

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If at least 3 loyal crew members finish a long rest aboard the Going Merry, the ship gains 1 Bond Die. It can have up to 3 Bond Dice at a time.

A Bond Die is a d6. A creature aboard the ship can spend one Bond Die when:

- the crew makes a navigation, repair, or escape check,
- the ship makes a saving throw,
- the Going Merry takes damage.

When spent, add the Bond Die to the roll, or reduce the damage taken by the result + the captain's proficiency bonus.

## Heart of the Ship

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As long as the sheep figurehead is not destroyed, the Going Merry protects its loyal crew like they are part of itself.

Once per long rest, when a creature aboard the ship would fall overboard, be knocked

prone by a wave, or be thrown from the deck by an attack, that creature can make the saving throw with advantage. On a success, a rope, sail, sudden tilt of the ship, or broken piece of wood saves them at the last moment.

## The Last Voyage

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When the Going Merry's hull is reduced to 0 HP and the ship has at least 1 Bond Die, it does not sink immediately. Instead, it drops to 1 HP, loses all Bond Dice, and begins its Last Voyage.

For 1 hour:

- the Going Merry can continue sailing, even if it normally could not,
- it ignores the penalties from Battered and Doomed,
- it has advantage on saving throws against storms, waves, and sinking,
- it cannot regain HP.

At the end of the hour, the ship breaks apart or must be given a final farewell. No ordinary repair can save it anymore.

