

ROYAL NAVY

Each of the Iron Kingdoms maintains a navy of warships to protect its territorial waters and wage war against its enemies, including the many pirates that sail the Meredius and the fleets of the Nightmare Empire. Despite being part of their nation's military, these vessels often operate far from their home ports and can feel like sovereign nations unto themselves. The rules of the high seas are often quite different from those enforced on the mainland, and more than one such crew has engaged in outright privateering when the opportunity has presented itself, letter of marque in hand or no.

PREREQUISITES

Any character can be a member of a Royal Navy company, but at least one member must have the Naval Officer background.

PATROL

As a downtime activity, you can patrol sea-lanes for enemy vessels. After 5 consecutive days spent on patrol, one member of the company on the patrol makes an Intelligence (Investigation) check, a Wisdom (Insight) check, or an Intelligence check using vehicles (water). Consult the Patrol Results table to determine the outcome of the patrol.

PATROL RESULTS

Check	Encounter
9 or lower	—
10–14	A small hostile vessel
15–20	A medium hostile vessel or 1d4 small hostile vessels
21+	A large hostile vessel or 1d4 medium hostile vessels

Small Vessel. A small vessel like a keelboat typically has a single bandit captain as its commanding officer and a crew of 7 (2d6) sailors (commoners) or 2 (1d4) Scharde pirates. It isn't armed with any weapons and has a bounty of 100 gp.

Medium Vessel. A medium vessel typically has a single bandit captain as its commanding officer and a crew of 25 (1d10 + 20) sailors (commoners) or 14 (4d6) Scharde pirates. It is armed with four cannons on each side and has a bounty of 500 gp.

Large Vessel. A large vessel typically has a single bandit captain as its commanding officer and a crew of 41 (2d10 + 30) sailors (commoners) or 22 (4d10) Scharde pirates. It is armed with ten cannons on each side and has a bounty of 1,000 gp.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you engage your nation's enemies through acts such as the following:

- Protecting a coastal community from a pirate raid
- Destroying a Cryxian ship
- Escorting a merchant vessel to safety
- Participating in a naval battle against three or more ships
- Sinking a vessel whose crew and cannon outnumber yours

TIER 1: COASTAL PATROL

At this tier, your newly founded company is just starting out as part of your nation's navy. The company is expected to patrol coastal waters near its home port, drive off enemy vessels and pirates, and help other vessels in need.

BENEFITS

Your company gains the following benefits at this tier.

Home Port. Your company has a port of call in one of its nation's coastal towns. The company can berth in its home port at no cost between assignments. If it does so, its members can maintain a modest lifestyle without having to pay 1 gp per day.

Starter Vessel. Your company has a small keelboat crewed by three loyal but fairly unskilled sailors. These sailors handle the ship's day-to-day operations but do not participate in combat. They use the commoner stat block. The vessel has a single cannon (equivalent to the steamjack cannon in chapter 5 of Iron Kingdoms: Requiem).

If the keelboat is lost or destroyed, you will need to purchase a replacement.

Naval Protocol. Any company members who make a Charisma (Intimidation) or Charisma (Persuasion) check to issue orders to the crew can add their Intelligence modifier to the roll.

TIER 2: ABLE SAILORS

At this tier, your company has earned a measure of esteem in the eyes of your nation's naval commanders. It is given greater leeway to patrol the nation's waterways and is expected to participate in more significant naval maneuvers.

BENEFITS

Your company gains the following benefits at this tier.

Beat to Quarters. During any encounter with a hostile ship, members of the company gain a +5 bonus to initiative.

Marines. You are assigned a group of soldiers to help you carry out boarding actions and defend your ship. You gain 1d4 hirelings you can use in boarding actions and on coastal raids. Hirelings gained by this benefit must have a challenge rating of 1/4 or lower.

TIER 3: POINT OF THE SPEAR

Upon reaching this tier, your company is one of the more highly regarded naval crews in its fleet, and its members can expect to be consulted by the admiralty on naval engagements. In addition, the company receives a higher caliber of sailors to fill out its ranks.

BENEFITS

Your company gains the following benefits at this tier.

Practiced Maneuvers. Your company has become adept at pulling off surprising maneuvers at sea. A vessel controlled by a member of the company can perform an additional turn of up to 90 degrees during its movement.

Seasoned Crew. Experienced sailors are assigned to your ship. The number of hirelings you can have increases by 1d4, and your hirelings can have a challenge rating of 1 or lower. Alternatively, you gain a single steamjack with a challenge rating of 4 or lower.

TIER 4: FLAGSHIP

Upon reaching this tier, your company's exploits are the stuff of maritime legend. The company operates as a flagship of not just a single fleet, but its nation's entire navy. The company can expect to lead many other lesser ships in naval engagements to protect its nation's interests.

BENEFITS

Your company gains the following benefits at this tier.

Fearsome Reputations. Your company has earned a strong reputation in naval circles. The sight of your flag on the horizon can inspire dread in your enemies and hope in your allies. You gain a +2 bonus on both Charisma (Intimidation) checks involving enemy forces and Charisma (Persuasion) checks involving friendly forces.

Loyal Crew. The morale of your hirelings is unshakable, and their loyalty to your company is unquestioned. So long as the hirelings can see or hear a company member that is not unconscious or incapacitated, they are immune to being frightened.

QUIRKS

Many adventuring companies have quirks that set them apart from other such groups. Choose a quirk for your adventuring company, or roll on the table below.

d10 Quirk

- 1 Your company was founded by the survivors of a devastating naval battle.
- 2 Your company's ship has had every inch of timber, every scrap of sail, and every nail replaced at least twice.
- 3 The figurehead of your company's ship was reclaimed from a sunken warship that participated in several battles against pirates from the Scharde Islands.
- 4 Your company's members were given a choice: hang as pirates or use their talents in the defense of the nation.
- 5 One rival nation or another has put a substantial bounty on the head of every member of your company.
- 6 Your company has a counterpart in a hostile nation that considers your company its greatest rival.
- 7 Each member of your company was rescued while either marooned or adrift at sea.
- 8 Deservedly or not, your company's starting vessel has a reputation for being bad luck to those who sail aboard it.
- 9 Your company's home port is in a town that is more like a pirate haven than a naval city.
- 10 Each time your company sails a hundred leagues, every new member who joined the company since the last such milestone must swim a mile in the open ocean.