MANI-O'-MAR CLASS SPELLJAMMER

ABOUT

- •The Man-O'-War is a spelljammer designed for use as a light warship, but is versatile enough for a variety of purposes. It is of elven construction, but is often used by other races as well. Armed with four ballistas and a catapult, the Man-O'-War is able to defend itself, but the large cargo hold and ample crew space make the ship useful for trading, adventuring and passenger transport as well.
- •There are several versions of this map, including an unarmed version, an unfurnished version (except for the bridge), and a version with extra crew quarters. A token of the ship, as well as ballista and catapult tokens, are also included.
- •The Man-O'-War is a solid vessel for an adventuring party, either as a starter ship or as an upgrade from the Dragonflyclass spelljammer (a map of which is also available). Compared to the Dragonfly, the Man-O'-War has these advantages:
- -A much sturdier hull.
- -Much more cargo and crew space.
- -Much better armaments.
- -More officers' cabins and more empty cabins to allow the party to customise the ship to their needs.
- -Maneuverability similar to the Dragonfly, despite the larger size.
- -A brig for unruly or involuntary passengers.
- -Cargo doors at the rear of the ship, which can be used to disembark on land, or can be used in flight to jettison excess cargo or unwanted PCs.

NOTES

- •The catapult on the uppermost deck is a little unusual.

 Instead of using rope and bent wood to launch a projectile, this catapult uses a high-pressure boiler. When fired up, the boiler heats up quickly, building up steam that can be released to fire the weapon. The boiler may be heated by magical means, or it may have a coal-fired furnace underneath it.
- The chest at the back of the catapult deck contains a rope ladder, allowing the crew to disembark from there if necessary.
- •The ship's empty cabins can be used to customise the ship to the needs of the party, or your campaign. They might be used as a workshop, laboratory, stables for the party's mounts or pets, or simply as additional passenger or crew space.
- *According to the official Spelljammer rules, the Man-O'-War has a minimum crew requirement of 12 and a full crew of 60. If you use the official rules, I recommend reducing the full crew requirement to 20 or 30, as this map was not designed to hold 60 crew. In fairness, this version of the Man-O'-War has considerably more crew space than the official deck plans, which feature exceptionally small crew quarters, in which housing 60 people would probably kill them, or at least constitute a serious violation of human rights. In any case, using the version of this map with the extra crew quarters will give it space for about 40 crew.



























